Introduction to URDF: Mobile Robot Design and Control

Install few extensions in Visual Studio:

- 1. Python extension
- 2. XML extension
- 3. URDF extension
- 4. ICONS extension
- 5. ROS extension

Install the necessary packages required Execute in Terminal #1

```
sudo apt-get install ros-humble-teleop-twist-keyboard sudo apt-get install ros-humble-joint-state-publisher*
```

```
sudo apt install gazebo
sudo apt install ros-humble-gazebo-ros-pkgs
sudo apt install ros-humble-robot-state-publisher*
```

Execute in Terminal #1

```
cd ros2 ws/src
ros2 pkg create lab4 --build-type ament python --dependencies rclpy
cd src/lab4/
mkdir urdf
mkdir launch
cd urdf
touch three_wheeled_robot.urdf
<?xml version="1.0" ?>
<robot name = "three_wheeled_robot">
  k name="base">
     <visual>
     <geometry>
       <br/><box size="0.75 0.4 0.1"/>
     </geometry>
     <material name="gray">
       <color rgba=".2 .2 .2 1" />
     </material>
     </visual>
     <inertial>
       <mass value="1" />
       <inertia ixx="0.01" ixy="0.0" ixz="0" iyy="0.01" iyz="0" izz="0.01" />
```

```
</inertial>
  <collision>
  <geometry>
     <br/>
<br/>
dox size="0.75 0.4 0.1"/>
  </geometry>
  </collision>
</link>
<link name="wheel_right_link">
  <inertial>
       <mass value="2"/>
       <inertia ixx="0.01" ixy="0.0" ixz="0"
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
     <geometry>
      <cylinder radius="0.15" length="0.1"/>
     </geometry>
     <material name="white">
     <color rgba="1 1 1 1"/>
     </material>
  </visual>
  <collision>
     <geometry>
      <cylinder radius="0.15" length="0.1"/>
     </geometry>
    <contact coefficients mu="1" kp="1e+13" kd="1.0"/>
  </collision>
</link>
<joint name="wheel right joint" type="continuous">
  <origin xyz="0.2 0.25 0.0" rpy="1.57 0.0 0.0"/>
  <parent link="base"/>
  <child link="wheel right link"/>
  <axis xyz="0.0 0.0 1.0"/>
</joint>
<link name="wheel left link">
  <inertial>
     <mass value="2"/>
     <inertia ixx="0.01" ixy="0.0" ixz="0"
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
```

```
<visual>
   <geometry>
      <cylinder radius="0.15" length="0.1"/>
   </geometry>
   <material name="white">
     <color rgba="1 1 1 1"/>
   </material>
  </visual>
  <collision>
   <geometry>
      <cylinder radius="0.15" length="0.1"/>
   </geometry>
   <contact coefficients mu="1" kp="1e+13" kd="1.0"/>
  </collision>
</link>
<joint name="wheel_left_joint" type="continuous">
  <origin xyz="0.2 -0.25 0.0" rpy="1.57 0.0 0.0"/>
  <parent link="base"/>
  <child link="wheel left link"/>
  <axis xyz="0.0 0.0 1.0"/>
</ioint>
link name="caster">
  <inertial>
       <mass value="1"/>
       <inertia ixx="0.01" ixy="0.0" ixz="0"
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
   <geometry>
     <sphere radius=".08"/>
   </geometry>
   <material name="white" />
  </visual>
  <collision>
   <origin/>
   <geometry>
     <sphere radius=".08"/>
   </geometry>
  </collision>
</link>
<joint name="caster_joint" type="continuous">
  <origin xyz="-0.3 0.0 -0.07" rpy="0.0 0.0 0.0"/>
```

```
<axis xyz="0 0 1" />
  <parent link="base"/>
  <child link="caster"/>
</ioint>
link name="camera">
  <inertial>
       <mass value="0.1" />
       <inertia ixx="0.01" ixy="0.0" ixz="0"
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
   <geometry>
     <br/><box size="0.1 0.1 0.05"/>
   </geometry>
   <material name="white">
     <color rgba="1 1 1 1"/>
   </material>
  </visual>
  <collision>
   <geometry>
      <br/><box size="0.1 0.1 0.05"/>
   </geometry>
  </collision>
</link>
<joint name="camera joint" type="fixed">
  <origin xyz="-0.35 0 0.01" rpy="0 0.0 3.14"/>
  <parent link="base"/>
  <child link="camera"/>
  <axis xyz="0.0 0.0 1.0"/>
</joint>
k name="lidar">
  <inertial>
       <mass value="0.5"/>
       <inertia ixx="0.01" ixy="0.0" ixz="0"
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
   <geometry>
     <cylinder radius="0.1" length="0.05"/>
   </geometry>
   <material name="white">
