Introduction to ROS

B팀

김준서
임승현
정종현
최지훤

INDEX

1

More about ROS

1 ROS (Robot Operating System)

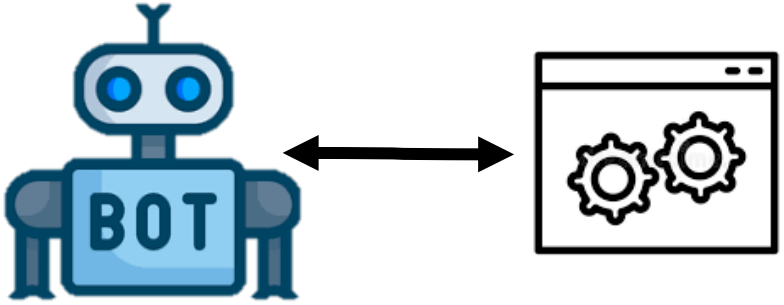
- What is ROS?

Why do we need special Robot framework?

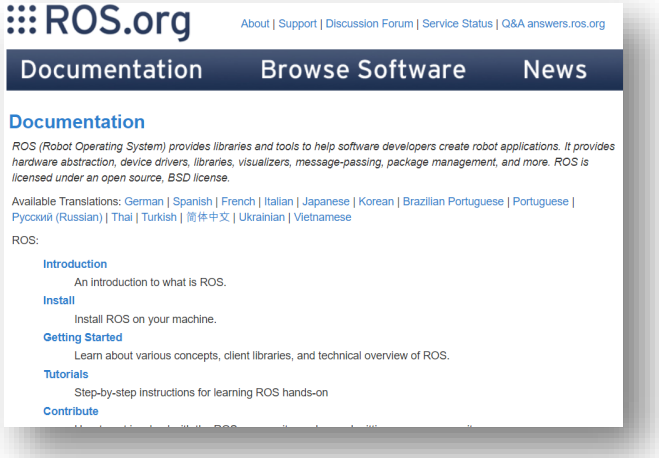
What are the advantages using ROS?

What is ROS? (2)

Integration with ROS



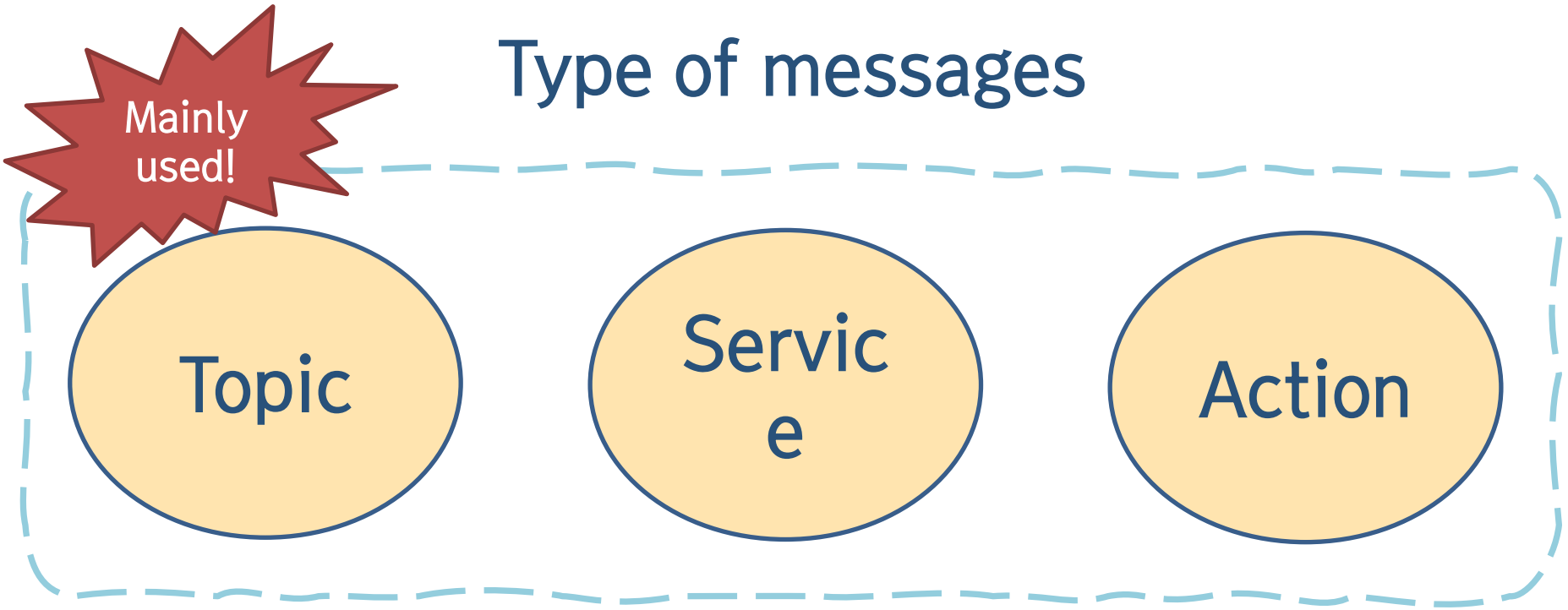
Hardware Software



Free wiki (with many users)

1 ROS (Robot Operating System)

- Basic Configuration & Communication

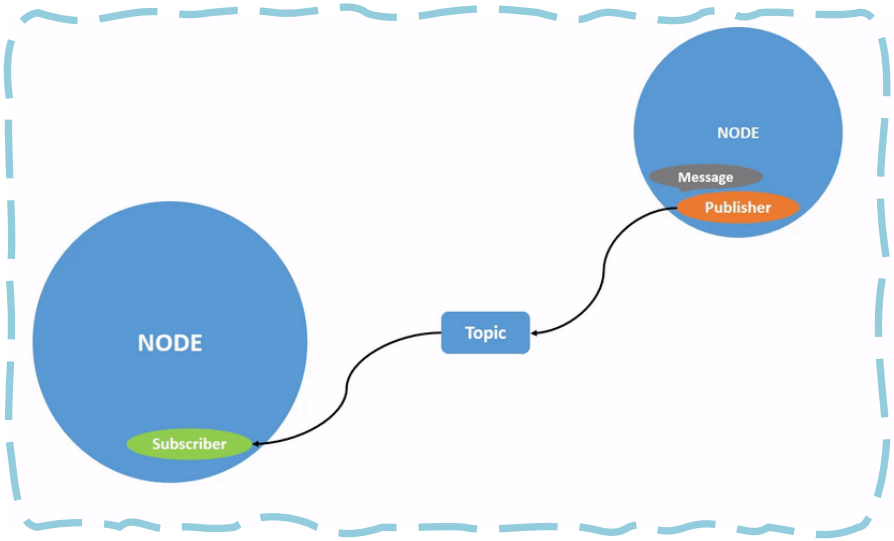


TCP based communication
Dividing whole framework into several nodes.
Node communicate each other by sending messages.

1 ROS (Robot Operating System)

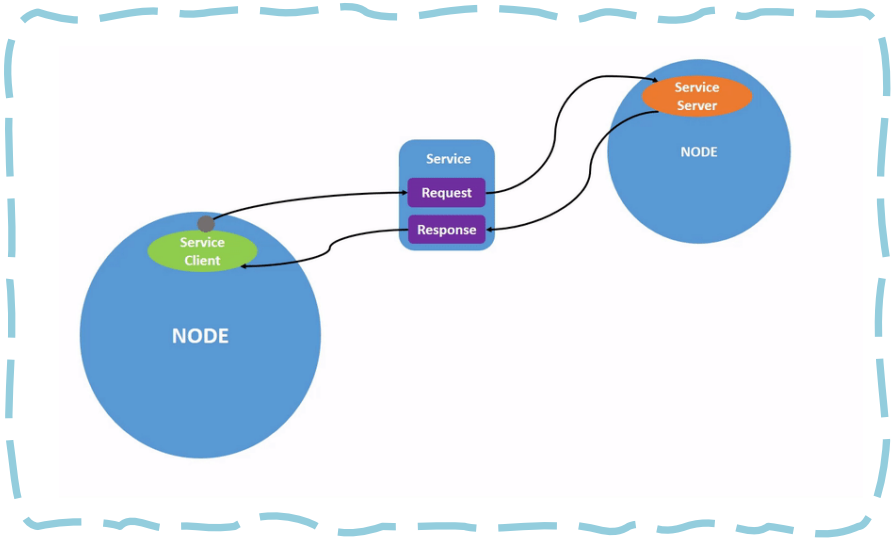
- **Communication between nodes**

Topic (Publisher-Subscriber)



