

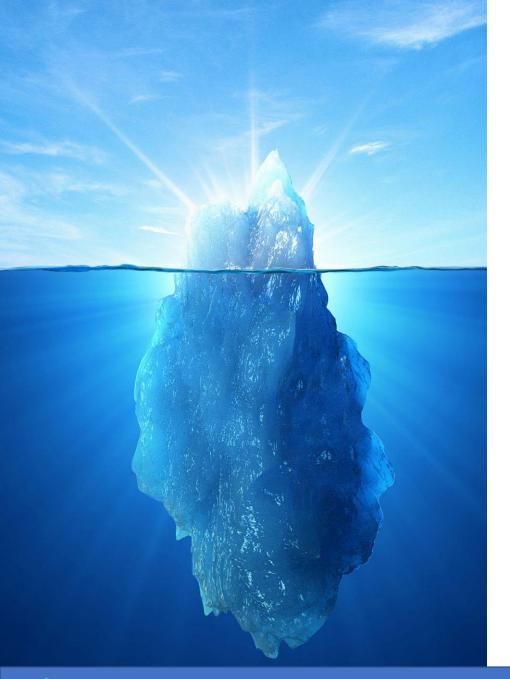
Introduction to ROS 2 NTA3

Diego Dall'Alba UNIVR - Altair Robotics Lab NTA3 @ KU Leuven 24 -28 February 2020









Overview

- 1. Visualization in ROS
- 2. Other ROS utils
 - 1. Tranformation
 - 2. URDF
 - 3. Ros time and ros bag
- 3. Simulation in ROS
- 4. Best practices in ROS



ROS Characteristics

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Plumbing

- Process management
- Inter-process
 communication
- Device drivers



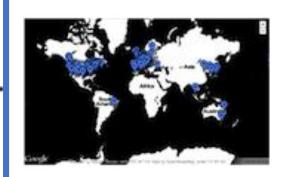
Tools

- Graphical user interface
- Simulation
- Visualization
- Data logging



Capabilities

- Control
- Planning
- Perception
- Mapping
- Manipulation



Ecosystem

- Package organization
- Software distribution
- Documentation
- Tutorials



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Rqt visualizer & user interface (1)

- User interface base on Qt
- Custom interfaces can be setup
- Lots of existing plugins exist
- Simple to write own plugins

Run RQT with

> rosrun rqt_gui rqt_gui

or

> rqt

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More info http://wiki.ros.org/rqt/Plugins



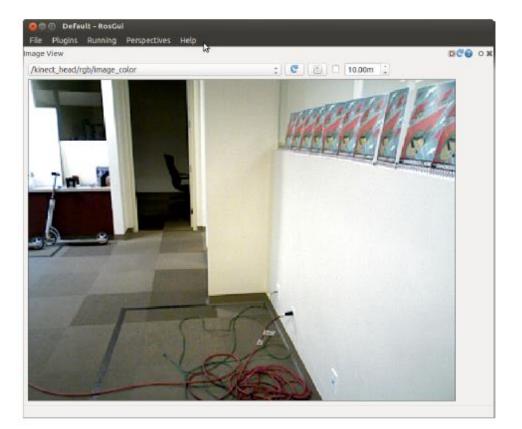
Rqt visualizer & user interface (2)

