Visual URDF Robot Models

ECE 495/595 Lecture Slides

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Summary and Quick Links

These slides contain the following concepts:

- \triangleright What is URDF? (Slide 3)
- ▶ Basic components of a URDF file (Slide 4)
- ▷ CAD mesh files (Slide 14)
- ▶ Loading URDF models (Slide 16)
- ▶ TF frames of a robot model (Slide 17)

What is URDF?

- ▶ URDF is a standard XML format for describing robot models.
- ▶ User defines the shape of the various links of a robot, the joints that connect them, and the behavior of the joints (revolute, prismatic, fixed).
- ▷ Collision and inertial properties of links can also be specified for simulation in Gazebo, but that will be discussed in another set of slides.
- ▶ It is recommended to go through the official tutorials on the ROS wiki: http://wiki.ros.org/urdf/Tutorials

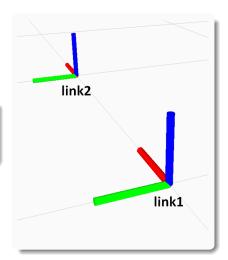
- \triangleright The two fundamental elements of a URDF model are <u>links</u> and <u>joints</u>.
- > Any number of links and joints are specified in separate XML tags.
- ▶ Links specify the physical properties of each separate piece of the robot. Their names match the TF frames that will eventually be published.
- ▶ Joints specify the kinematic relationship between links, including the type and limits of the joint.

▶ Example XML tags for two simple links:

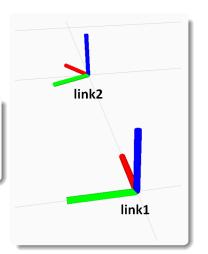
```
link name="link1" >
 <visual>
    <geometry>
      <!-- Shape goes here -->
   </geometry>
    <material name="color_name" >
      <!-- Color goes here -->
    </material>
 </visual>
</link>
link name="link2" >
 <visual>
    <geometry>
      <!-- Shape goes here -->
   </geometry>
    <material name="color_name" >
      <!-- Color goes here -->
    </material>
 </visual>
</link>
```

▶ Describe a fixed joint between these two links:

```
<joint name="joint1" type="fixed" >
  <parent link="link1" />
  <child link="link2" />
   <origin xyz="1 0 0" rpy="0 0 0" />
  </joint>
```



▷ Describe a revolute joint between these two links:



▷ Describe a prismatic joint between these two links:

```
<joint name="joint1" type="prismatic" >
    <parent link="link1" />
    <child link="link2" />
    <origin xyz="1 0 0" rpy="0 0 0" />
    <axis xyz="0 1 0" />
    <limit effort="1000.0" velocity="3.0" />
</joint>

link1
```

▶ Here is an example of a complete URDF model:

```
<robot name="example_robot" >
  link name="link1" >
    <visual>
      <geometrv>
        <box size="0.1 0.1 0.5" />
      </geometry>
      <material name="green" >
        <color rgba="0 1 0 1" />
      </material>
    </visual>
  </link>
  link name="link2" >
    <visual>
      <geometry>
        <cylinder radius="0.2" length="1.0" />
      </geometry>
      <material name="red" >
        <color rgba="1 0 0 1" />
      </material>
    </visual>
  </link>
```

▷ Continued...

 \triangleright Notice how everything is inside of a <u><robot></u> </robot> tag.

Xacro Macros

- ▶ Even simple robots can require quite complicated URDF files.
- ▶ <u>xacro</u> macros help by allowing reusable modules and parameters, as well as mathematical expressions.
- \triangleright In order to use the <u>xacro</u> capabilities, put the following in the <u>robot</u> tag:

```
xmlns:xacro="http://www.ros.org/wiki/xacro"
```

▶ Details about xacro are found here: http://wiki.ros.org/xacro

Xacro Macros

> xacro:property − Defines a particular value:

▶ Math expressions:

```
<xacro:property name="half_number" value="${a_number/2}" />
```