Send message all times

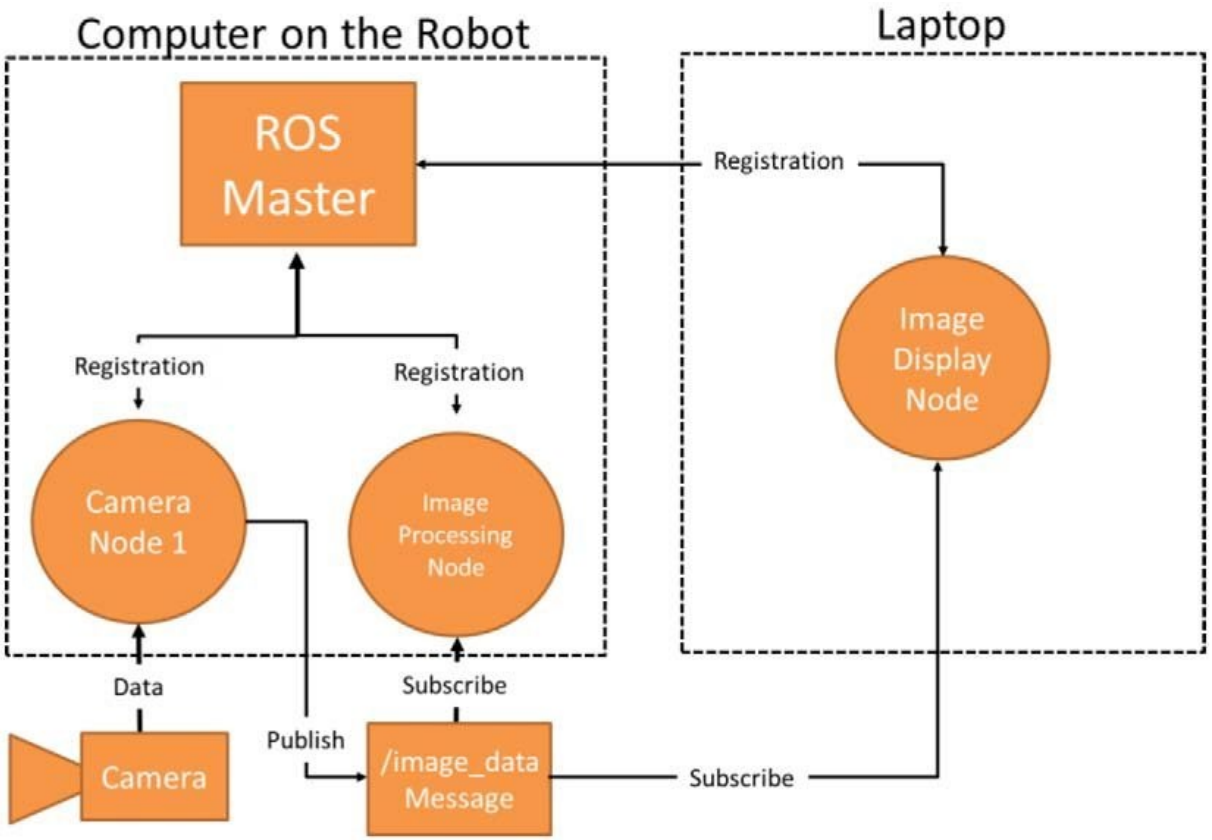
Service (Server-Client)



Send Response based on Request

http://docs.ros.org.ros.informatik.uni-freiburg.de/en/eloquent/Tutorials/Services/Understanding-ROS2-Services.html
https://docs.ros.org/en/foxy/Tutorials/Topics/Understanding-ROS2-Topics.html

Node Communication example



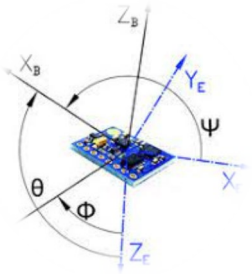
All nodes are registered by ROS Master (Master Node)
Each node publish/subscribe data, has its own functions.

https://www.researchgate.net/figure/ROS-comprised-of-camera-node-publishes-to-the-image-data-topic-while-the-image_fig6_331719966

1 ROS (Robot Operating System)

- **Advantages for providing data types format**

ROS	Others
Regulated type of data Ex) PointCloud,geometry_msgs Easy for collaboration between multiple sensors, programs, etc.	Cannot cover up all data types Hard to collaborate between teams Hard to manage data formats For ROS, you can manage your own data types by rosmsg files!

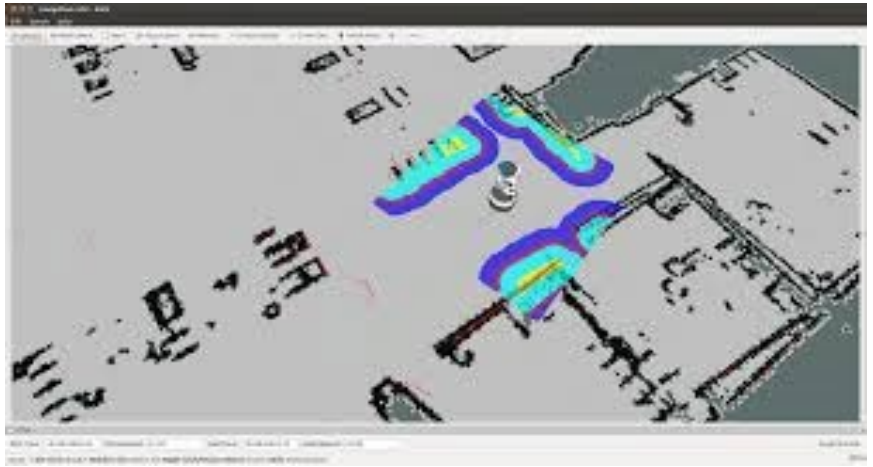


1 ROS (Robot Operating System)

- **Friendly with various tools & Open Source Packages**

Gazebo Simulator

Visualization

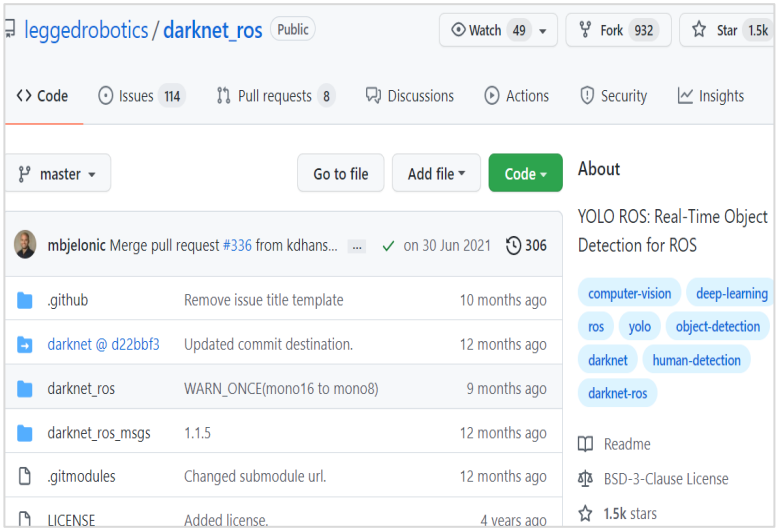


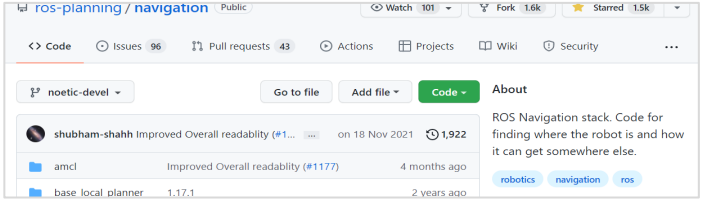
1 ROS (Robot Operating System)

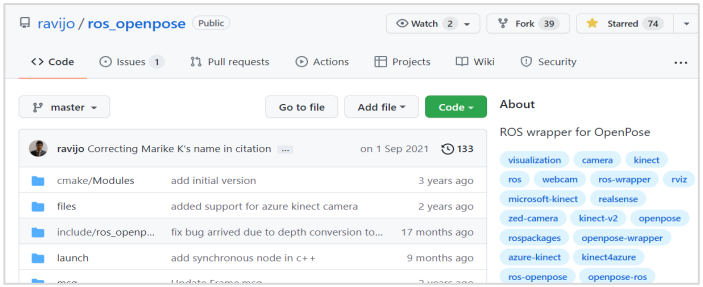
- **Friendly with various tools & Open Source Packages**