rqt_image_view

Visualizing images

Run rqt_graph with

> rosrun rqt_image_view rqt_image_view



More info http://wiki.ros.org/rqt_image_view

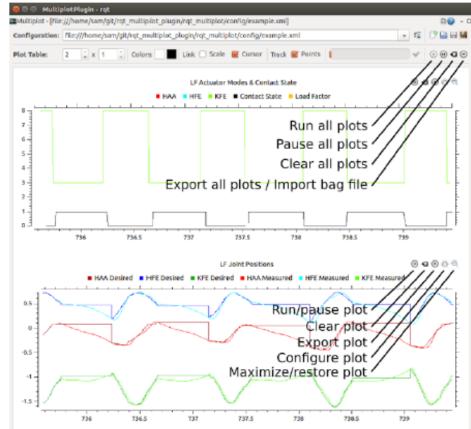


Rqt visualizer & user interface (3) rqt_multiplot

 Visualizing numeric values in 2D plots

Run rqt_multiplot with

> rosrun rqt_multiplot rqt_multiplot







Rqt visualizer & user interface (4) rqt graph

Visualizing the ROS computation graph

Run *rqt_graph* with

> rosrun rqt_graph rqt_graph



More info http://wiki.ros.org/rgt graph

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Rqt visualizer & user interface (5) rqt_console

 Displaying and filtering ROS messages

Run rqt_console with

> rosrun rqt_console rqt_console

Console			Dŵ	9 0 0
📔 Load 🛛 🖉 Save 🕅 Pause Displaying 39 messages			Clear Resize C	olumns
Message	Severity	Node	Time	*
#12 🜒 The input topic '/narrow_stereo/left/image_raw' is not yet advertised	Warn	/narrow_stereo_textured/	21:39:04.833 (2013-05-06)	/ro
#10 🌗 The input topic '/narrow_stereo/right/image_raw' is not yet advertised	Warn	/narrow_stereo/narrow_st	21:39:02.337 (2013-05-06)	/ro
#11 🜒 The input topic '/narrow_stereo/right/camera_info' is not yet advertised	Warn	/narrow_stereo/narrow_st	21:39:02.337 (2013-05-06)	/ro
#8 The input topic '/narrow_stereo/left/image_raw' is not yet advertised	Warn	/narrow_stereo/narrow_st	21:39:02.336 (2013-05-06)	/re
#9 Interinput topic '/narrow_stereo/left/camera_info' is not yet advertised	Warn	/narrow stereo/narrow st	21:39:02.336 (2013-05-06)	/rc
#7 🕕 Holding arms	Info	/arm holder	21:39:01.402 (2013-05-06)	
#18 🚇 The input topic '/wide_stereo/right/camera_info' is not yet advertised	Warn	/wide_stereo/wide_stereo	21:39:01.086 (2013-05-06)	
#16 🜒 The input topic '/wide_stereo/left/camera_info' is not yet advertised	Warn	/wide stereo/wide stereo	21:39:01.085 (2013-05-06)	/re
#17 🜗 The input topic '/wide_stereo/right/image_raw' is not yet advertised	Warn	/wide stereo/wide stereo	21:39:01.085 (2013-05-06)	/re
#6 🛛 The input topic '/wide_stereo/left/image_raw' is not yet advertised	Warn	/wide_stereo/wide_stereo	21:39:01.085 (2013-05-06)	/re
#5 🕕 Moving torso up	Info	/arm holder	21:38:56.400 (2013-05-06)	/to
A A A A A A A A A A A A A A A A A A A		5 5 0		
Exclude Rules:				•
				•

More info http://wiki.ros.org/rqt_console



Rqt visualizer & user interface (6) rqt_logger_level

 Configuring the logger level of ROS nodes

Run *rqt_logger_level* with

> rosrun rqt_logger_level
 rqt_logger_level

gger Level			DCQ
lodes	Loggers	Levels	
/rosout	ros	Debug	
/rqt_gui_py_node_7714	ros.roscpp	Info	
/rqt_gui_py_node_7787	ros.roscpp.roscpp_internal	Warn	
	ros.roscpp.superdebug	Error	
		Fatal	
Refresh			

More info http://wiki.ros.org/rqt_logger_level



URDF+Xacro

Unified Robot Description Format (**URDF**) is an XML format for representing a robot model.

It enable to describe kinematic, visual and dynamic properties of a manipulator.