     <color rgba="1 1 1 1"/>
   </material>
  </visual>
```

```
<collision>
   <geometry>
      <box><box size="0.1 0.1 0.1"/></box>
   </geometry>
  </collision>
</link>
<joint name="lidar joint" type="fixed">
  <origin xyz="-0.285 0 0.075" rpy="0 0.0 1.57"/>
  <parent link="base"/>
  <child link="lidar"/>
  <axis xyz="0.0 0.0 1.0"/>
</joint>
<!--http://wiki.ros.org/simulator_gazebo/Tutorials/ListOfMaterials-->
<gazebo reference="base">
  <material>Gazebo/WhiteGlow</material>
</gazebo>
<gazebo reference="wheel left link">
  <material>Gazebo/SkyBlue</material>
</gazebo>
<gazebo reference="wheel right link">
  <material>Gazebo/SkyBlue </material>
</gazebo>
<gazebo reference="caster">
  <material>Gazebo/Grey</material>
</gazebo>
<gazebo reference="lidar">
  <material>Gazebo/Blue</material>
</gazebo>
<gazebo reference="camera">
  <material>Gazebo/Red</material>
</gazebo>
<!-- differential robot-->
<gazebo>
  <pl><plugin filename="libgazebo ros diff drive.so" name="gazebo base controller">
   <odometry frame>odom</odometry frame>
   <commandTopic>cmd vel</commandTopic>
   <publish odom>true</publish odom>
   <publish odom tf>true</publish odom tf>
   <update rate>15.0</update rate>
   <left_joint>wheel_left_joint</left_joint>
   <right_joint>wheel_right_joint</right_joint>
```

```
<wheel separation>0.5</wheel separation>
   <wheel diameter>0.3</wheel diameter>
   <max wheel acceleration>0.7</max wheel acceleration>
   <max wheel torque>8</max wheel torque>
   <robotBaseFrame>base</robotBaseFrame>
  </plugin>
</gazebo>
<!-- camera plugin-->
<gazebo reference="camera">
 <sensor type="camera" name="camera1">
  <visualize>true</visualize>
  <update rate>30.0</update rate>
  <camera name="head">
   <horizontal fov>1.3962634</horizontal fov>
   <image>
    <width>800</width>
    <height>800</height>
    <format>R8G8B8</format>
   </image>
   <clip>
    <near>0.02</near>
    <far>300</far>
   </clip>
  </camera>
  <plugin name="camera controller" filename="libgazebo ros camera.so">
   <alwaysOn>true</alwaysOn>
   <updateRate>60.0</updateRate>
   <cameraName>/camera1</cameraName>
   <imageTopicName>image raw</imageTopicName>
   <cameraInfoTopicName>info camera</cameraInfoTopicName>
   <frameName>camera</frameName>
   <hackBaseline>0.07</hackBaseline>
  </plugin>
 </sensor>
</gazebo>
<!--lidar plugin-->
<qazebo reference="lidar">
 <sensor name="lidar" type="ray">
 <visualize>true</visualize>
  <update rate>12.0</update rate>
  <plugin filename="libgazebo_ros_ray_sensor.so" name="gazebo_lidar">
  <output type>sensor msgs/LaserScan/output type>
  <frame name>lidar</frame name>
  </plugin>
  <ray>
   <scan>
    <horizontal>
     <samples>360</samples>
```

```
<resolution>1</resolution>
        <min angle>0.00</min angle>
        <max angle>3.14</max angle>
       </horizontal>
      </scan>
      <range>
       <min>0.120</min>
       <max>3.5</max>
       <resolution>0.015</resolution>
      </range>
     </ray>
   </sensor>
  </gazebo>
</robot>
cd ..
cd launch
touch gazebo.launch.py
from launch import LaunchDescription
from launch ros.actions import Node
from launch.actions import ExecuteProcess
def generate launch description():
  urdf = '/home/asha/ros2 ws/src/lab4/urdf/three wheeled robot.urdf'
  return LaunchDescription([
     Node(
       package='robot state publisher',
       executable='robot state publisher',
       name='robot state publisher',
       output='screen',
       arguments=[urdf]),
     Node(
       package='joint state publisher',
       executable='joint state publisher',
       name='joint state publisher',
       arguments=[urdf]),
# Gazebo related stuff required to launch the robot in simulation
     ExecuteProcess(
       cmd=['gazebo', '--verbose', '-s', 'libgazebo_ros factory.so'],
       output='screen'),
     Node(
       package='gazebo ros',
       executable='spawn entity.py',
       name='urdf spawner',
       output='screen',
       arguments=["-topic", "/robot_description", "-entity", "lab4"])
 ])
```