OpenCV

Image Processing







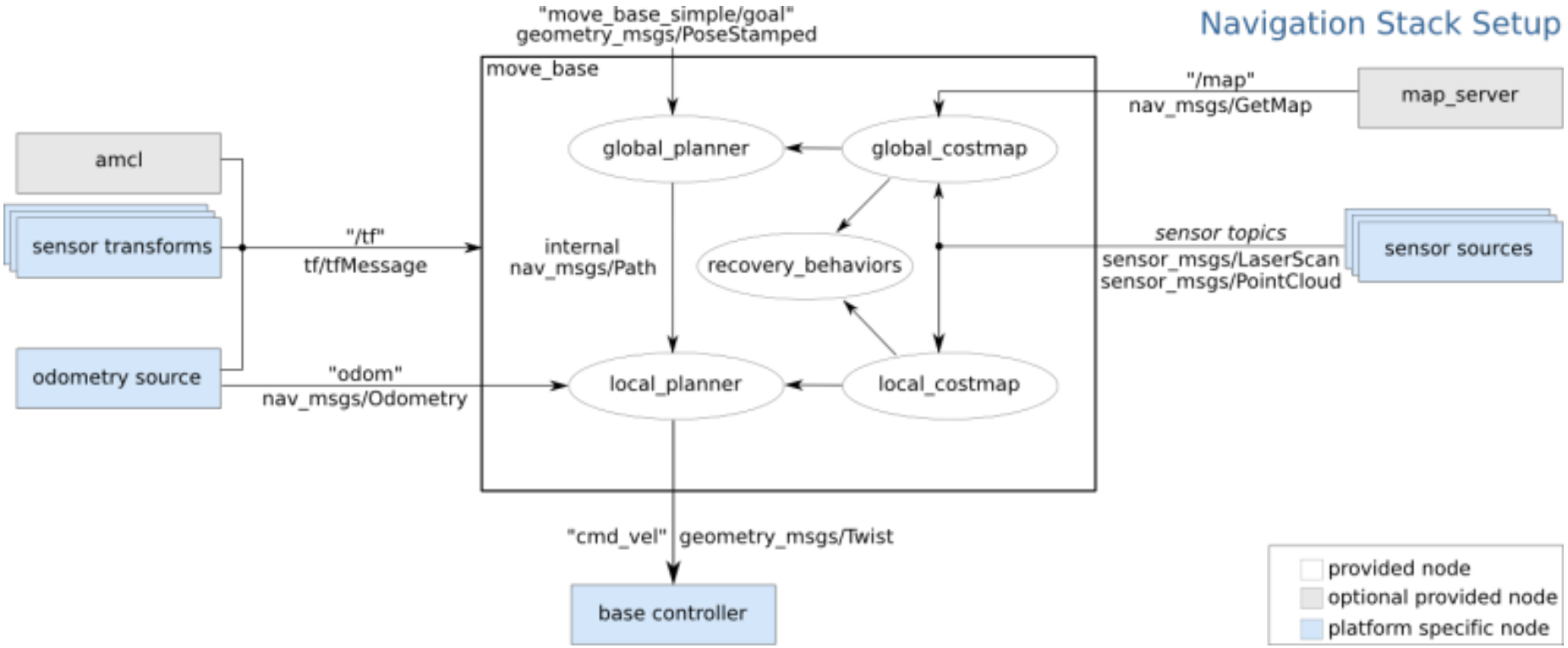
Bunch of ROS packages available in github!

