

# SITL improvements and ROS integration

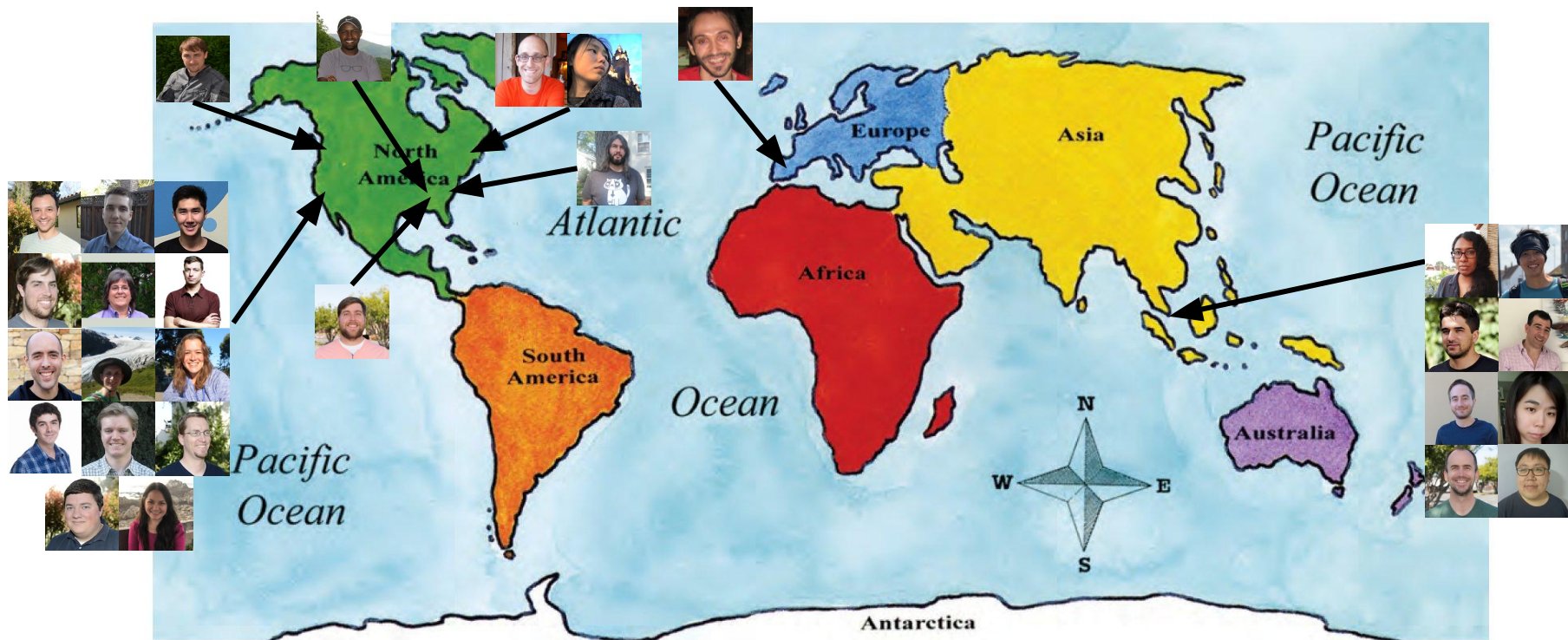
Tully Foote  
Open Robotics

# Who we are



We create open software and hardware platforms for robotics. We use those platforms to solve important problems and we help others to do the same.

# Where we are



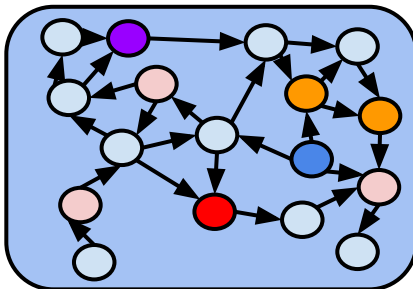
## Our products

*Open source robotics  
developer tools*

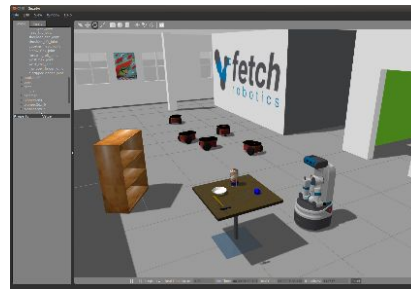
**ROS:** Robot application SDK

**Ignition:** Robot simulator

- ▶ Develop and test in simulation
- ▶ Deploy same software to robots
- ▶ Focus on differentiating capabilities