touch rviz.launch.py

```
from launch import LaunchDescription
from launch ros.actions import Node
def generate launch description():
  urdf = '/home/asha/ros2 ws/src/lab4/urdf/three wheeled robot.urdf'
  # rviz config file=os.path.join(package dir,'config.rviz')
  return LaunchDescription([
     Node(
       package='robot state publisher',
       executable='robot state publisher',
       name='robot state publisher',
       output='screen'.
       arguments=[urdf]),
     Node(
       package='joint state publisher gui',
       executable='joint state publisher gui',
       name='joint_state_publisher_gui',
       arguments=[urdf]),
     Node(
     package='rviz2',
     executable='rviz2',
     name='rviz2',
     # arguments=['-d',rviz config file],
     output='screen'),
  1)
Edit the setup.py file as
from setuptools import setup
import os
from glob import glob
package name = 'lab4'
setup(
  name=package name,
  version='0.0.0',
  packages=[package name],
  data files=[
     ('share/ament index/resource index/packages',
       ['resource/' + package name]),
     ('share/' + package name, ['package.xml']),
       (os.path.join('share', package_name), glob('urdf/*')),
       (os.path.join('share', package_name), glob('launch/*'))
```

```
],
install_requires=['setuptools'],
zip_safe=True,
maintainer='asha',
maintainer_email='asha@todo.todo',
description='TODO: Package description',
license='TODO: License declaration',
tests_require=['pytest'],
entry_points={
   'console_scripts': [
   ],
},
)
```