2

Navigation

2 Navigation

- Overview



http://wiki.ros.org/navigation/Tutorials/RobotSetup

2 Navigation

- Odometry

Wheel Odometry

Encoder

SLAM

RGB-D Camera

LiDAR

GPS & IMU

GPS

IMU

https://www.autonics.com/series/3000482

https://pinkwink.kr/1277

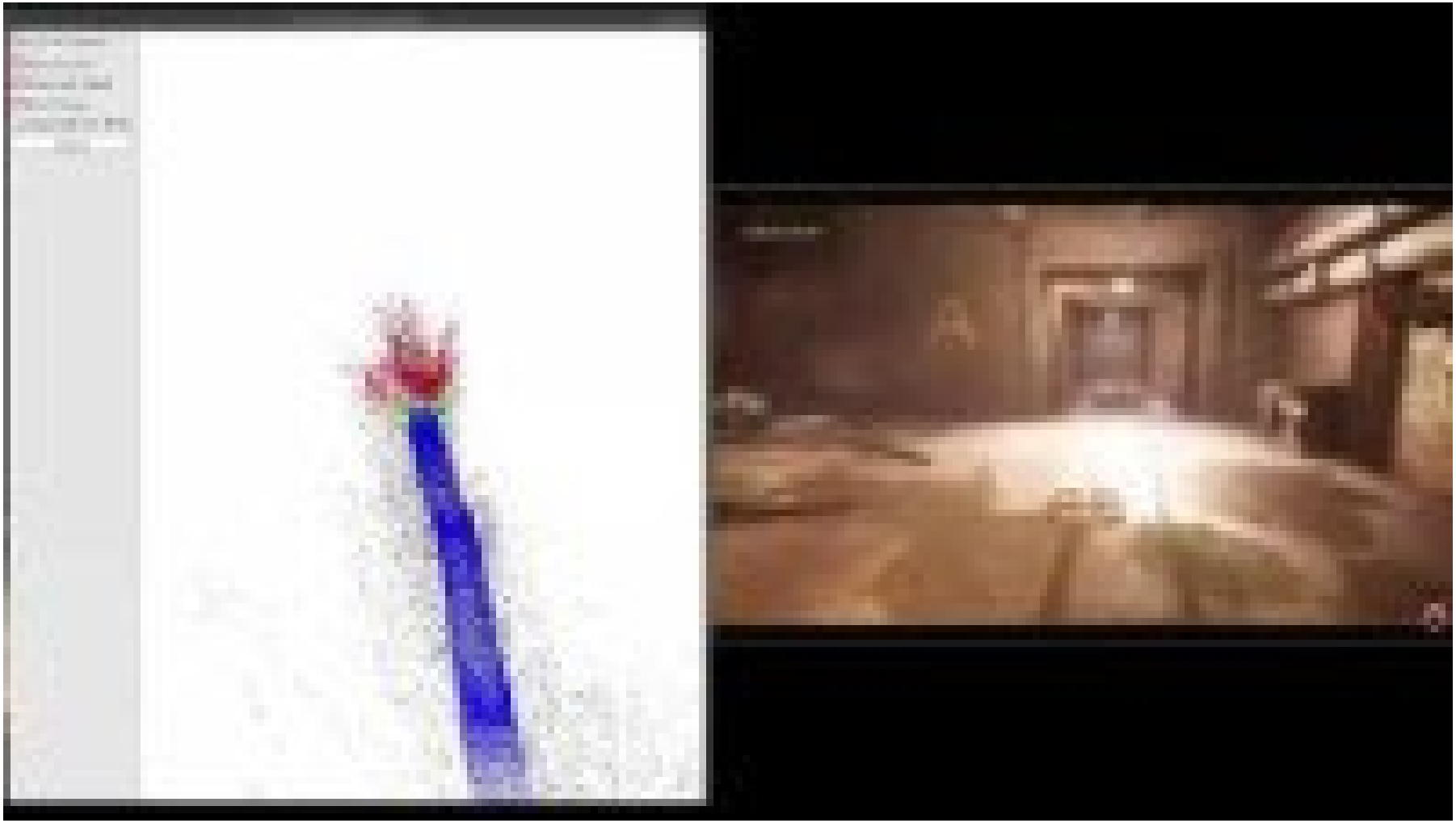
https://wego-robotics.com/wego-vlp-16/

http://vctec.co.kr

https://www.e2box.co.kr/

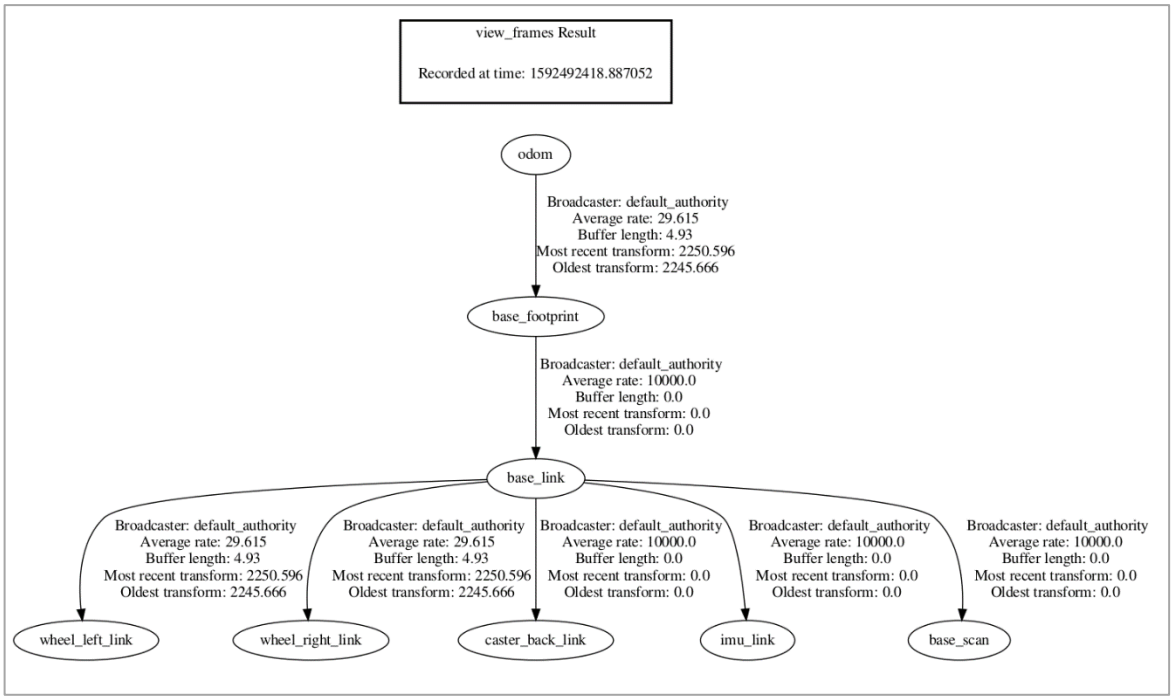
2 Navigation

- Visual SLAM



2 Navigation

- TF

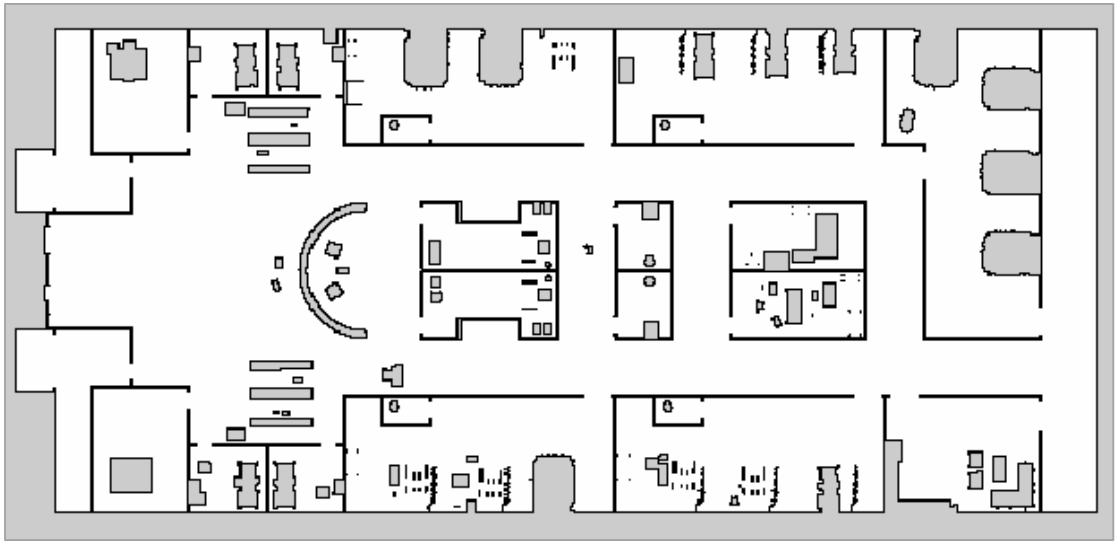


$$\begin{bmatrix} X_2 \\ Y_2 \\ Z_2 \\ 1 \end{bmatrix} = \begin{bmatrix} r_{11} & r_{12} & r_{13} & t_x \\ r_{21} & r_{22} & r_{23} & t_y \\ r_{31} & r_{32} & r_{33} & t_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X_1 \\ X_1 \\ X_1 \\ 1 \end{bmatrix}$$

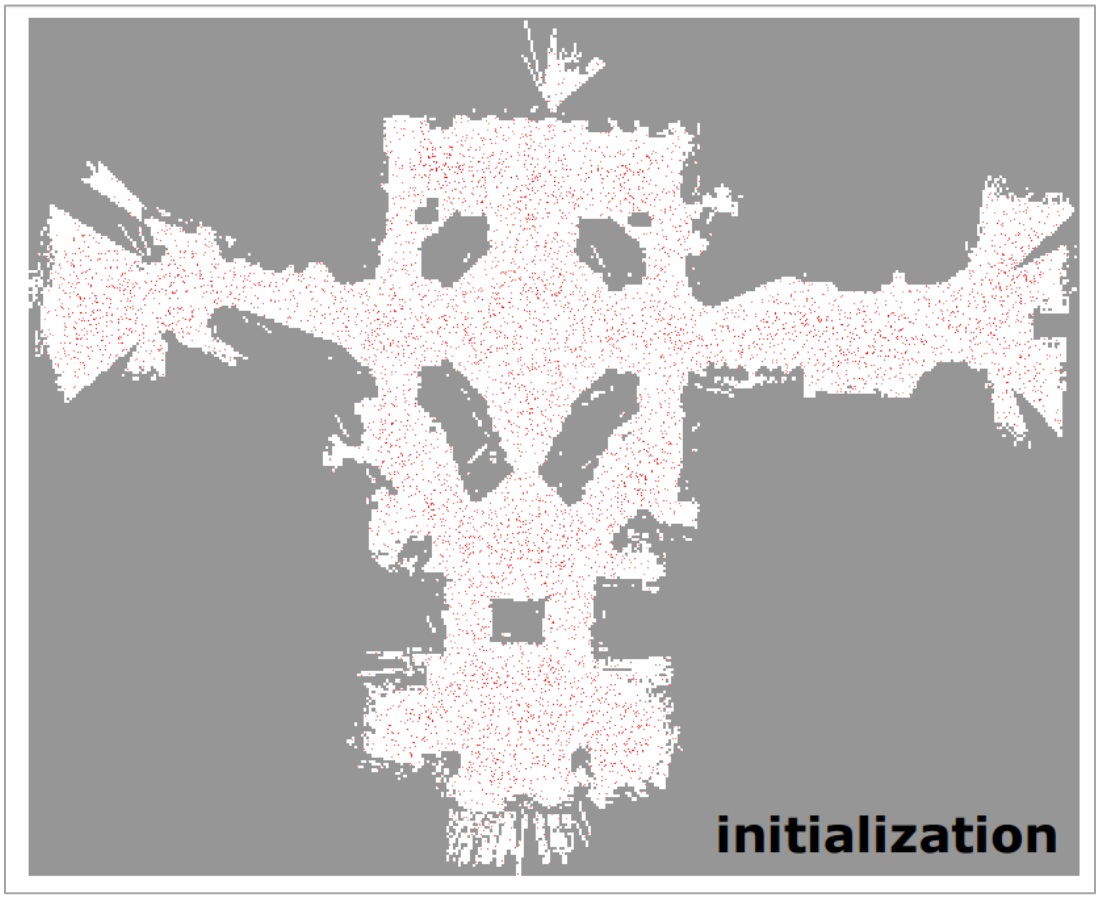
https://answers.ros.org/question/355242/robot_localization-with-turtlebot3/