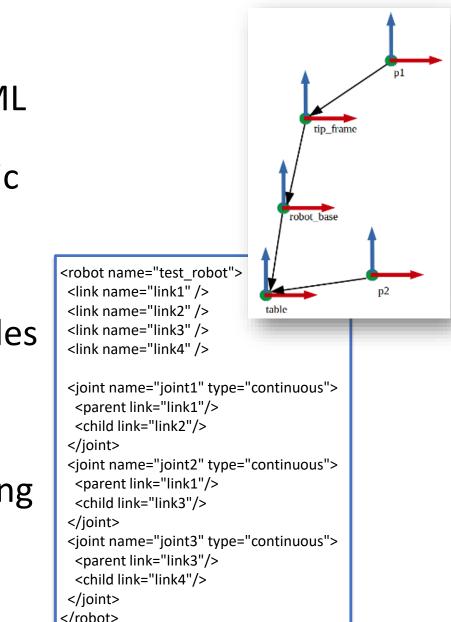
http://wiki.ros.org/urdf

Xacro is an XML macro language: enable construction of shorter and more readable XML files by using macros that expand to larger XML expressions.

http://wiki.ros.org/xacro

ROS provides parsing tools for reading and checking URDF files:

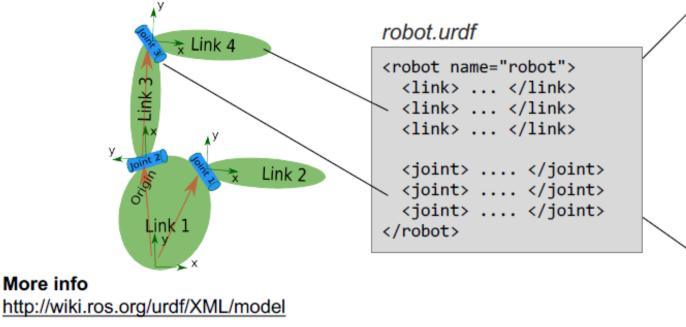
http://wiki.ros.org/urdf/Tutorials





URDF Simple Example

- Description consists of a set of *link* elements and a set of *joint* elements
- Joints connect the links together



```
<link name="link name">
  <visual>
    <geometry>
      <mesh filename="mesh.dae"/>
    </geometry>
  </visual>
  <collision>
    <geometry>
      <cylinder length="0.6" radius="0.2"/>
    </geometry>
  </collision>
  <inertial>
    <mass value="10"/>
    <inertia ixx="0.4" ixy="0.0" .../>
  </inertial>
</link>
```

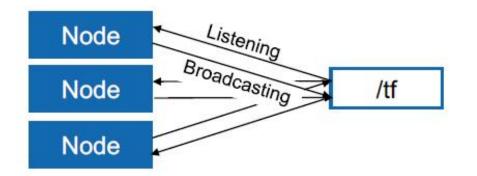
```
<joint name="joint_name" type="revolute">
   <axis xyz="0 0 1"/>
   <limit effort="1000.0" upper="0.548" ... />
   <origin rpy="0 0 0" xyz="0.2 0.01 0"/>
   <parent link="parent_link_name"/>
   <child link="child_link_name"/>
</joint>
```

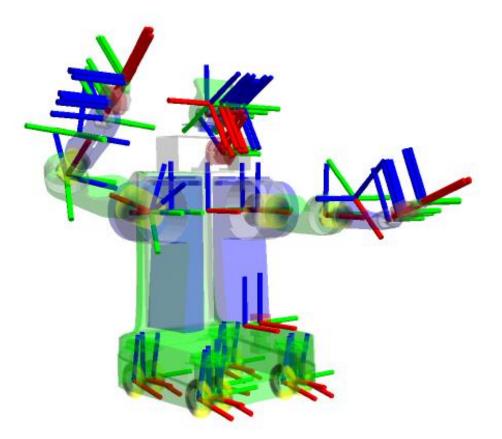




TF Transformation System

- Tool for keeping track of coordinate frames over time
- Maintains relationship between coordinate frames in a tree structure buffered in time
- Lets the user transform points, vectors, etc. between coordinate frames at desired time
- Implemented as publisher/subscriber model on the topics /tf and /tf_static





