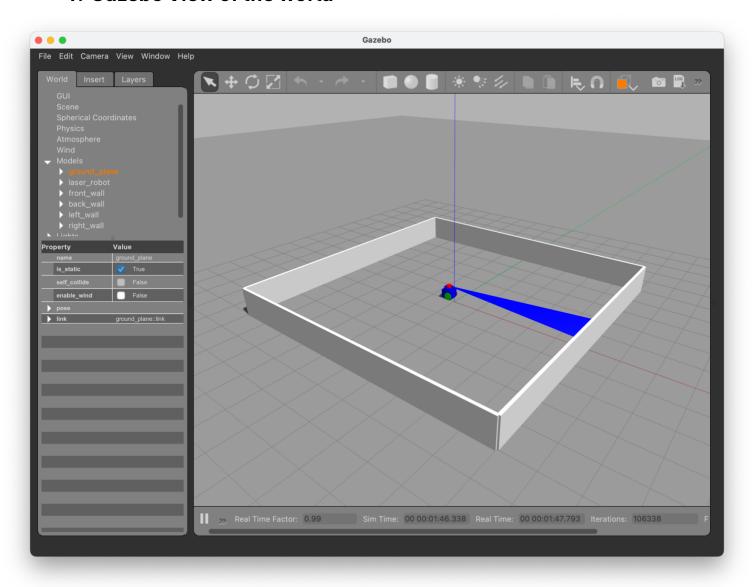
EECS 4421 LAB2

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1. Gazebo View of the world



Code that generates the map (collect_lidar.py):

```
import math
import numpy as np
import rclpy
from rclpy.node import Node
from nav_msgs.msg import Odometry
from sensor_msgs.msg import LaserScan
import cv2
def euler_from_quaternion(quaternion):
  Converts quaternion (w in last place) to euler roll, pitch, yaw
  quaternion = [x, y, z, w]
  x = quaternion.x
  y = quaternion.y
  w = quaternion.w
  sinr\_cosp = 2 * (w * x + y * z)
  cosr\_cosp = 1 - 2 * (x * x + y * y)
  roll = np.arctan2(sinr_cosp, cosr_cosp)
  sinp = 2 * (w * y - z * x)
  pitch = np.arcsin(sinp)
  siny\_cosp = 2 * (w * z + x * y)
  cosy\_cosp = 1 - 2 * (y * y + z * z)
  yaw = np.arctan2(siny_cosp, cosy_cosp)
  return roll, pitch, yaw
class CollectLidar(Node):
  _WIDTH = 513
  _HEIGHT = 513
  _{\rm M_PER_PIXEL} = 0.05
  def __init__(self):
    super().__init__('collect_lidar')
```

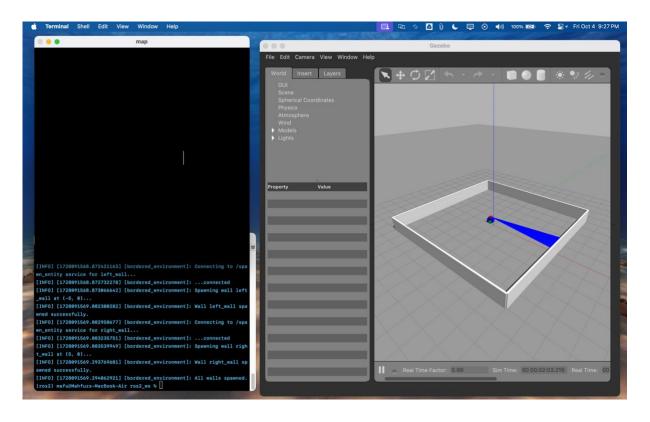
```
self.get_logger().info(f'{self.get_name()} created')
  self._map = np.zeros((CollectLidar._HEIGHT, CollectLidar._WIDTH), dtype=np.uint8)
  self.\_cur\_x = 0.0
  self.\_cur\_y = 0.0
  self._cur_yaw = 0.0
  self.create_subscription(Odometry, "/odom", self._odom_callback, 1)
  self.create_subscription(LaserScan, "/scan", self._scan_callback, 1)
def _scan_callback(self, msg):
  angle_min = msg.angle_min
  angle_increment = msg.angle_increment
  ranges = msg.ranges
  for i, r in enumerate(ranges):
    if r < msg.range_max:
       angle = angle_min + i * angle_increment
       # Converting from LIDAR polar coordinates to Cartesian coordinates
       x_car = r * math.cos(angle)
       y_car = r * math.sin(angle)
       # Transform from robot-relative cartesian coordinates to world coordinates
       x_world = self._cur_x + x_car * math.cos(self._cur_yaw) - y_car * math.sin(self._cur_yaw)
       y_world = self._cur_y + x_car * math.sin(self._cur_yaw) + y_car * math.cos(self._cur_yaw)
       # Convert world coordinates to grid coordinates
       grid_x = int(x_world / CollectLidar._M_PER_PIXEL + CollectLidar._WIDTH // 2)
       grid_y = int(y_world / CollectLidar._M_PER_PIXEL + CollectLidar._HEIGHT // 2)
       # Mark the grid cell as occupied if within bounds
       if 0 <= grid_x < CollectLidar._WIDTH and 0 <= grid_y < CollectLidar._HEIGHT:
         self._map[grid_y, grid_x] = 255 # Occupied
  cv2.imshow('map', self._map)
  cv2.waitKey(10)
def _odom_callback(self, msg):
```