Execute in Terminal #1

colcon build --packages-select lab4 ros2 launch lab4 rviz.launch.py

Execute in Terminal #2

killall gzserver

ros2 launch lab4 gazebo.launch.py

Execute in Terminal #3

ros2 run teleop_twist_keyboard teleop_twist_keyboard

Edit the URDF file to add LIDAR and CAMERA links along with GAZEBO plugins.

```
<?xml version="1.0" ?>
<robot name = "three wheeled robot">
  k name="base">
     <visual>
     <geometry>
        <br/>
<br/>
dox size="0.75 0.4 0.1"/>
     </geometry>
     <material name="gray">
        <color rgba=".2 .2 .2 1" />
     </material>
     </visual>
     <inertial>
        <mass value="1"/>
        <inertia ixx="0.01" ixy="0.0" ixz="0" iyy="0.01" iyz="0" izz="0.01" />
     </inertial>
     <collision>
     <geometry>
        <br/>
<br/>
dox size="0.75 0.4 0.1"/>
     </geometry>
     </collision>
  </link>
```

```
<link name="wheel right link">
  <inertial>
       <mass value="2"/>
       <inertia ixx="0.01" ixy="0.0" ixz="0"
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
     <geometry>
      <cylinder radius="0.15" length="0.1"/>
     </geometry>
     <material name="white">
     <color rgba="1 1 1 1"/>
     </material>
  </visual>
  <collision>
     <geometry>
      <cylinder radius="0.15" length="0.1"/>
     </geometry>
   <contact coefficients mu="1" kp="1e+13" kd="1.0"/>
  </collision>
</link>
<joint name="wheel right joint" type="continuous">
  <origin xyz="0.2 0.25 0.0" rpy="1.57 0.0 0.0"/>
  <parent link="base"/>
  <child link="wheel right link"/>
  <axis xyz="0.0 0.0 1.0"/>
</joint>
<link name="wheel_left_link">
  <inertial>
     <mass value="2"/>
     <inertia ixx="0.01" ixy="0.0" ixz="0"</pre>
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
   <geometry>
      <cylinder radius="0.15" length="0.1"/>
   </geometry>
   <material name="white">
     <color rgba="1 1 1 1"/>
    </material>
  </visual>
```

```
<collision>
   <geometry>
      <cylinder radius="0.15" length="0.1"/>
   </geometry>
   <contact_coefficients mu="1" kp="1e+13" kd="1.0"/>
  </collision>
</link>
<joint name="wheel_left_joint" type="continuous">
  <origin xyz="0.2 -0.25 0.0" rpy="1.57 0.0 0.0"/>
  <parent link="base"/>
  <child link="wheel left link"/>
  <axis xyz="0.0 0.0 1.0"/>
</joint>
link name="caster">
  <inertial>
       <mass value="1" />
       <inertia ixx="0.01" ixy="0.0" ixz="0"
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
   <geometry>
     <sphere radius=".08"/>
   </geometry>
   <material name="white" />
  </visual>
  <collision>
   <origin/>
   <geometry>
     <sphere radius=".08"/>
   </geometry>
  </collision>
</link>
<joint name="caster_joint" type="continuous">
  <origin xyz="-0.3 0.0 -0.07" rpy="0.0 0.0 0.0"/>
  <axis xyz="0 0 1" />
  <parent link="base"/>
  <child link="caster"/>
</joint>
link name="camera">
  <inertial>
       <mass value="0.1" />
       <inertia ixx="0.01" ixy="0.0" ixz="0"
```

```
iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
   <geometry>
     <br/>
<br/>
<br/>
dox size="0.1 0.1 0.05"/>
   </geometry>
   <material name="white">
     <color rgba="1 1 1 1"/>
   </material>
  </visual>
  <collision>
   <geometry>
      <br/><box size="0.1 0.1 0.05"/>
   </geometry>
  </collision>
</link>
<joint name="camera_joint" type="fixed">
  <origin xyz="-0.35 0 0.01" rpy="0 0.0 3.14"/>
  <parent link="base"/>
  <child link="camera"/>
  <axis xyz="0.0 0.0 1.0"/>
</joint>
link name="lidar">
  <inertial>
       <mass value="0.5"/>
       <inertia ixx="0.01" ixy="0.0" ixz="0"
       iyy="0.01" iyz="0" izz="0.01" />
  </inertial>
  <visual>
   <geometry>
     <cylinder radius="0.1" length="0.05"/>
   </geometry>
   <material name="white">
     <color rgba="1 1 1 1"/>
   </material>
  </visual>
  <collision>
   <geometry>
      <br/><box size="0.1 0.1 0.1"/>
   </geometry>
  </collision>
</link>
<joint name="lidar_joint" type="fixed">
```