2 Navigation

- Map Server



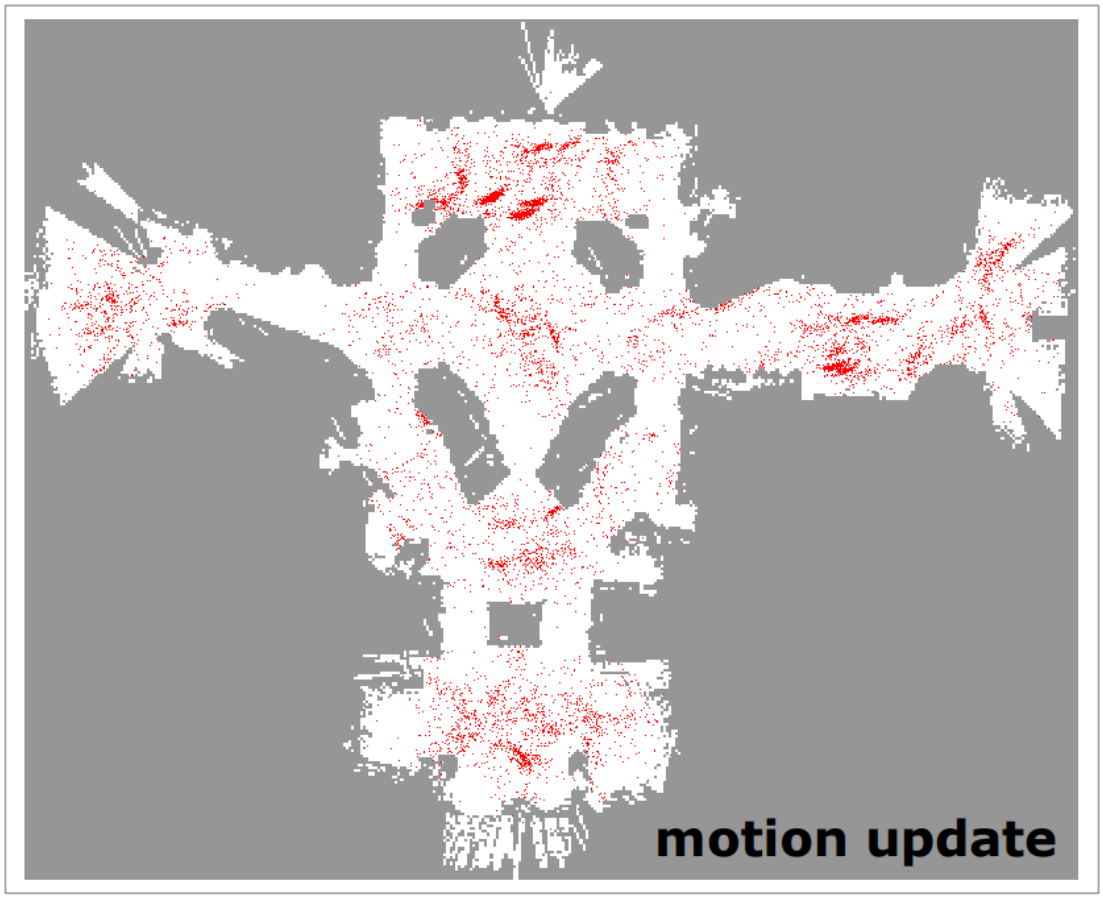
- AMCL



0. Initialization: Spread particle on the map

http://jinyongjeong.github.io/2017/02/22/lec11_Particle_filter/

- AMCL

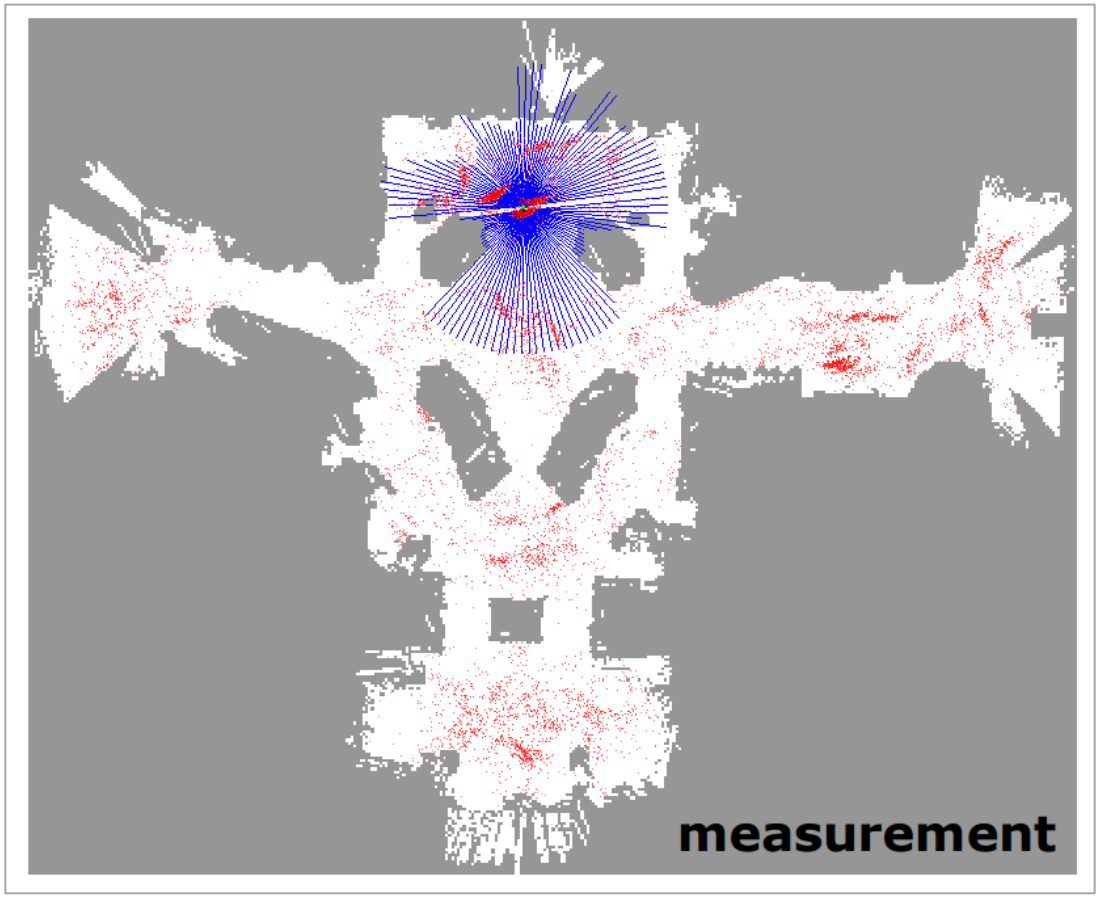


1. Motion Update: Update motion of particle by control input

http://jinyongjeong.github.io/2017/02/22/lec11_Particle_filter/

2 Navigation

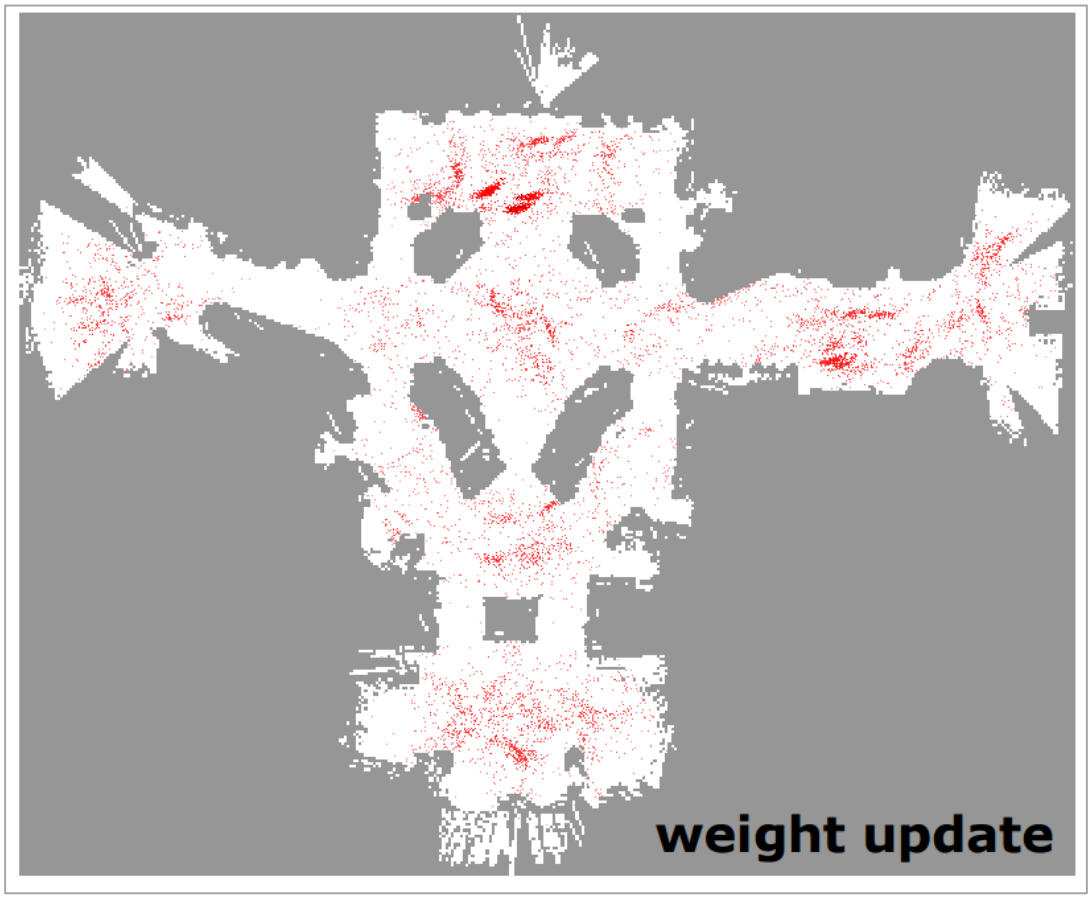
- AMCL