 ROS



# The next generation



# ROS 2: Goals



1

**Quality of design &  
implementation**

2

**System reliability**

3

**Real-time control &  
deterministic execution**

4

**Validation, verification,  
and certification**

5

**Flexibility in  
communication**

6

**Support for small  
embedded systems**

# ROS 2 Dashing: First LTS release (May 31 2019)



1

**Actions: Python support &  
command line tool**

2

**IDL support**

3

**MoveIt 2 Alpha**

4

**Testing: QA, performance,  
security**

5

**Diagnostics**

6

**armhf support at Tier 2**





micro-ROS

#### DDS-XRCE demonstration for the Renesas RX65N MCU

##### Demonstration overview

This demonstration implements eProxima Micro-XRCE-DDS Client as a DDS-XRCE implementation to RX65N MCU. It was described in the [Renesas news release](#). The software can send/receive ROS2 "std\_msgs/String" to/from Micro-XRCE-DDS Agent. It is implemented at the top of the AWS FreeRTOS and has room for other embedded applications to run. The below is the RX65N evaluation board line-up and GR-ROSE was used for this demonstration.

- [GR-ROSE](#) (Will be available from Core Corporation)

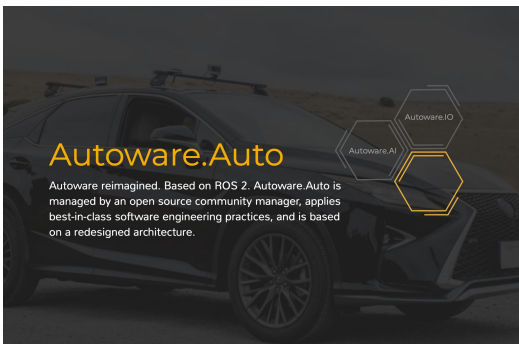


Renesas MCU demo

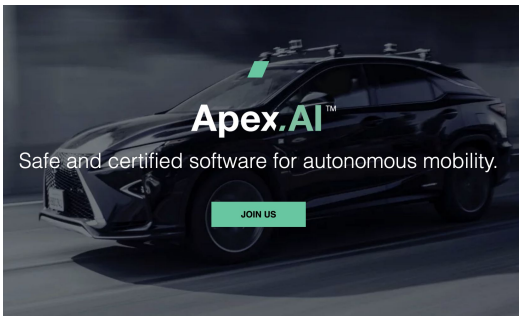
## Embedded Systems

- ▶ Lighter weight communication system
- ▶ More modular design





## Autoware

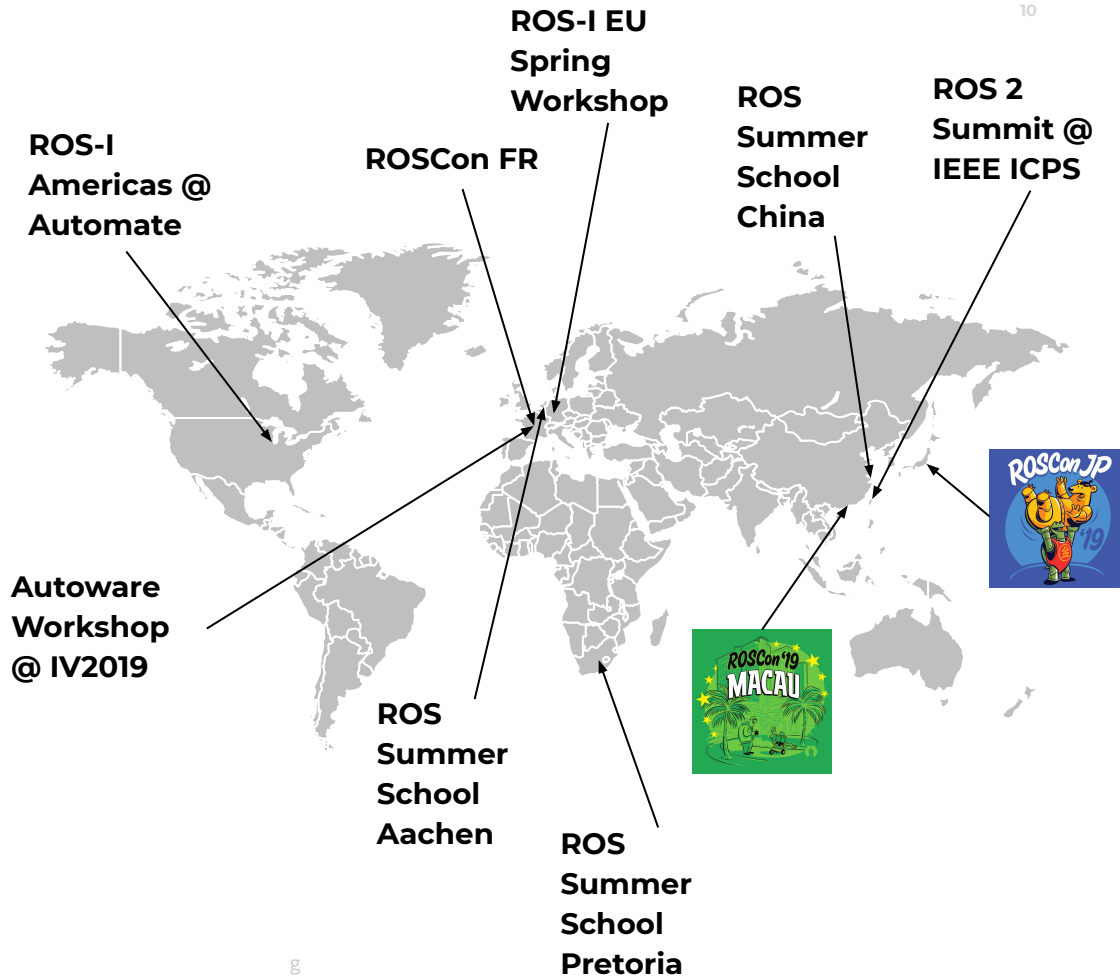


## Apex.AI

# Automotive

- ▶ **Deterministic execution**
- ▶ **Safety & certification**

# (some) Community Events in 2019



# Ignition Gazebo: Organizing principles

*Provide the best software stand-in for a physical robot*

1

**Physics**

3

**Extension**

2

**Sensing**

4

**Modularity**

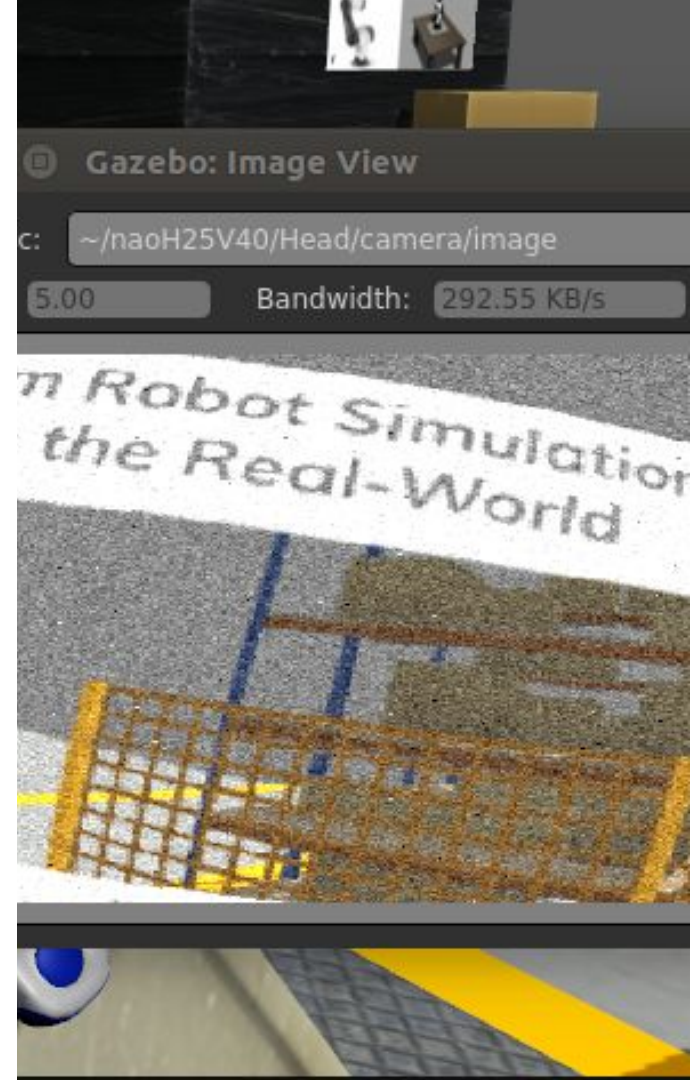
# Physics



- No single engine is best for all situations
- Common API atop multiple physics engines
- Choose engine at runtime
- Maximal and reduced coordinate approaches
- Allows simple engines, e.g., kinematics-only