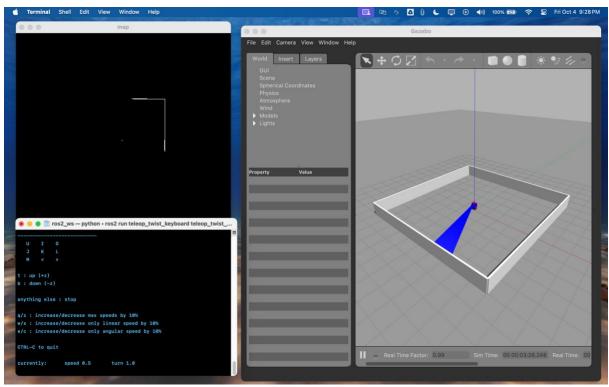
```
pose = msg.pose.pose
    self._cur_x = pose.position.x
    self._cur_y = pose.position.y
    _, _, self._cur_yaw = euler_from_quaternion(pose.orientation)
    self.get_logger().info(f"Robot at ({self._cur_x}), {self._cur_y}, {self._cur_yaw})")

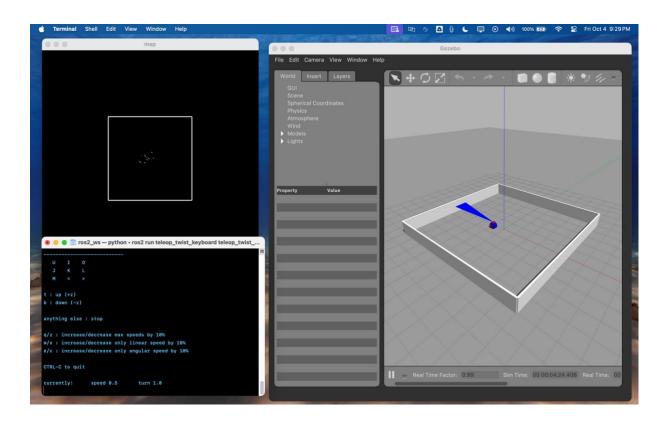
def main(args=None):
    rclpy.init(args=args)
    node = CollectLidar()
    try:
        rclpy.spin(node)
    except KeyboardInterrupt:
        pass
        rclpy.shutdown()

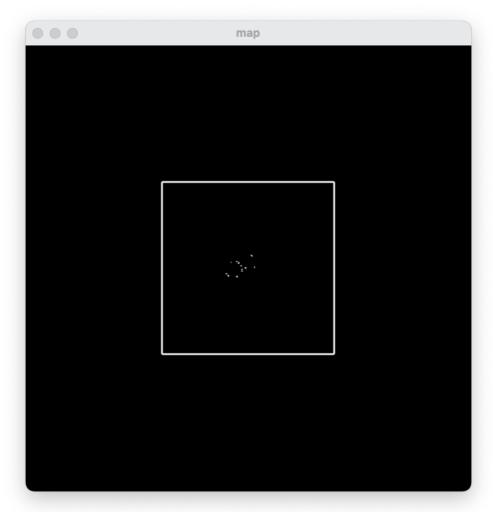
if __name__ == '__main__':
        main()
```

2. Mapping on a 2D map using LIDAR









1. How did you decide to represent the map and update it when sensor measurements are obtained?

Since we are using a robot equipped with a LIDAR scanner, we get polar coordinates or basically a list of distances and angles that represents the distance to an object at a specific angle from the robot's position at the time.

Thus, we can convert the polar coordinates to cartesian coordinates and plot onto a 2D map. For this, I used the following conversion:

$$x = r \times \cos(\theta)$$
$$y = r \times \sin(\theta)$$

r is the range (distance) from the LIDAR.

 θ is the angle of the LIDAR beam. This is computed using angle_min + i * angle_increment, where i is the index of the range.

However, the LIDAR data is relative to the robot's current position and orientation. We thus use the robot's global position which is x, y, and yaw angle from odometry to transform the LIDAR points and plot onto the map. We calculate this using the following:

$$X_{world} = X_{robot} + x \times \cos(\theta_{robot}) - y \times \sin(\theta_{robot})$$

$$Y_{world} = Y_{robot} + x \times \sin(\theta_{robot}) - y \times \cos(\theta_{robot})$$

Now that we have the coordinates, we need to plot them onto our 2D map. To achieve this, we use the following method:

$$grid_x = \left| \frac{X_{world}}{resolution} \right|$$

$$grid_y = \left[\frac{Y_{world}}{resolution} \right]$$

We then mark these grids onto the map as occupied.

2. How did you decide where to drive the robot?

We can drive around the robot using a number of ways. I explored two methods, where one approach was simply to use the <code>teleop_twist_keyboard</code> node. The other approach was to drive the robot automatically utilizing the sensor data and a path planning algorithm to navigate around obstacles. The robot can leverage Dijkstra's algorithm to decide on a path to a goal location. If an obstacle is detected within a certain range, the robot adjusts its trajectory by steering away from the detected object.

3. Was the model consistent over all measurement obtained?

Considering the simplicity of our environment and robot, the model was generally consistent over time. Since our environment was static, the readings from the robot's sensors were always same. However, I observed some factors that affected consistency due to the robot's movements. For instance sudden movements of the robot at high speed or sudden stopping. The robot's drifts over time (due to wheel slip or other factors), introduced inconsistencies in how sensor readings were integrated into the map.