2. Measurement: Obtain data of environment from robot sensor

http://jinyongjeong.github.io/2017/02/22/lec11_Particle_filter/

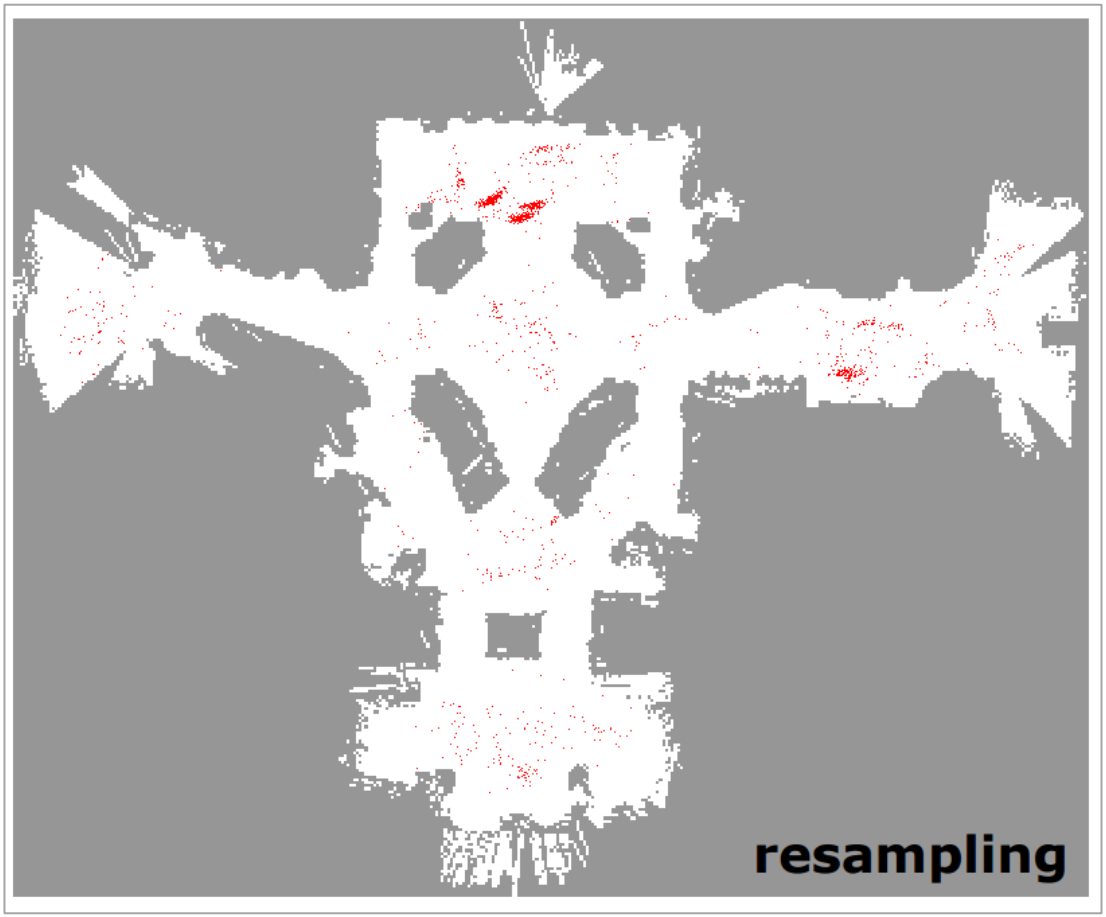
- AMCL



3. Weight Update: Update weight of particle from sensor data

http://jinyongjeong.github.io/2017/02/22/lec11_Particle_filter/

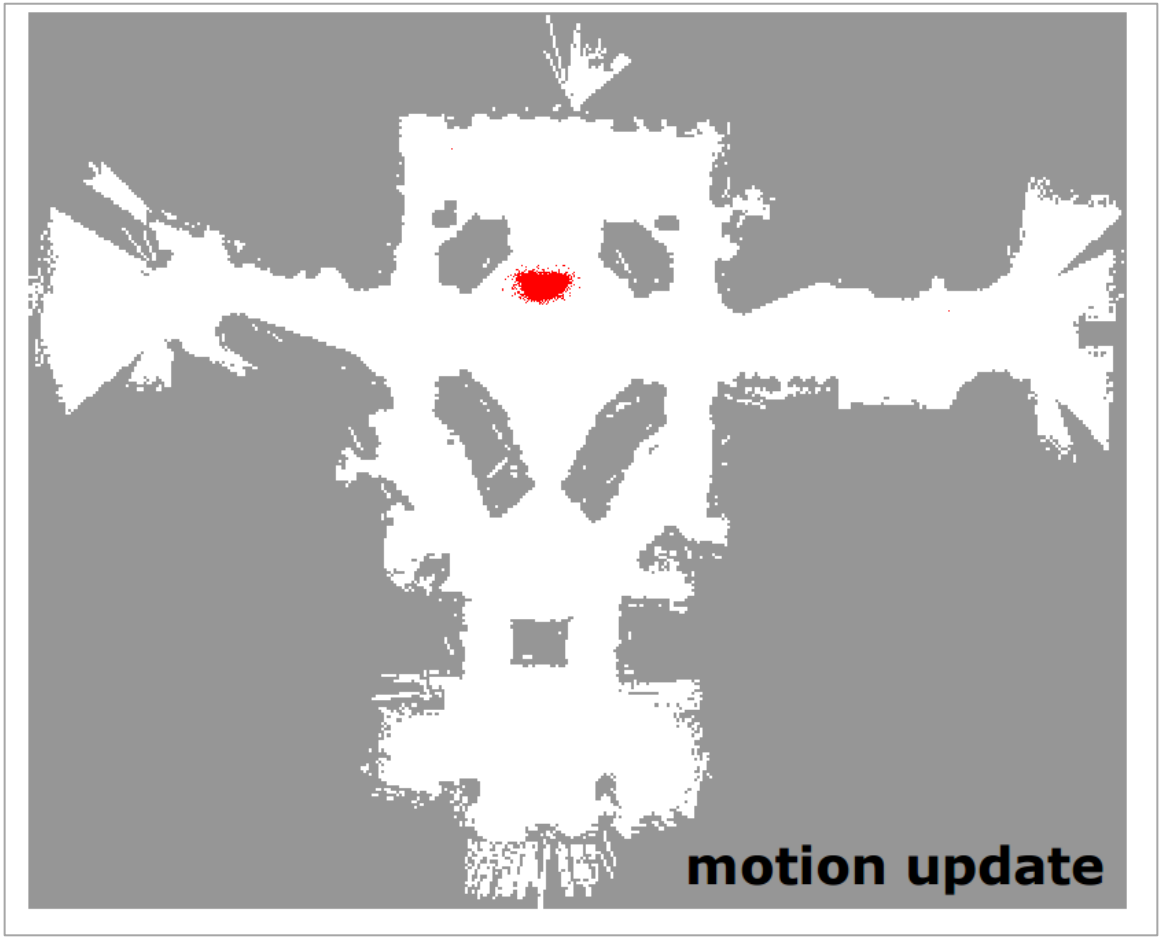
- AMCL



4. Resampling: Resampling particle by weight.

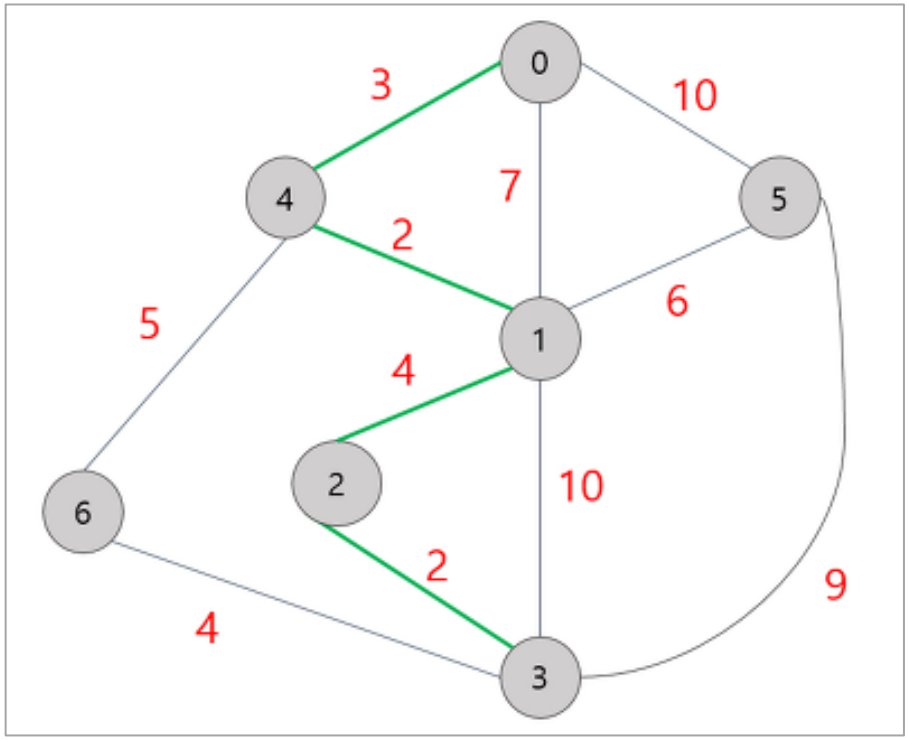