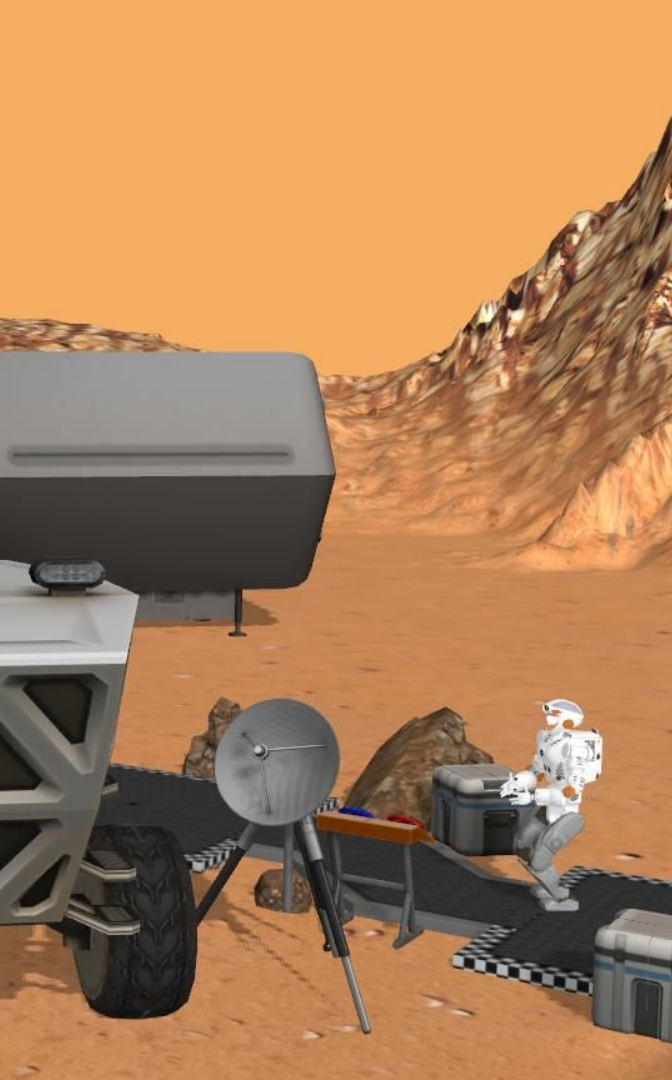
# SENSING

- Parameterizable models of common sensor types
- Parameterizable models of common noise types
- Common API atop multiple rendering engines
- Export sensor data via middleware (e.g., ROS)



# EXTENSION

- C++ plugin API allows any kind of extension
- Get and/or set the world between physics steps
- Add or extend sensors
- Interface with hardware input devices
- Fake interactions that are impractical to simulate
- Delegate interactions to other systems



# MODULARITY

- **Monolithic Gazebo decomposed into Ignition libraries**
- **Libraries can be reused in other applications**
- **Ignition Gazebo is just one particular composition**

## Fuel\_tools 3.1.0

[Details](#)[Source Code](#)[API & Tutorials](#)

A C++ client library and command line tools for interacting with Ignition Fuel servers

## Gui 2.0.0

[Details](#)[Source Code](#)[API & Tutorials](#)

A framework for graphical user interfaces centered around QT. Each component in Ign

## Math 6.2.0

[Details](#)[Source Code](#)[API & Tutorials](#)

A small, fast, and high performance math library. This library is a self-contained set of

## Msgs 4.0.0

[Details](#)[Source Code](#)[API & Tutorials](#)

Standard set of message definitions, used by Ignition Transport, and other application

## Physics 1.2.0

[Details](#)[Source Code](#)[API & Tutorials](#)

A plugin based interface to physics engines, such as ODE, Bullet, and DART.

## Rendering 2.0.0

[Details](#)[Source Code](#)[API & Tutorials](#)

A plugin based interface to rendering engines, such as OGRE and Optix.

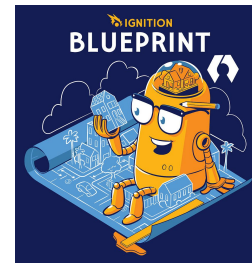
## Sensors 2.0.0

[Details](#)[Source Code](#)[API & Tutorials](#)

A large set of sensor and noise models suitable for generating realistic data in simulat