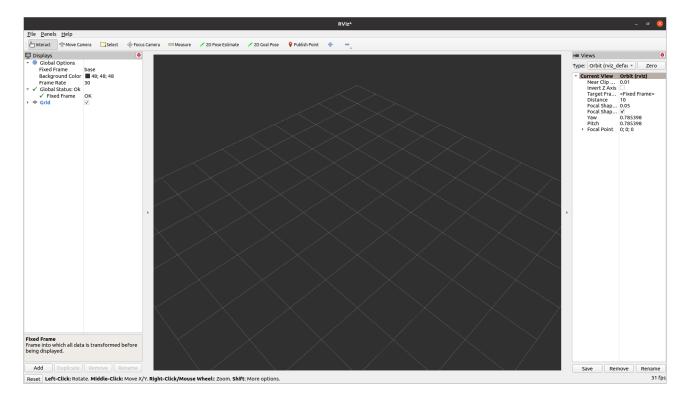
```
<origin xyz="-0.285 0 0.075" rpy="0 0.0 1.57"/>
  <parent link="base"/>
  <child link="lidar"/>
  <axis xyz="0.0 0.0 1.0"/>
</joint>
<!--http://wiki.ros.org/simulator_gazebo/Tutorials/ListOfMaterials-->
<gazebo reference="base">
  <material>Gazebo/WhiteGlow</material>
</gazebo>
<gazebo reference="wheel left link">
  <material>Gazebo/SkyBlue</material>
</gazebo>
<gazebo reference="wheel right link">
  <material>Gazebo/SkyBlue </material>
</gazebo>
<gazebo reference="caster">
  <material>Gazebo/Grev</material>
</gazebo>
<gazebo reference="lidar">
  <material>Gazebo/Blue</material>
</gazebo>
<gazebo reference="camera">
  <material>Gazebo/Red</material>
</gazebo>
<!-- differential robot-->
<gazebo>
  <plugin filename="libgazebo ros diff drive.so" name="gazebo base controller">
   <odometry frame>odom</odometry frame>
   <commandTopic>cmd_vel</commandTopic>
   <publish odom>true</publish odom>
   <publish odom tf>true</publish odom tf>
   <update rate>15.0</update rate>
   <left joint>wheel left joint</left joint>
   <right_joint>wheel_right_joint</right_joint>
   <wheel_separation>0.5</wheel separation>
   <wheel diameter>0.3</wheel diameter>
   <max wheel acceleration>0.7</max wheel acceleration>
   <max wheel torque>8</max wheel torque>
   <robotBaseFrame>base</robotBaseFrame>
  </plugin>
</gazebo>
<!-- camera plugin-->
```

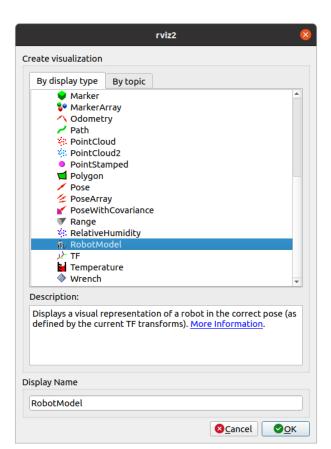
```
<gazebo reference="camera">
 <sensor type="camera" name="camera1">
  <visualize>true</visualize>
  <update rate>30.0</update rate>
  <camera name="head">
   <horizontal_fov>1.3962634/horizontal_fov>
   <image>
    <width>800</width>
    <height>800</height>
    <format>R8G8B8</format>
   </image>
   <clip>
    <near>0.02</near>
    <far>300</far>
   </clip>
  </camera>
  <plugin name="camera controller" filename="libgazebo ros camera.so">
   <alwaysOn>true</alwaysOn>
   <updateRate>60.0</updateRate>
   <cameraName>/camera1</cameraName>
   <imageTopicName>image_raw</imageTopicName>
   <cameraInfoTopicName>info camera</cameraInfoTopicName>
   <frameName>camera</frameName>
   <hackBaseline>0.07</hackBaseline>
  </plugin>
 </sensor>
</gazebo>
<!--lidar plugin-->
<gazebo reference="lidar">
 <sensor name="lidar" type="ray">
 <visualize>true</visualize>
  <update rate>12.0</update rate>
  <plugin filename="libgazebo_ros_ray_sensor.so" name="gazebo_lidar">
  <output type>sensor msgs/LaserScan/output type>
  <frame name>lidar</frame name>
  </plugin>
  <rav>
   <scan>
    <horizontal>
     <samples>360</samples>
     <resolution>1</resolution>
     <min angle>0.00</min angle>
     <max angle>3.14</max angle>
    </horizontal>
   </scan>
   <range>
    <min>0.120</min>
    <max>3.5</max>
    <resolution>0.015</resolution>
```