http://jinyongjeong.github.io/2017/02/22/lec11_Particle_filter/

- AMCL



http://jinyongjeong.github.io/2017/02/22/lec11_Particle_filter/

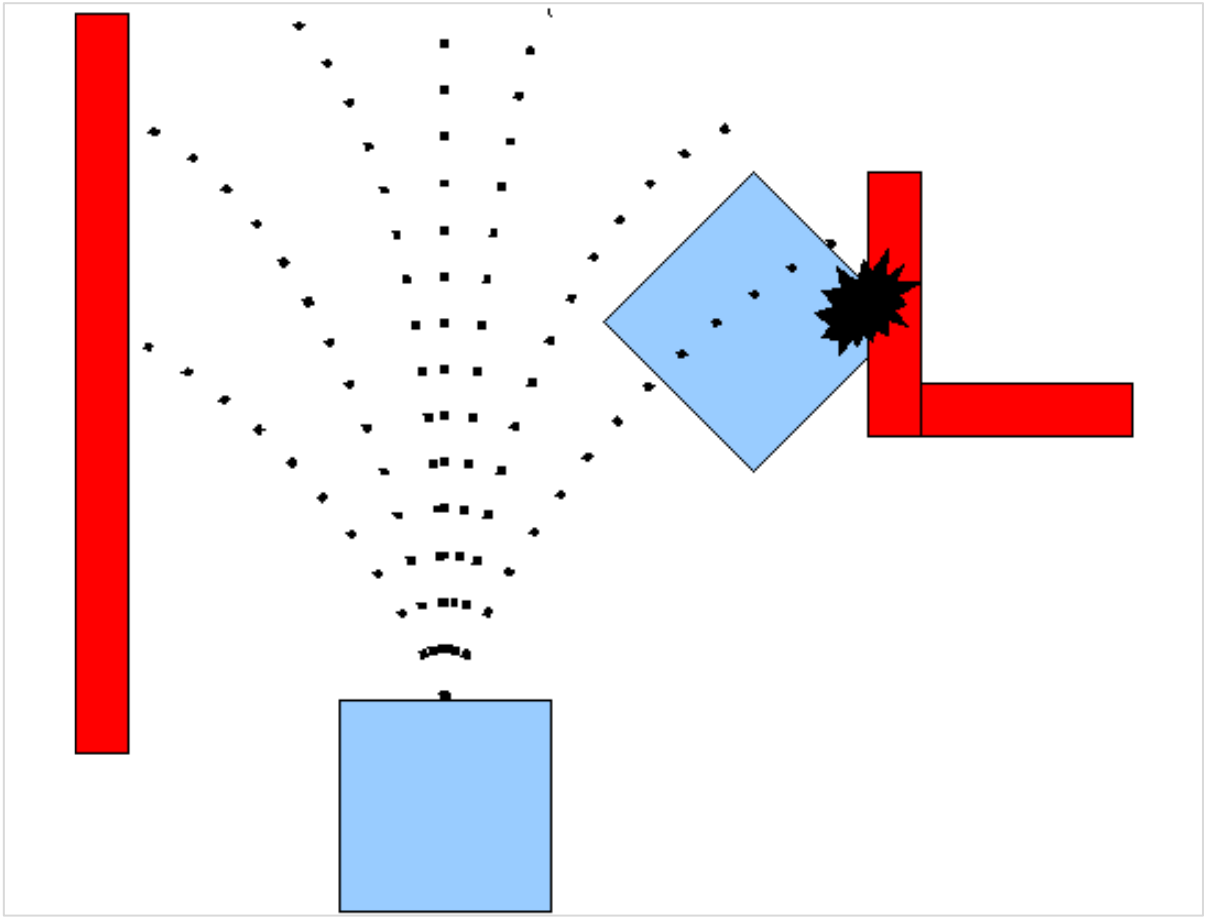
- Global Planner: Dijkstra's Algorithm



https://mattlee.tistory.com/50

1. Make cost of start node 0 and the others to inf
2. Compare start node cost + edge cost and target node cost
3. If former is smaller, update node cost and mother node
4. Repeat

