

# Introduction to ROS SS22 Final Project

#### **Autonomous Quadruped**

Group 14 Awesome Dog

16.08.2022

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## Perception & Mapping

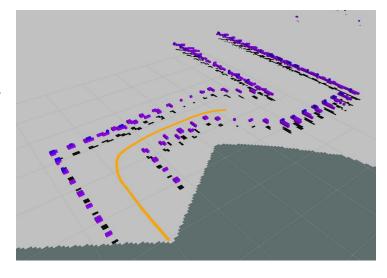
Used external packages: depth\_image\_proc, octomap\_server.

Transform depth image to point cloud.

Build Octomap based on point cloud.

Publish 2D projected map for further usage.

Two maps:



Projected map without step and slope: z coordinate between 0.15m and 5.0m



Path Planning

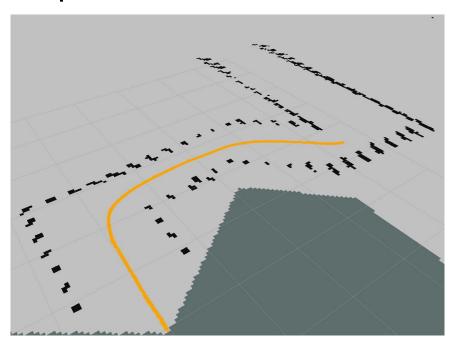
Projected map with step and slope: only filter out ground surface.

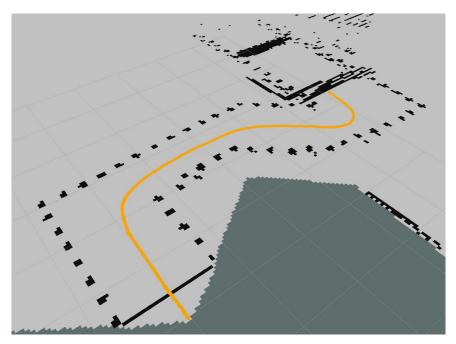


Step & Slope Detection



# Map Presentation







## Step & Slope Detection

Get waypoints from *nav\_msgs/path*.

Get corresponding occupancy values from *nav\_msgs/Occupancygrid* Array Transformation

Three different values:

100: occupied

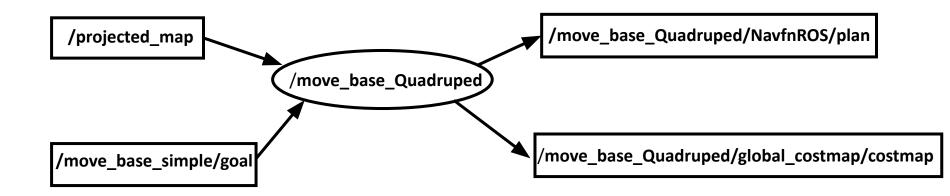
0: free

-1: unknown

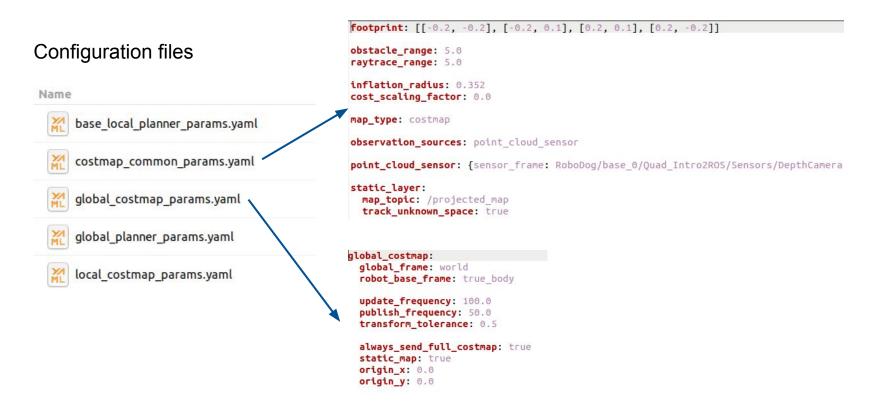
If more than 5 of following 10 waypoints are occupied \_\_\_\_\_ There is a step or slope.



