AA 274A: Principles of Robot Autonomy I Section 4: Visualizing Information from Robots

Our goals for this section:

- 1. Potentially become familiar with catkin package installation
- 2. Become familiar with tools for visualizing information from your robots.
- 3. Write a marker using rviz.

1 Package Installation

Before we dive into information visualization, we may have to install some packages to endow our robots with the necessary capabilities we're looking for. Chiefly, some of your turtlebots do not have the velodyne catkin package installed. This poses a problem since, without it, we cannot use the scans coming out of the velodyne.

First, we need to check to see if the package is already on our robot. We can do this by ssh'ing into our robot (remember to first connect to the correct network):

```
ssh aa274@<lowercase_robot_name>.local

If you're on a Windows VM and need the IP address of your bot, let a TA know.
```

Once inside the robot, you will need to check the contents of the catkin_ws/src directory

```
1 | cd catkin_ws/src 2 | ls
```

If you see a folder named velodyne then you already have the package.

Already have the package: Great! Let's update it to make sure it's up to date.

```
1 | cd velodyne
2 | git pull
```

Don't have the package: Great! Let's get it now. To add a new package to the our catkin workspace, simply clone the package from where it resides to the catkin_ws/src directory. Fortunately for us, the velodyne package is easily-accessible through GitHub. To obtain it, execute the following from within the catkin_ws/src directory (you can check this by executing pwd):

```
1 | git clone https://github.com/ros-drivers/velodyne.git
```

Build the package: Once the package has finished cloning/pulling, we need to rebuild our catkin workspace. Recall, we can do this as follows

```
1 \mid \text{cd} .. # We want to be within the catkin_ws directory 2 \mid \text{catkin}\_\text{make}
```

This will take some time, so leave it alone until it's fully finished. Once it completes successfully, rejoice! You now have the necessary packages to move on.

2 Information Visualization with rviz

rviz is a 3D visualization tool for ROS, visualizing information such as maps and point clouds in a much more intuitive way compared to rostopic echo.

2.1 Full Turtlebot bring up

2.1.1 On-Campus Students

Next, in a terminal window, ssh into the TurtleBot using:

```
1 | ssh aa274@ < lowercase_robot_name > . local
```

with the password aa274. This remotely logs into the onboard robot computer. Now that we have all of the necessary packages, we can go ahead and run:

```
1 | roslaunch asl_turtlebot turtlebot3_bringup_jetson_pi.launch
```

NOTE: Only one person has to do this on the robot, once this is running then everyone else will be able to see the data we're going to visualize next.

2.1.2 Off-Campus Students

Instead of ssh-ing into the robots, you'll be interfacing with TurtleBots in Gazebo on the workstation. Download TurboVNC (if you haven't already), connect to the Stanford VPN with your suid, and ask your TA for genbu login instructions.

Connect to the server with VNC. For example, if your group username is group01 then you would connect to genbu.stanford.edu:1. Similarly, if it's group13 then you would connect to genbu.stanford.edu:13

Once logged in, first update the asl_turtlebot repository:

```
1 | cd ~/catkin_ws/src/asl_turtlebot
2 | git pull
```

Then start roscore:

In a new terminal tab or window, run the Gazebo environment:

```
1 roslaunch asl_turtlebot section4_demo.launch
```

Problem 1: Once this is all running, which rostopics are available? Paste this list in your submission.

2.2 Starting up rviz

2.2.1 On-Campus Students

1 roscore -p \$ROS_PORT

On your local machine, whether it be Windows + VM, Mac + Docker, Linux + Docker, or Linux, open a terminal and execute rviz.

NOTE: If you are using Docker, then you will need to use the display flag here, since rviz uses a graphical user interface (GUI). Furthermore, because networking with the robot works differently in docker, we will have to pass in the name of the robot with the rosmaster flag. This also means we don't have to run the rostb3.sh script inside Docker. Specifically, from the aa274-docker directory, you'd run

1 | ./run.sh --display 1 --rosmaster <lowercase_robot_name > .local rviz

After this, connect to your Docker's display with TurboVNC (localhost:1 if you used the same number above).