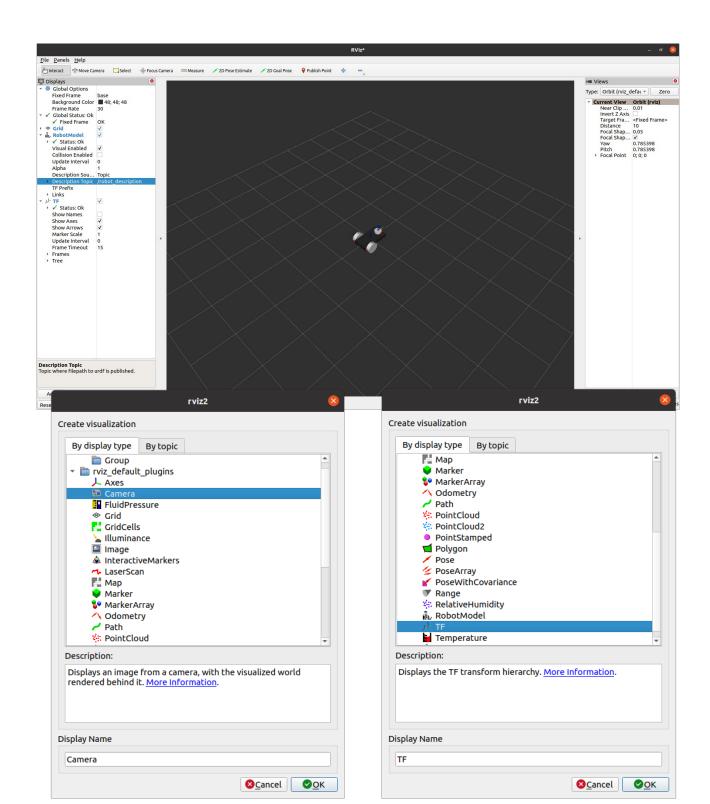
```
</range>
</ray>
</sensor>
</gazebo>
```

