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New Document

Robot navigation in ROS

Robot navigation in ROS

① Updated 15 Days Ago

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Ros Navigation Package

Create Barriers in ROS demo.

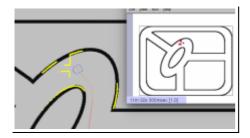
With stage-ros, we would add barriers models in the configure file such as 'track.world'.

```
# define the basic stage model based on stage inherited type 'model'
define floorplan model
  # sombre, sensible, artistic
  color "gray30"
  # most maps will need a bounding box
  boundary 1
  gui_nose 0
 gui_grid 0
 gui_outline 0
  gripper_return 0
  fiducial_return 0
  ranger_return 1
# set the resolution of the underlying raytrace model in meters
resolution 0.02
# define a block model which simulates barriers
define block model
  size [0.500 0.500 0.750]
  gui_nose 0
# load an environment bitmap
floorplan
  name "willow"
  bitmap "../maps/real_track.png"
  size [36.0 27.0 1.000]
  pose [0 0 0 0.000 ]
# throw in a robot and a barrier block
pr2( pose [ 0 0 0 0 ] name "pr2" color "blue")
block(size [1.00 0.500 0.750] pose [ -15.251 10.586 0 180.000 ] color "re
```

Then in the launch file, add the stage_ros pkg with the configure file track.world.

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Create a track in ROS.

- Python pyplot
- PPT plot

Note: Tracks should not be symmetric, which is hard for localization.

Display robot trace in RVIZ

- Add --> By topic --> /base pose ground truth-->Odometry
- Edit the added Odometry. Angle Tolerance: 0.4, Keep: 100, Length:1.4.

Global and Local planning

 Demo: gpu4: scp ucar@10.110.0.214:/home/yonghu/Reports/rosnavigation-barriers-plan.mkv ./

passwd: ucar is number one