# Ignition Blueprint

## (31 May 2019)



1

**Physically based rendering  
(PBR) materials**

2

**GUI tools for model  
placement**

3

**Payload-dependent  
battery model**

4

**New command line tools**

5

**Incremental level loading**

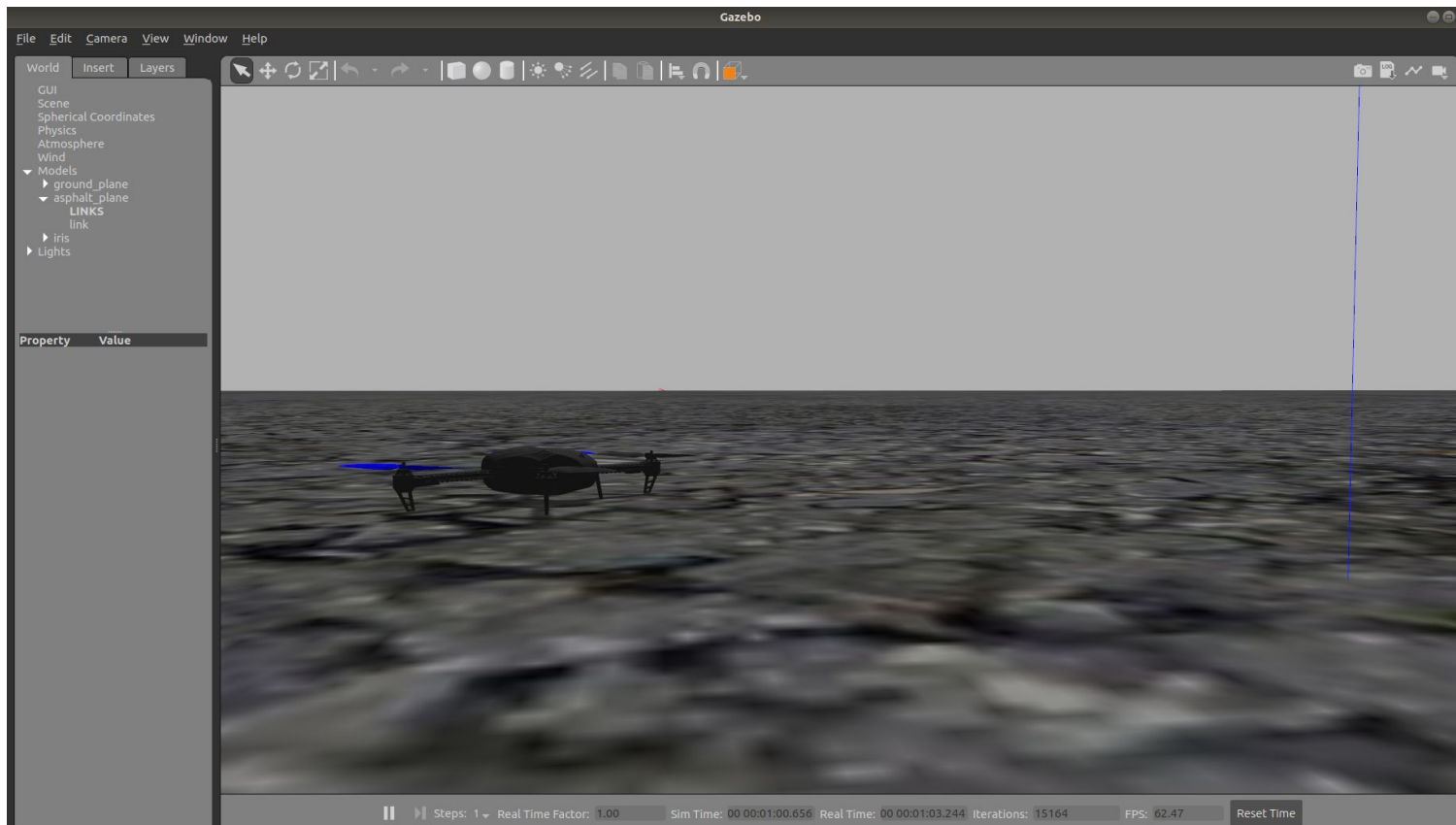
6

**Distributed simulation**



# SITL

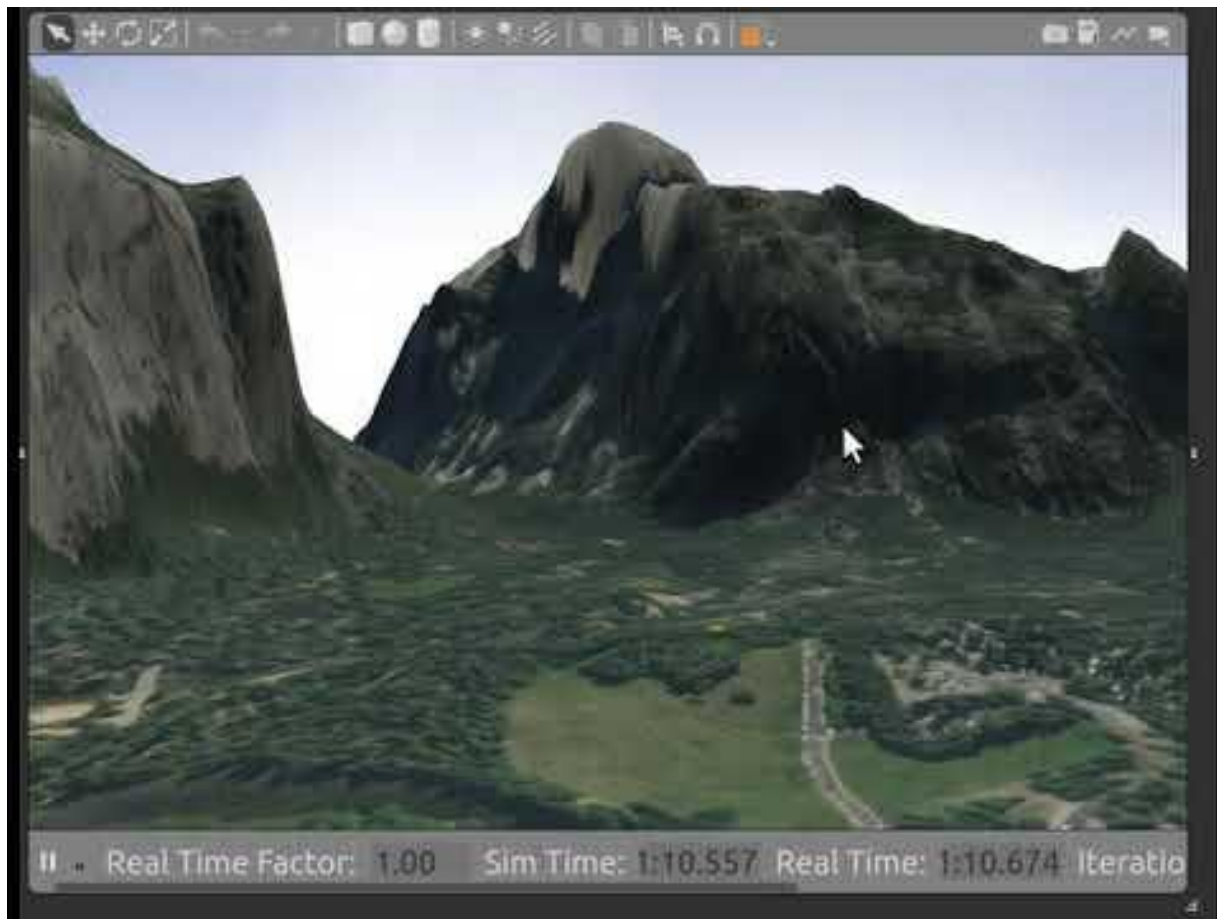
# Default Gazebo SITL



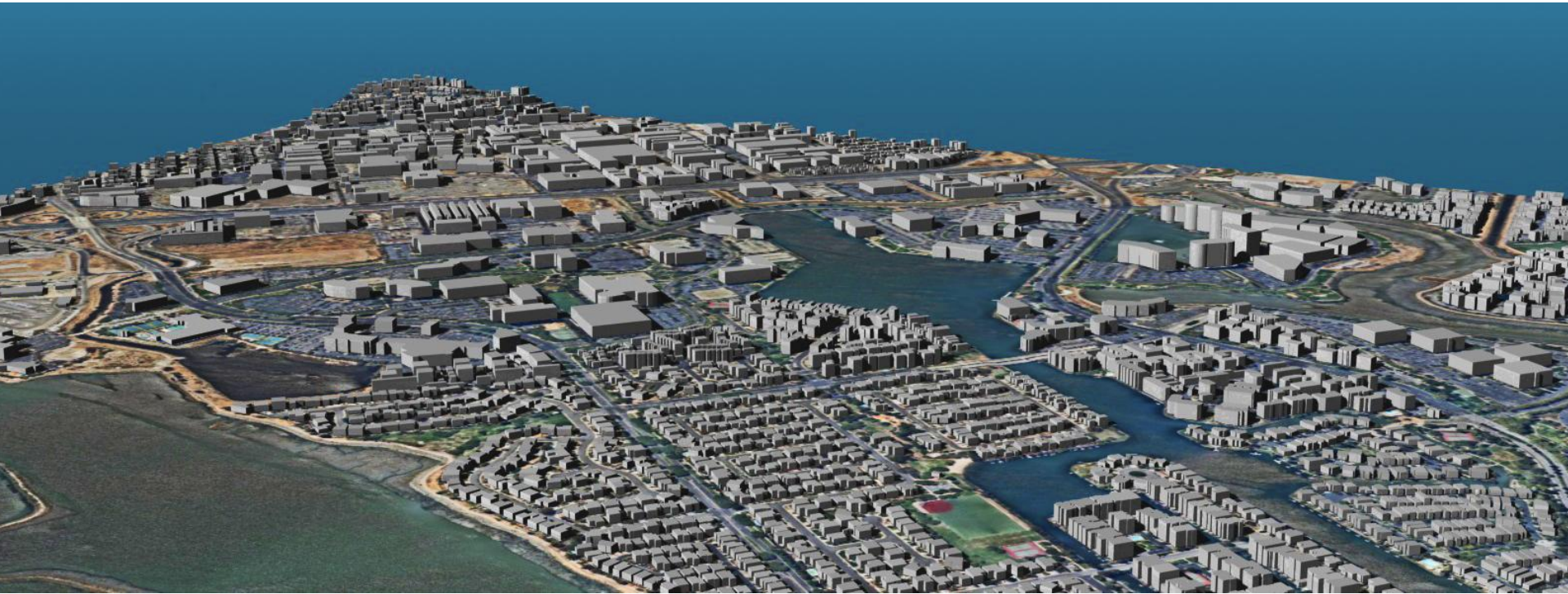
# McMillan



# Yosemite



# San Carlos



# Drone Playground





# Ignition Rendering Capabilities



# SITL Containers

```
$ rocker --nvidia --x11 --home --user --pulse tfoote/drone_demo
```

==>

```
docker run -it      --rm      -v /home/tfoote:/home/tfoote      --runtime=nvidia
--security-opt seccomp=unconfined -v
/run/user/1000/pulse:/run/user/1000/pulse --device /dev/snd  -e
PULSE_SERVER=unix:/run/user/1000/pulse/native -v
/run/user/1000/pulse/native:/run/user/1000/pulse/native --group-add 29
-e DISPLAY -e TERM      -e QT_X11_NO_MITSHM=1      -e
XAUTHORITY=/tmp/.docker.xauth -v /tmp/.docker.xauth:/tmp/.docker.xauth
-v /tmp/.X11-unix:/tmp/.X11-unix      -v /etc/localtime:/etc/localtime:ro
rocker_tfoote/drone_demo_home_nvidia_pulse_x11_user
```