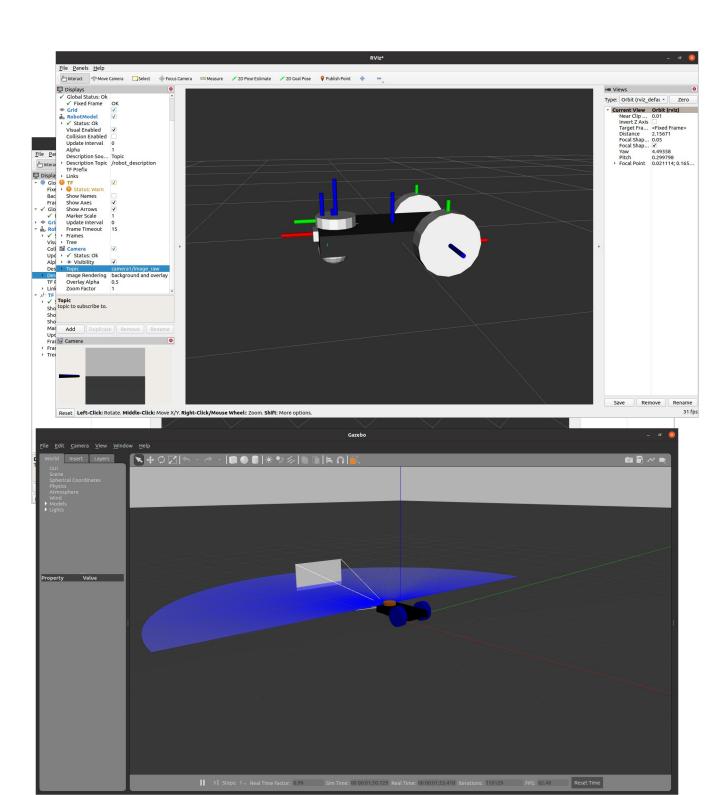
</robot>

Do these changes in the rviz window:









```
sudo apt-get install python3-pip
pip3 install transforms3d
Edit move robot.py
#!/usr/bin/env python3
import rclpy
from rclpy.node import Node
from geometry msgs.msg import Twist
from nav_msgs.msg import Odometry
import transforms3d
import math
class GotoGoalNode(Node):
  def init (self):
     super(). init ("move robot")
     self.target x = 2
     self.target v = 2
     self.publisher = self.create publisher(Twist, "cmd vel", 10)
     self.subscriber = self.create subscription(Odometry, "odom", self.control loop, 10)
  def control loop(self, msg):
     dist_x = self.target_x - msg.pose.pose.position.x
     dist y = self.target y - msg.pose.pose.position.y
     print('current position: {}
{}'.format(msg.pose.pose.position.x,msg.pose.pose.position.y))
     distance = math.sqrt(dist x * dist x + dist y * dist y)
     print('distance : {}'.format(round(distance, 3)))
     goal theta = math.atan2(dist y, dist x)
     quat = msg.pose.pose.orientation
     roll, pitch, yaw = transforms3d.euler.quat2euler([quat.w,quat.x,quat.y,quat.z])
     diff = math.pi - round(yaw, 2) + round(goal theta, 2)
     print('yaw: {}'.format(round(yaw, 2)))
     print('target angle: {}'.format(round(goal theta, 2)))
     if diff > math.pi:
       diff -= 2*math.pi
     elif diff < -math.pi:
       diff += 2*math.pi
     print('orientation : {}'.format(round(diff, 2)))
     vel = Twist()
```

if abs(diff) > 0.2: vel.linear.x = 0.0

vel.angular.z = 0.4*round(diff, 2)

```
else:
       if abs(distance) > 0.2:
          vel.linear.x = 0.3*round(distance, 3)
          vel.angular.z = 0.0
       else:
          vel.linear.x = 0.0
          vel.angular.z = 0.0
     print('speed : {}'.format(vel))
     self.publisher.publish(vel)
def main(args=None):
  rclpy.init(args=args)
  node = GotoGoalNode()
  rclpy.spin(node)
  rclpy.shutdown()
if name == " main ":
      main()
```

Execute in Terminal #1

colcon build --packages-select lab4 ros2 launch lab4 rviz.launch.py

Execute in Terminal #2

killall gzserver

ros2 launch lab4 gazebo.launch.py

Execute in Terminal #3

ros2 run lab4 controller

Edit setup.py

```
entry_points={
    'console_scripts': [
        'controller = lab4.move_robot:main'
],
```

Exercise 1: Create a robot model for the following specifications and move the robot in gazebo environment using keyboard.

Compute the offset, inertia for the given specifications.

Specs for the robot:

Chassis

- -box (0.6, 0.8, 0.1) - color: red
- left wheel link:
 - cylinder (radius 0.1, length 0.05)
 - color: blue
- chassis left wheel joint
 - continuous joint
 - x origin offset: ---(calculate)
 - y origin offset: ---(calculate)
- caster_wheel_link:
 - sphere (radius 0.1)
 - color: white
- chassis_caster_wheel_joint:
 - fixed joint
 - x offset: 0.2
 - z offset: to compute
- chassis_footprint:
 - empty link
- chassis_joint:
 - parent: chassis_footprint, child: chassis_link
 - fixed joint
 - offset: (calculate)

Exercise 2: Write a python code to detect the obstacle using laser scan data.

Exercise 3: Modify the URDF code to change to a 4 wheeled robot and run the program.