# **Introduction to Unmanned Ground Vehicles**

Instructor: Micho Radovnikovich Email: mtradovn@oakland.edu ECE 495/595 – Winter 2017

# **Autonomous GPS Waypoint Navigation Project**

Due: Sunday, March 19th

# **Objectives**

The purpose of this project is to provide a hands-on simulation project to solidify the theoretical and ROS programming concepts discussed so far in the course. The main task is to write ROS nodes that will guide Audibot to follow a series of GPS waypoints, which are shown in Figure 1.

Specifically, the objectives are as follows:

- 1. Navigate to each waypoint in order.
- 2. The vehicle must pass within a 1 meter radius of each waypoint for it to count.
- 3. After reaching the final waypoint, the vehicle should stop.



Figure 1: Google Earth view of the waypoints

# **GPS Waypoint Coordinates**

The coordinates of each of the waypoints are shown in Table 1.

Table 1: GPS Waypoint Coordinates

Waypoint	Latitude	Longitude	
1	42° 51′ 4.89″ N	83° 4′ 10.15″ W	
2	42° 51′ 4.91″ N	83° 4′ 8.59″ W	
3	42° 51′ 8.79″ N	83° 4′ 4.85″ W	
4	42° 51′ 7.28″ N	83° 4′ 0.80″ W	
5	42° 51′ 5.49″ N	83° 4′ 1.36″ W	
6	42° 51′ 4.84″ N	83° 3′ 58.84″ W	
7	42° 51′ 3.01″ N	83° 3′ 59.18″ W	
8	42° 50′ 58.72″ N	83° 3′ 57.82″ W	

# **Simulated Vehicle Interface**

Your code can interact with the Audibot simulation using the following topics and parameters.

# **Subscribed Topics**

Audibot subscribes to three different control signal topics, shown in Table 2.

Table 2: Audibot subscribed topics

Topic Name	Message Type	Description	
/audibot/throttle_cmd	std_msgs/Float64	Throttle percentage command	
/audibot/brake_cmd	std_msgs/Float64	Brake torque command in Newton-meters	
/audibot/steering_cmd	std_msgs/Float64	Steering wheel angle command in radians	

### **Published Topics**

The topics in Table 3 are some potentially useful ones being published by the simulated vehicle. The heading is reported as it would come from a typical GPS receiver. This means that the heading is represented in degrees, ranging from 0 to 360, where 0 degrees is North, and increases clockwise.

Table 3: Simulated vehicle published topics

Topic Name	Message Type	Description
/audibot/gps/fix	sensor_msgs/NavSatFix	Vehicle's location in geodetic coordinates (50 Hz)
/audibot/gps/heading	std_msgs/Float64	Vehicle's heading in GPS frame (50 Hz)
/audibot/twist	geometry_msgs/TwistStamped	Vehicle's speed and yaw rate (50 Hz)

#### **GPS Reference Point Coordinates**

The origin of the fixed reference frame used by the Gazebo simulation is defined relative to a particular GPS coordinate. The latitude and longitude of this reference point are available on the /audibot/gps/ref\_lat and /audibot/gps/ref\_lon parameters.

# Requirements

In addition to fulfilling the objectives listed on the first page, your system needs to also do the following:

### > Waypoint markers

Publish markers to indicate the positions of each waypoint. The markers should be thin disks with a diameter of 2 meters. Configure Rviz to display the markers. It is recommended to publish the markers using a **visualization\_msgs/MarkerArray** message.

### > Traversed path in Rviz

Publish a nav\_msgs/Path message that contains all the points the vehicle has traversed in the past. Configure Rviz to display the path.

### > Save Rviz configuration

After configuring Rviz to show the path and waypoint markers, be sure to save the configuration so you don't have to add them every time you run the simulation.

#### > Launch entire system from sim\_project.launch

There will be a launch file provided in the <code>gps\_sim\_project</code> package called <code>sim\_project.launch</code>. The Gazebo simulator and the benchmark test script will already be in the launch file. Add whichever nodes you write to this launch file.

### > Benchmark testing

Your system must pass the benchmark test (see next section).

# **Benchmark Testing**

A test script will be provided to evaluate the performance of the GPS navigation system. The test script will check the following:

- > Verify that the vehicle comes within a 1 meter radius of each waypoint in order.
- > Time the entire run, starting from when the simulation is finished loading until the final waypoint is reached. The script will report the current time at each waypoint.

If the test passes, the terminal window running the system should look something like Figure 2.

Figure 2: Test script successfully run.

#### What to Submit

Here are the deliverables for the project:

### 1. Test your system against the benchmark test script

The provided test script is the same one that will be used to grade the project, so be sure that the test runs successfully before turning in the project.

#### 2. Commit and push all your source files to your repository on BitBucket

This includes all C++ source files, cfg, srv, YAML and launch files that make the system work. Additionally, push an Rviz configuration file that is loaded upon running sim\_project.launch.

#### 3. A short write-up on how your system works

A full, formal report isn't necessary, but please write a short report documenting your approach and how the code works. Be sure to include a screen shot of a **rqt\_graph** of the system. You can email me the report or push it into your repository; either way works.

# **Grading Rubric**

The grade for the project will be derived according to the following criteria:

Table 4: Project grading criteria

Percentage	Criterion	
40%	Benchmark test passes	
10%	Waypoints completed in less than 1 minute	
10%	Waypoints completed in less than 50 seconds	
5%	Traversed path displayed in Rviz	
5%	Waypoint markers displayed in Rviz	
25%	Report sufficiently describes system	
5%	rqt_graph screen shot in report	
bonus 10%	Waypoints completed in less than 43 seconds	