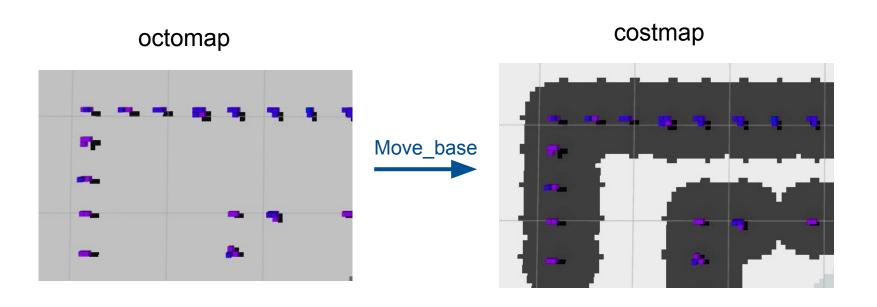
Move\_Base Package





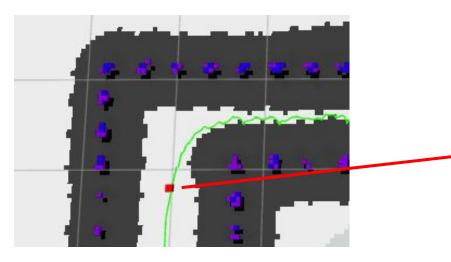








## path(green line)

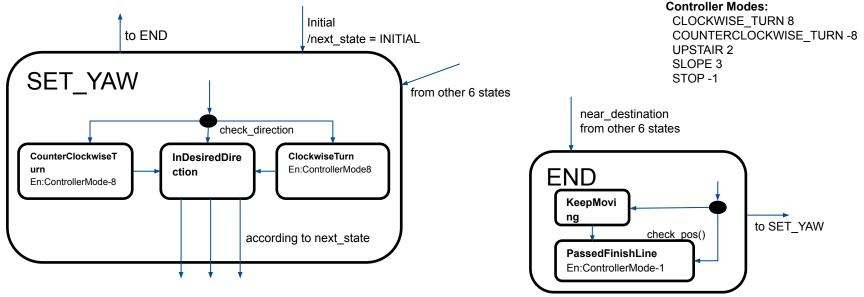


#### Data of a point

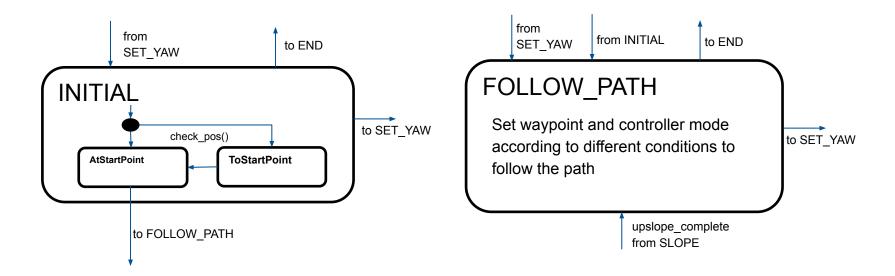
```
header:
  seq: 0
  stamp:
    secs: 1660479426
    nsecs: 236030248
  frame id: "world"
pose:
  position:
    x: 5.500000266730785
    y: 6.000000128895044
    Z: U.U
  orientation:
    x: 0.0
    y: 0.0
    z: 0.0
    W: 1.0
```



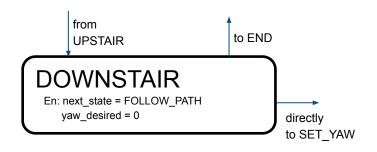
The states experienced by the robot are described by a hierarchical state machine with 7 main states:

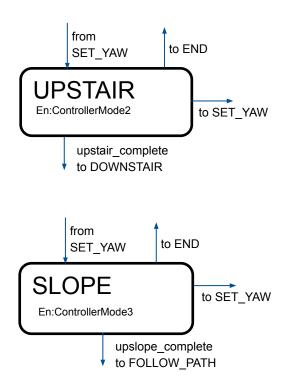




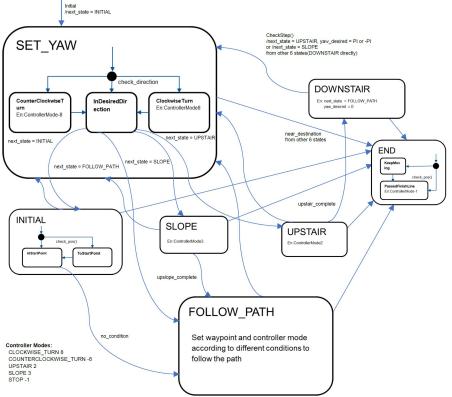










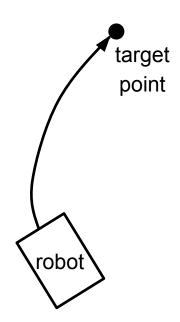


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#### Function of the controller

Given a target point, the controller adjusts the forward orientation of the robot towards the point and drive the robot to reach the point





#### **Variables**

x: current position (subscribed)

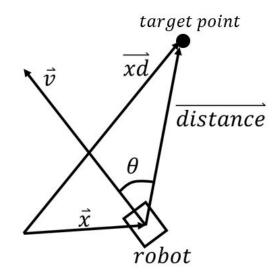
xd: target position (subscribed)

v: current speed (subscribed)

distance: vector pointing from the robot to

the target position (xd - x)

 $\theta$ : angle between v and distance

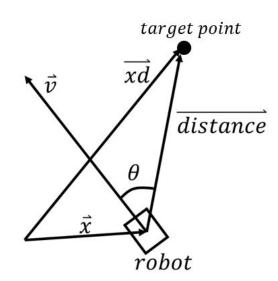




### Size of the speed

 $|speed| \propto |distance|$ 0.2 < |speed| < 1

If |distance|<threshold |speed|=0





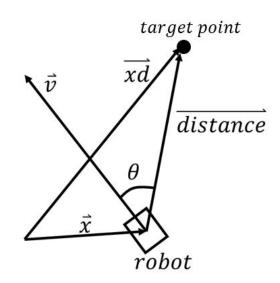
#### Orientation & Rotational direction

Orientation: the same direction as v

Rotational direction:

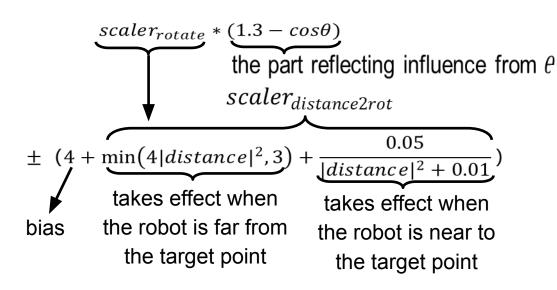
$$\vec{v} \times \overrightarrow{distance}$$

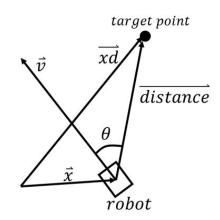
if  $\leq 0$ , turn right else turn left





#### Rotational speed







#### Demo Video

Normal speed: https://drive.google.com/file/d/1SljrDl93RdoaB7c93GNVHmsPp5w93V0a/view?usp=sharing 8x speed: https://drive.google.com/file/d/1Ev4BGYuUePXea4E4gV0mWkTVYtVBBhBW/view?usp=sharing



# Thanks for watching!

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