2.2.2 Off-Campus Students

Open another terminal and execute rviz.

2.3 Populating rviz

Now that we have rviz running, let's quickly check that we can actually see the entire rviz GUI (this is a potential problem with TurboVNC and screen sizes). If you cannot scroll down and see the display's Reset button, then you cannot see the full rviz screen. To fix this, please click TurboVNC Viewer -> Preferences -> Connection and change the Remote desktop size to a larger value. This should bring up scroll bars on the bottom and right side of the TurboVNC screen with which you can scroll to see the full display.

Now let's visualize some data!!

2.3.1 Point Cloud

On-Campus Students: Velodyne's 3D Point Cloud

In rviz, to add a topic to the display, you need to click on the "Add" button on the bottom left. Once you've clicked this, a popup will come up. In the popup, click the "By topic" tab and scroll down until you see "PointCloud2." Double-click this and watch the pretty colors appear.

Off-Campus Students: Gazebo's Laser Scan

In rviz, to add a topic to the display, you need to click on the "Add" button on the bottom left. Once you've clicked this, a popup will come up. In the popup, click the "By topic" tab and scroll down until you see "LaserScan" under "/scan". Double-click this and watch the scanned points appear.

2.3.2 Camera Image

On-Campus Students: Raspberry Pi Camera's Image

Next, follow the same procedure, but this time expand "/camera_relay /image /compressed" and double-click on Image. Wave your hand in front of the camera, this is what the Turtlebot sees in front of it.

Off-Campus Students: Gazebo's Camera Image

Next, follow the same procedure, but this time expand "/camera /image_raw /compressed" and double-click on Image. This is a rendered view of the camera attached to the Turtlebot in Gazebo.

2.3.3 gmapping's Environment Map

Next, add "Map" under "/map." This is what the mapping package we use provides us from LIDAR data.

2.3.4 gmapping's Odometry

Next, add "Odometry" under "/odom." This is what the mapping package we use provides us as the robot's odometry from LIDAR data.

2.3.5 Coordinate Axes

Next, add "Axes" from under the "By display type" tab. This shows us where the world origin point is and the orientation of the axes.

2.3.6 tf's Transform Tree

Next, add "TF" from under the "By display type" tab. This shows us the axes origins and orientations of any other frames we've defined. You can see we've defined quite a few for this robot.

Problem 2: Take a screenshot of your rviz display after all of the above are running. Feel free to wave to the camera to show it works in real time. If you're an SCPD student, teleop the robot (using roslaunch turtlebot3_teleop_turtlebot3_teleop_key.launch), to move it to a different place.

2.4 Saving rviz's Current Configuration

That was quite a lot of topics to open, imagine doing that every time you wanted to debug your ROS stack! Thankfully, there's a way we can save this current configuration to a file and open it with rviz, using File -> Save Config As. Remember, only the catkin_ws directory is mapped to your local filesystem, so please save your .rviz file in within catkin_ws for future use.

Problem 3: Paste the contents of your created .rviz configuration file into your submission.

Close and reopen rviz, load the config file you just created so you can see that it reloads all of your previously-opened topics.

3 rviz Markers

Markers are a very helpful tool for visualizing intermediate rewards, computed trajectories, etc. all in rviz! The way markers work is by taking advantage of rviz's built-in handling of ROS topics and messages. To create a Marker, we'll publish a Marker message to a topic and then view the topic in rviz.

Code to create a Marker object can be found in the code/ directory of today's section. Running it creates a green oblong sphere at world coordinates (1,1,1), each in meters.

Problem 4: Change the Marker to look like a normal red sphere and place it 1m in front of the robot (think about which axis this corresponds to), include a screenshot of your marker and its placement in your submission.