The output frequency of occupancy_grid_map_outlier_filter is abnormal #3409



beginningfan asked this question in Q&A



beginningfan on Apr 7, 2023

Collaborator

I use "clear && ros2 launch autoware_launch autoware.launch.xml map_path:=banqiao-circle/ vehicle_model:=sample_vehicle sensor_model:=sample_sensor_kit" to launch perception module. Then the output frequency of occupancy_grid_map_outlier_filter is abnormal.



The occupancy_grid_map_outlier_filter node has two input topics, /perception/obstacle_segmentation/single_frame/pointcloud_raw and /perception/occupancy_grid_map/map. Both two inputs are 10 Hz,but output topic /perception/obstacle_segmentation/pointcloud is is less than 1Hz.

```
fanliangliang@beginningfan:-$ ros2 topic hz /perception/obstacle_segmentation/single_frame/pointcloud_raw average rate: 10.040
    min: 0.097s max: 0.104s std dev: 0.00231s window: 12
average rate: 10.014
    min: 0.082s max: 0.117s std dev: 0.00720s window: 22
average rate: 10.019
    min: 0.082s max: 0.117s std dev: 0.00638s window: 33
average rate: 10.035
    min: 0.082s max: 0.117s std dev: 0.00711s window: 44

**Cfanliangliang@beginningfan:-$ ros2 topic hz /perception/occupancy_grid_map/map
average rate: 10.021
    min: 0.082s max: 0.116s std dev: 0.01055s window: 11
average rate: 10.002
    min: 0.082s max: 0.116s std dev: 0.00934s window: 22
average rate: 10.001
    min: 0.082s max: 0.116s std dev: 0.00947s window: 33
average rate: 10.007
    min: 0.082s max: 0.116s std dev: 0.00947s window: 43

**Cfanliangliang@beginningfan:-$ ros2 topic hz /perception/obstacle_segmentation/pointcloud
average rate: 10.007
    min: 0.082s max: 0.116s std dev: 0.00889s window: 43

**Cfanliangliang@beginningfan:-$ ros2 topic hz /perception/obstacle_segmentation/pointcloud
average rate: 0.181
    min: 4.151s max: 6.916s std dev: 1.38256s window: 2
average rate: 0.241
    min: 1.399s max: 6.916s std dev: 2.25223s window: 3
average rate: 0.290
    min: 1.341s max: 6.916s std dev: 2.21305s window: 5
average rate: 0.320
    min: 1.341s max: 6.916s std dev: 2.10767s window: 6
average rate: 0.3388
    min: 1.341s max: 6.916s std dev: 2.00876s window: 7

**Cfanliangliang@beginningfan:-$ || |
```

Has anyone encountered this problem? What is the reason for the low output frequency and how should it be resolved?





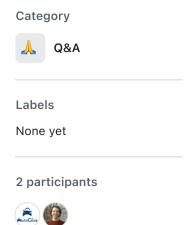
Answered by maxime-clem on Apr 10, 2023

This is very strange. Are you using the latest version of autoware? If not please update autoware.universe and rebuild the occupancy_grid_map_outlier_filter to see if it makes a difference.

Otherwise, please check the content of

huild/occupancy arid man outlier filter/cmake aras last and confirm

View full answer ↓





maxime-clem on Apr 7, 2023 Collaborator

It is hard to say what is the problem without more information. Here are things you can check:

- make sure you built everything in RELEASE mode;
- check if the occupancy_grid_map_outlier_filter uses too much memory or CPU;
- · check if your RAM is full and if swap is being used;
- rebuild everything from scratch (rm -rf build install).



10 replies

Show 5 previous replies



beginningfan on Apr 10, 2023 (Collaborator) Author

I got the same result on another computer with a CPU of i7-9700E

```
| Second Control | Seco
```



maxime-clem on Apr 10, 2023 (Collaborator)

I will try to test on another computer when I get the time. Is it possible that my way to reproduce the issue is wrong? Are you testing using the same bag you shared?



beginningfan on Apr 10, 2023 Collaborator Author

Maybe it's my fault. I downloaded a prebuild docker image, and got the same result as yours.

But the only difference is how to build. I have built it in release mode, how can that be?



maxime-clem on Apr 10, 2023 (Collaborator)

This is very strange. Are you using the latest version of autoware? If not please update autoware.universe and rebuild the occupancy_grid_map_outlier_filter to see if it makes a difference. Otherwise, please check the content of build/occupancy_grid_map_outlier_filter/cmake_args.last and confirm the -DCMAKE_BUILD_TYPE.



Marked as answer

Answer selected by maxime-clem



beginningfan on Apr 11, 2023 (Collaborator) (Author)

Thank you very much! I updated the code and it works!