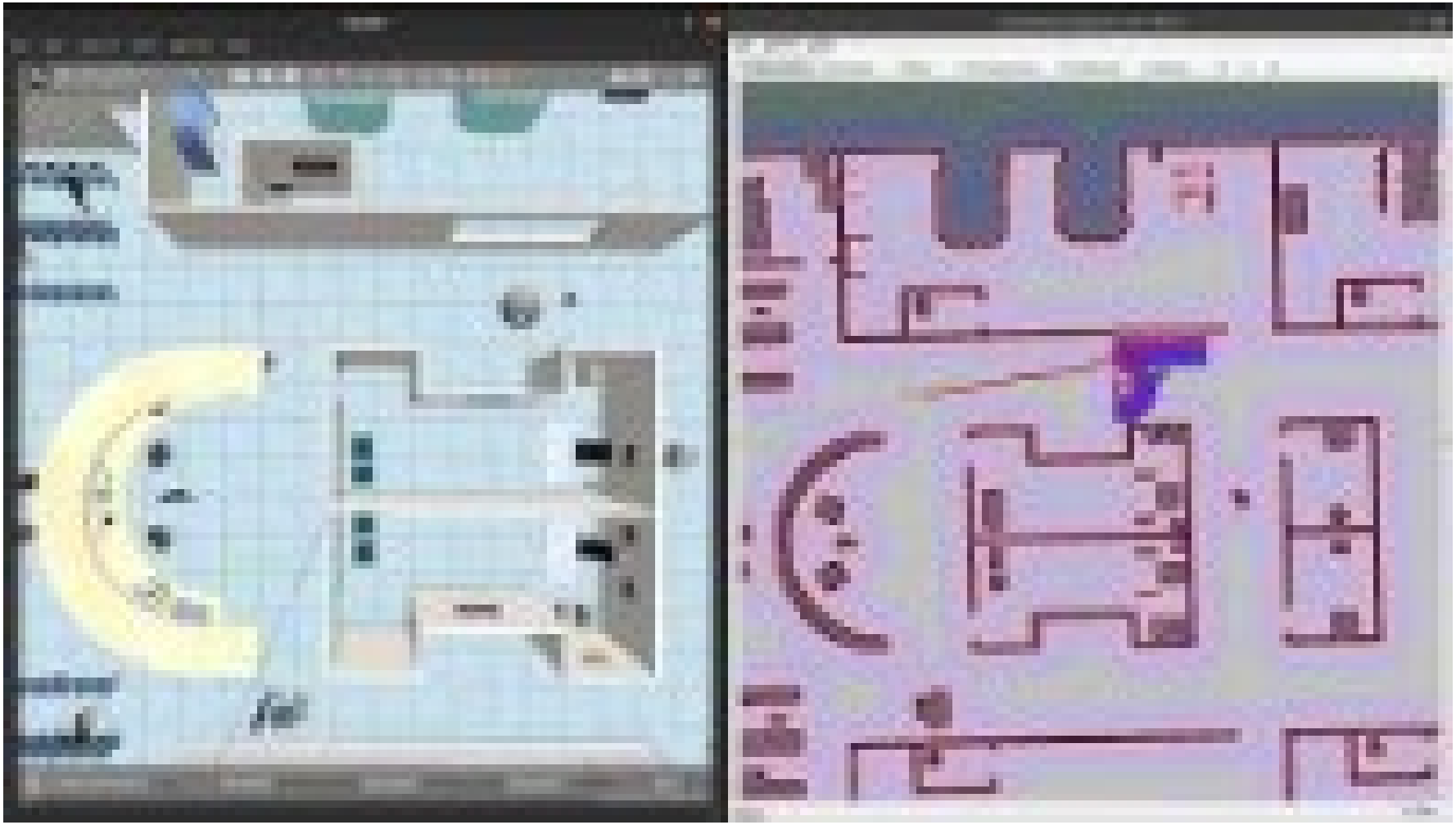
- Local Planner: DWA Local Planner



1. Discretization
2. Simulation
3. Evaluation
4. Selection

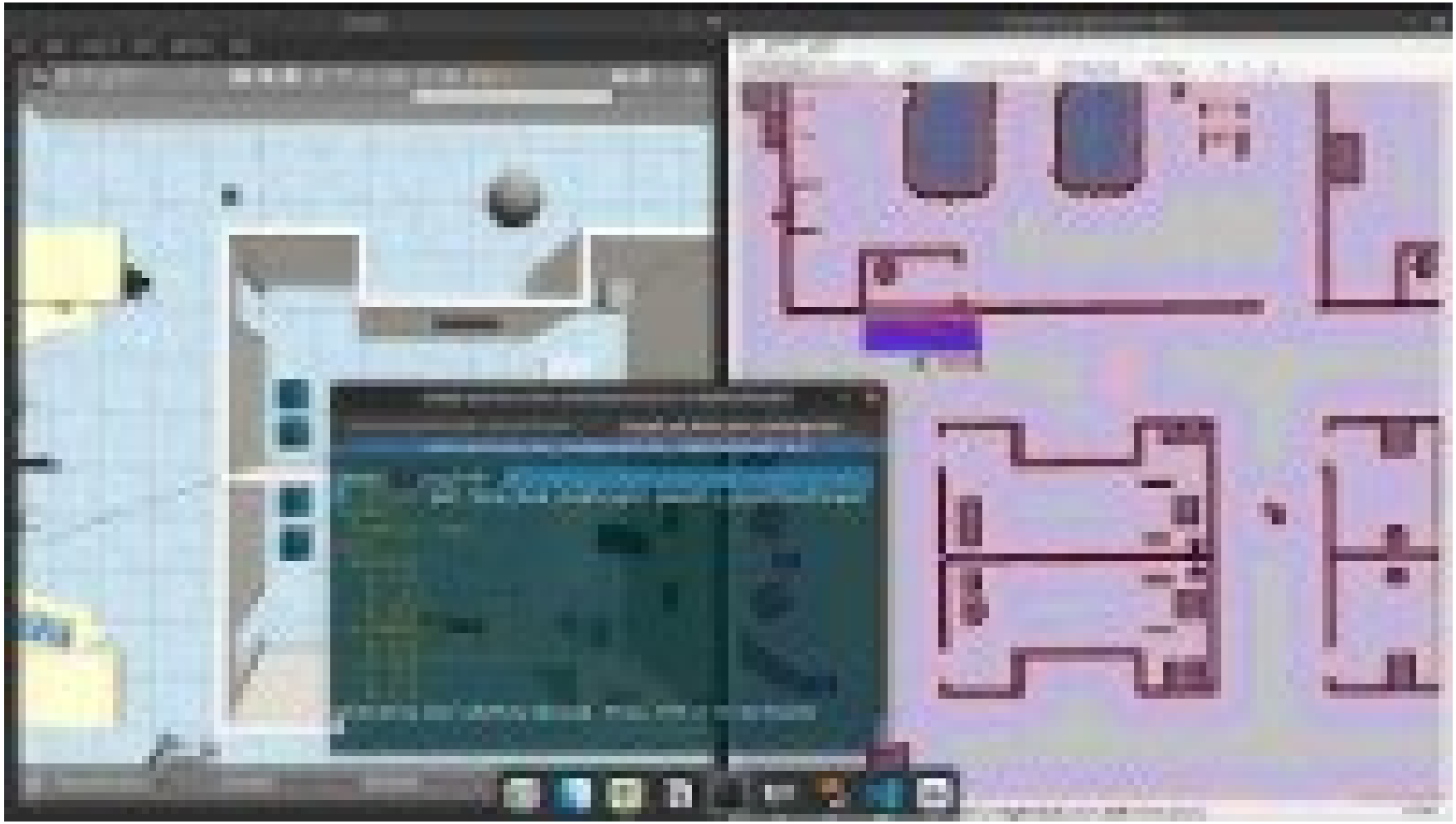
2 Navigation

- Example



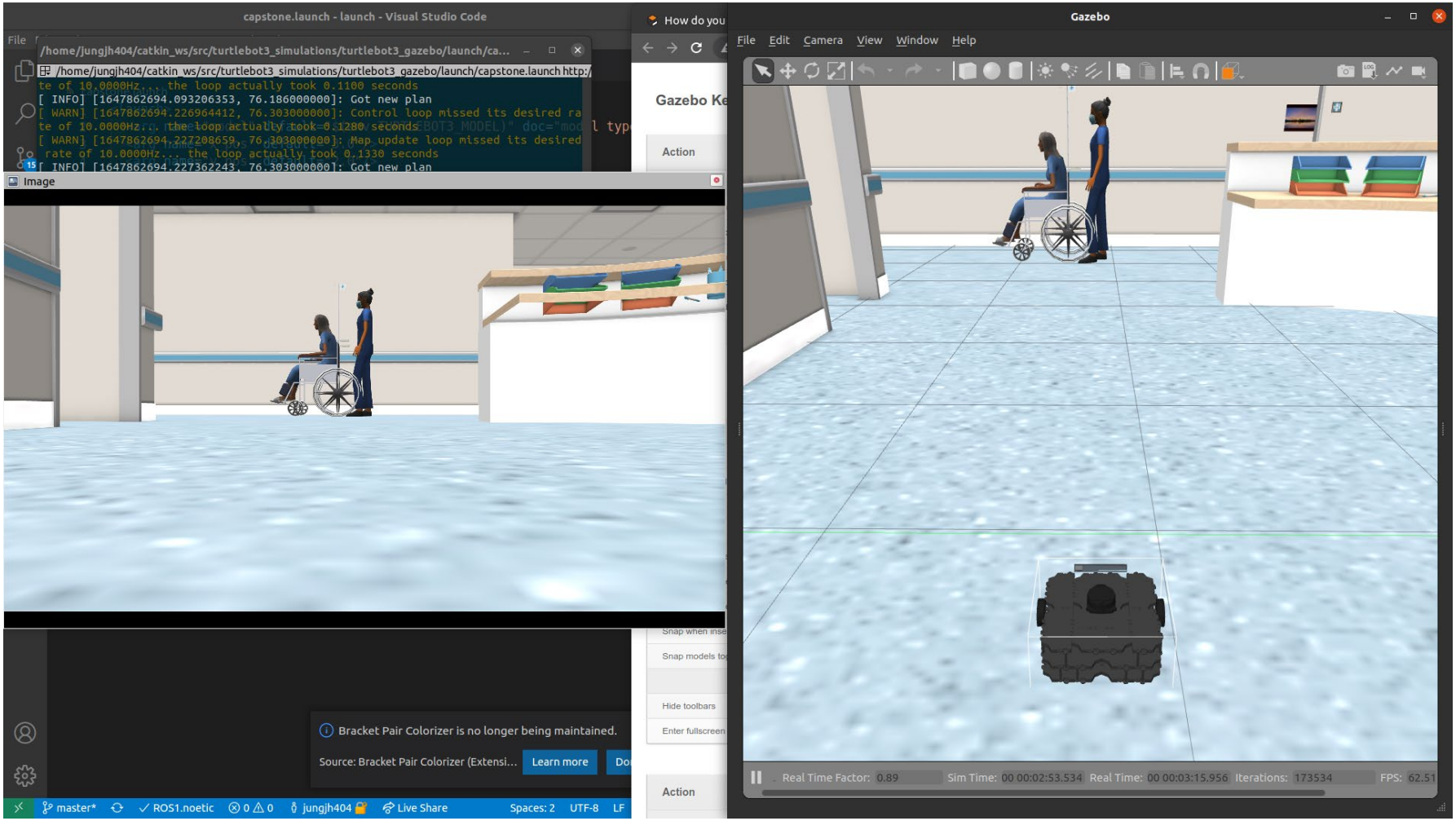
2 Navigation

- Example



2 Navigation

- Example



2 Navigation

- Example