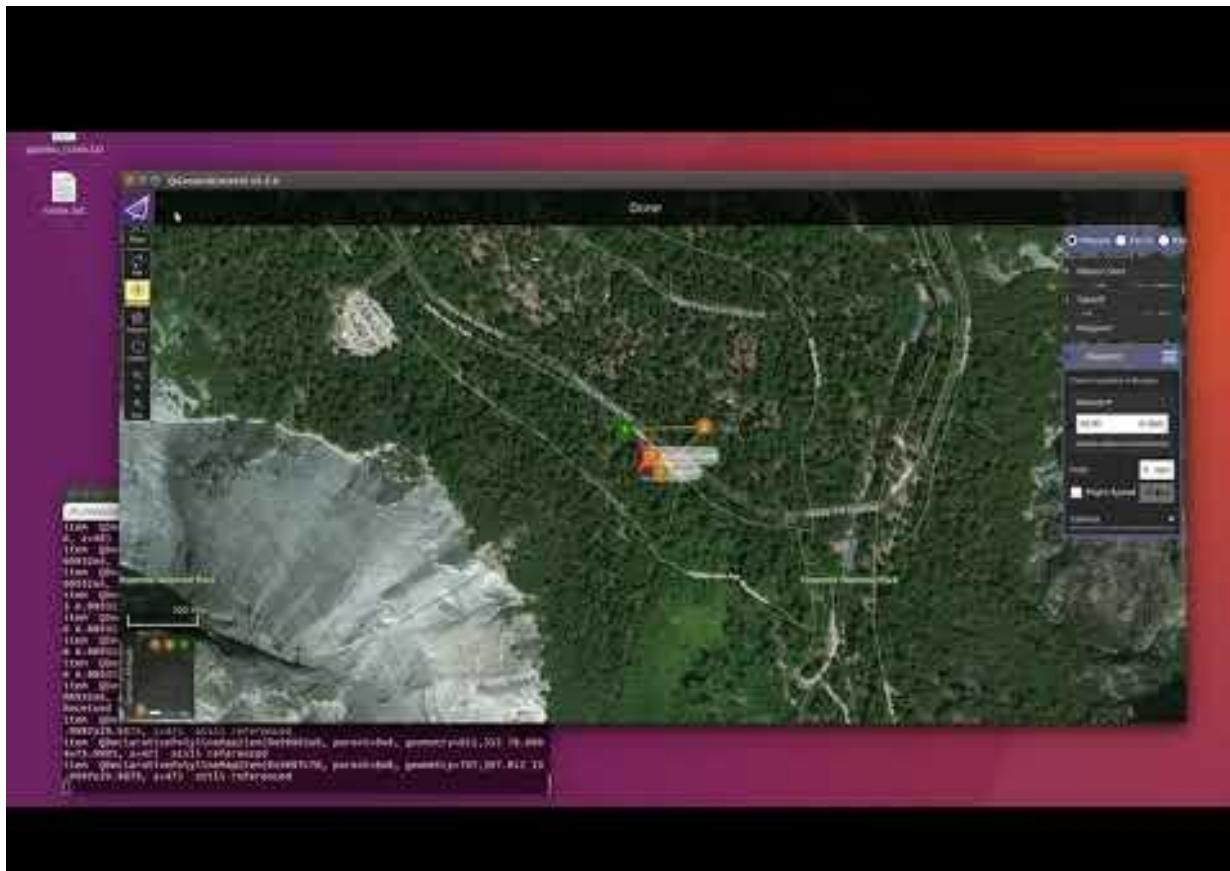
<http://github.com/osrf/rocker>



# SITL Process

- Setup world
- Spawn a drone
- Spawn a 2nd drone
- Spawn a 3rd drone of another type
- Spawn a 4th drone
- Fly them all through qgc
- Introspect them via

# Multiple Heterogeneous Drones



# Formation Flying via mavros

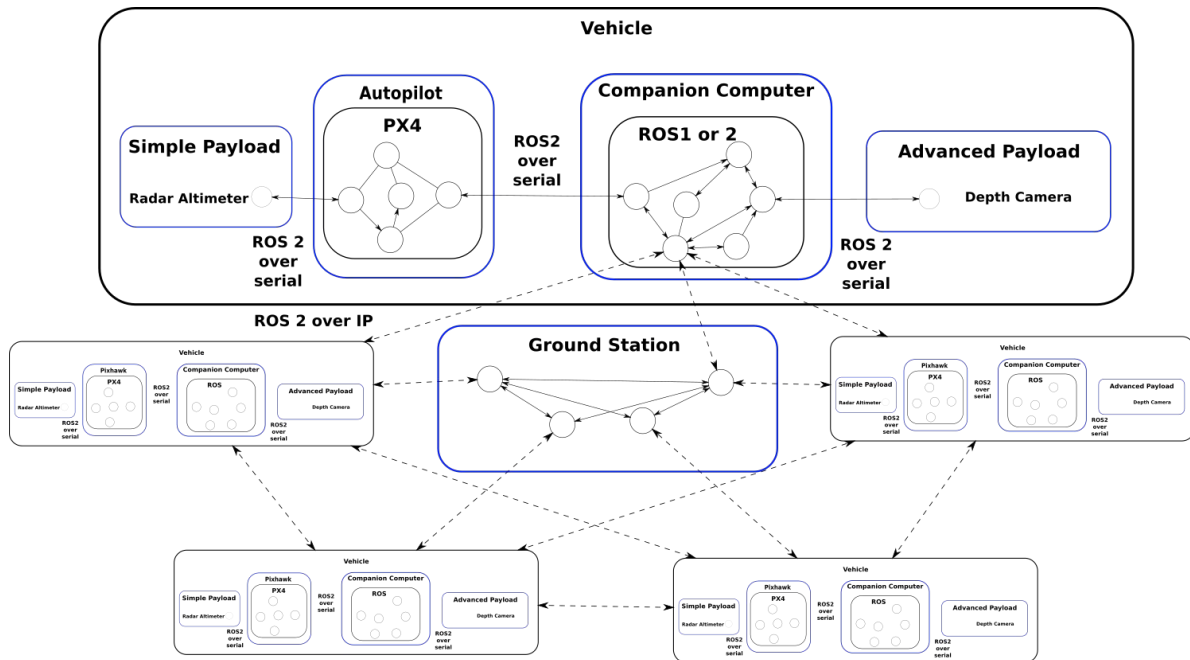


# Looking Ahead

# Vision for future Drone communications

## Integrated vision with ROS 2

- Introspection
- Modular
- Extendable
- Compatible



# Working on standard messages

Request for feedback

REP 147: A Standard interface for Aerial Vehicles

<http://www.ros.org/reps/rep-0147.html>

<https://github.com/ros-infrastructure/rep/pull/188>

# Thank You

## Questions?