Xacro Macros

Example use of a macro

```
<robot name="urdf_example" xmlns:xacro="http://www.ros.org/wiki/xacro" >
 <xacro:macro name="link_macro" params="name y_scale" >
   k name="${name}" >
     <visual>
        <geometry>
          <box size="1 ${y_scale} 1" />
       </geometry>
        <material name="blue" >
          <color rgba="0 0 1 1" />
       </material>
     </visual>
   </link>
 </xacro:macro>
 <xacro:link macro name="link1" y scale="1.0" />
 <xacro:link_macro name="link2" y_scale="0.5" />
 <joint name="joint1" type="continuous" >
   <parent link="link1" />
   <child link="link2" />
   <axis xyz="0 0 1" />
   <origin xyz="0 0 1.5" rpy="0 0 0" />
 </ioint>
</robot>
```

CAD Mesh Files

- \triangleright In a \leq geometry \triangleright tag, a mesh file exported from a CAD program can be specified in a \leq mesh \triangleright tag.
- ▷ Only <u>.stl</u> and <u>.dae</u> meshes are supported. Many CAD programs are capable of exporting in either of these formats, however.
- \triangleright The imported mesh file is specified in the <u>filename</u> property of the $\leq mesh \geq$ tag.
- > A relative path to a ROS package is specified using package://

CAD Mesh Files

▶ Below is an example of a URDF link that uses a mesh file for visual geometry.

- \triangleright In this case, particular mesh file <u>mantis_base.stl</u> is in the <u>meshes</u> folder in the ROS package <u>mantis_model</u>
- \triangleright The <u>scale</u> property is used to independently scale the x, y and z axes of the imported mesh.

Loading a URDF Model

- ▶ A URDF model is loaded as a ROS parameter. Anything that needs the model simply looks up this parameter.
- ▶ This parameter is usually called <u>/robot_description</u>, but is sometimes loaded into a namespace.
- ▶ The model is loaded as a parameter in a launch file like this:

 $\triangleright \underline{xacro.py}$ is a program that parses the URDF file.

- ▶ A node called <u>robot_state_publisher</u> publishes all the TF frames necessary for each link in the URDF file.
- ▶ For fixed joints, robot state publisher just publishes the offset and orientation as a static transform.
- For movable joints, the state publisher subscribes to a <u>sensor_msgs::JointState</u> message to receive what the <u>current joint values are.</u>
- ▶ This <u>JointState</u> message has to come from another node that is keeping track of the joint positions.

 \triangleright sensor_msgs::JointState message structure:

```
micho@ubuntuvm:~

micho@ubuntuvm:~$ rosmsg show JointState
[sensor_msgs/JointState]:
std_msgs/Header header
uint32 seq
time stamp
string frame_id
string[] name
float64[] position
float64[] velocity
float64[] effort

micho@ubuntuvm:~$
```

- ▶ The <u>name</u> vector corresponds to the joint names in the URDF file.
- ▶ The *position* vector controls the joint values.

- ▶ The *velocity* vector controls the velocity of the joints.
- \triangleright The *effort* controls the force applied by the joint.

 \triangleright A <u>JointState</u> message can be initialized like this:

```
sensor_msgs::JointState joints;
joints.name.resize(3);
joints.position.resize(3, 0);
joints.velocity.resize(3, 0);
joints.effort.resize(3, 0);

joints.header.frame_id = "base_footprint";
joints.name[0] = "joint1";
joints.name[1] = "joint2";
joints.name[2] = "joint3";
```

- ▶ To update the position of <u>joint1</u> to spin at a constant rate, for example, a timer could be used.
- ▶ If a timer is set up to run at 50 Hz, the callback would look something like this:

```
void timerCallback(const ros::TimerEvent& event)
{
         double constant_speed = 2.0; // rad/s
         joints.header.stamp = event.current_real;
         joints.velocity[0] = constant_speed;
         joints.position[0] += 0.02 * constant_speed;
         pub_joint_states.publish(joints);
}
```