

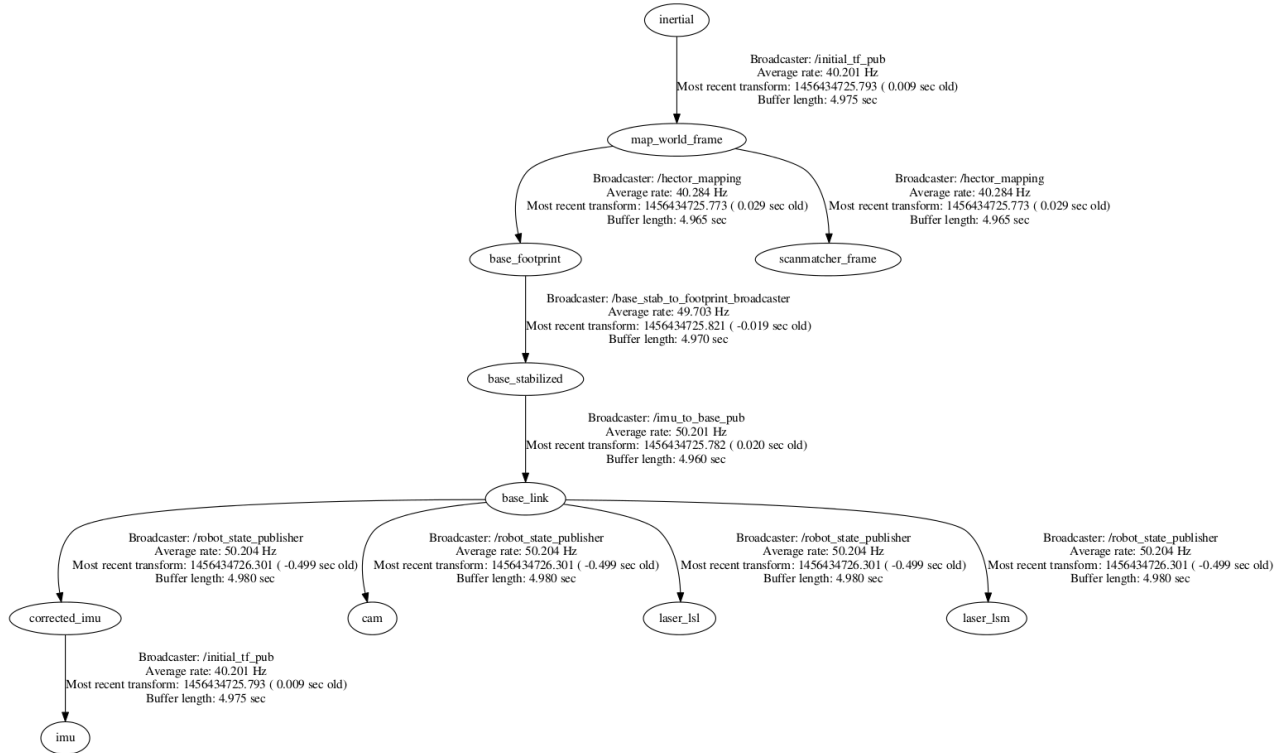
Laser change the title Scanner Transforms

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Abstract

In this document I outline the relative transforms used on the laser scanning box and how they're calculated/implemented. The final goal is to find the roll and pitch of the of the robot relative to it's stabilised frame, i.e. ${}^{base_stabilised}R_{base_link}$. This transform is broadcasted and used to transform the incoming laser scans used for localisation and mapping. Refer to <http://wiki.ros.org/hectorR\slam/Tutorials/SettingUpForYourRobot> for a description of the coordinate frame system that I have used. In addition to the standard frames described above, I have also added an imu_corrected frame. This frame will give the imu values corrected by the initial offset of the imu due to any unknown rotations between the IMU and the robot that have not been accounted for in the urdf file. There is also an inertial frame which is determined by the IMU.



1 User Inputs

1.1 Static transform: URDF file

The user must update the urdf file to give the transform ${}^{corrected_imu}R_{base_link}$. This transform is the rotation between the `base_link` of the robot and the coordinate frame of the IMU as it sits on the robot. This is done inside "data_recorder/urdf/laser_scanner_description.urdf".

1.2 Static transform: static publisher

The user must use a `static_broadcaster_publisher` to provide ${}^IR_{map}$.

The inertial frame will be provided by the IMU's datasheet.

The map frame is provided by the hector mapping package and will be initialised to be aligned and coincident with the `base_footprint` frame (which is also aligned with the `base_link` frame at $t=0$). Therefore the rotation between the inertial and map frame will be given by:

$${}^IR_{map} = {}^IR_{base_link}, \text{ when } t = 0 \quad (1)$$

Therefore,

$${}^IR_{map} = {}^IR_{base_link} = {}^IR_{corrected_imu} \times {}^{corrected_imu}R_{base_link}, \text{ when } t = 0 \quad (2)$$

The user needs to then manually determine these two transforms and then calculate and publish ${}^IR_{map}$. This is done inside "data_recorder/src/initial_tf_pub.cpp"

2 Find Initial IMU Offset

At time $t=0$, the user should power up the unit on flat ground. To account for any angular offsets that haven't been accounted for in the transform between the imu and `base_link`, we use the transform between the imu and the corrected imu frame:

$${}^{corrected_imu}R_{imu} = ({}^IR_{corrected_imu})^T \times {}^IR_{imu} \quad (3)$$

where,

$${}^IR_{imu} = R_z(\alpha_0) \times R_y(\beta_0) \times R_x(\gamma_0) \quad (4)$$

where γ_0 = roll, β_0 = pitch and α_0 = yaw of the imu in the inertial frame at $t=0$ and ${}^IR_{corrected_imu}$ is calculated above.

We can now apply this transform to the IMU messages to get offset-corrected IMU messages. This is done inside "data_recorder/src/initial_tf_pub.cpp"

3 Find Robot Orientation

We want to find the `base_link` with respect to the `base_stabilised` frame at any time to give the roll and pitch values of the robot.

$${}^I R_{base_link} = {}^I R_{corrected_imu} \times {}^{corrected_imu} R_{base_link} \quad (5)$$

$$= R_z(\alpha) \times R_y(\beta) \times R_x(\gamma) \quad (6)$$

where γ = roll, β = pitch and α = yaw of the robot in the inertial frame.

Since the `base_link` and `base_stabilised` frames have the same heading (i.e. their yaw value with respect to the map is the same) and the `base_stabilised` frame has roll = pitch = 0:

$${}^{map} R_{base_stabilised} = R_z(\alpha) \quad (7)$$

So,

$${}^I R_{base_stabilised} = {}^I R_{map} \times {}^{map} R_{base_stabilised} \quad (8)$$

$$= {}^I R_{map} \times R_z(\alpha) \quad (9)$$

Therefore,

$${}^{base_stabilised} R_{base_link} = ({}^I R_{base_stabilised})^T \times {}^I R_{base_link} \quad (10)$$

$$= ({}^I R_{map} \times R_z(\alpha))^T \times R_z(\alpha) \times R_y(\beta) \times R_x(\gamma) \quad (11)$$

This is done inside "data_recorder/src/imu_to_base_pub.cpp"