More info http://wiki.ros.org/tf2



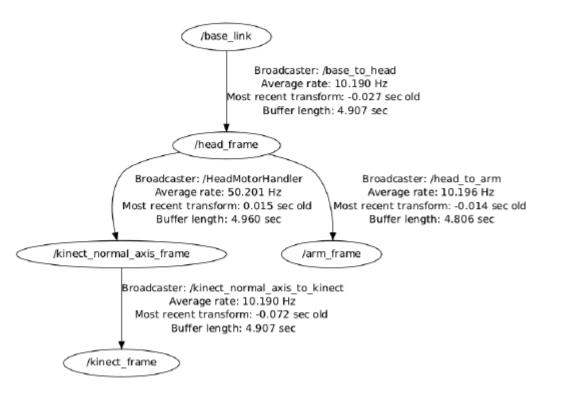
TF Transformation System

Transform Tree

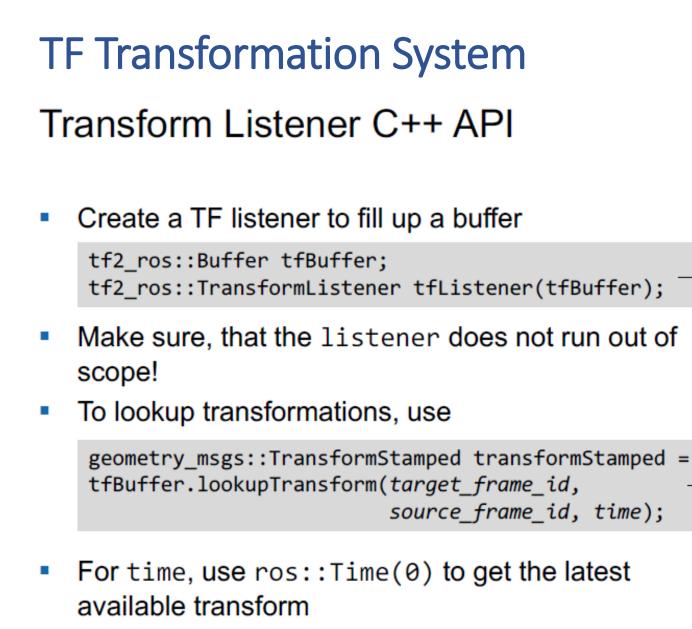
- TF listeners use a buffer to listen to all broadcasted transforms
- Query for specific transforms from the transform tree

tf2_msgs/TFMessage.msg

geometry_msgs/TransformStamped[] transforms
 std_msgs/Header header
 uint32 seqtime stamp
 string frame_id
 string child_frame_id
 geometry_msgs/Transform transform
 geometry_msgs/Vector3 translation
 geometry_msgs/Quaternion rotation







```
#include <ros/ros.h>
#include <tf2 ros/transform listener.h>
#include <geometry msgs/TransformStamped.h>
int main(int argc, char** argv) {
  ros::init(argc, argv, "tf2 listener");
  ros::NodeHandle nodeHandle;
 tf2 ros::Buffer tfBuffer;
  tf2 ros::TransformListener tfListener(tfBuffer);
  ros::Rate rate(10.0);
  while (nodeHandle.ok()) {
    geometry msgs::TransformStamped transformStamped;
   try {
      transformStamped = tfBuffer.lookupTransform("base",
                          "odom", ros::Time(0));
    } catch (tf2::TransformException & exception) {
      ROS WARN("%s", exception.what());
      ros::Duration(1.0).sleep();
      continue;
    rate.sleep();
  return 0;
};
```



TF Transformation System Tools

Command line

Print information about the current tranform tree

> rosrun tf tf_monitor

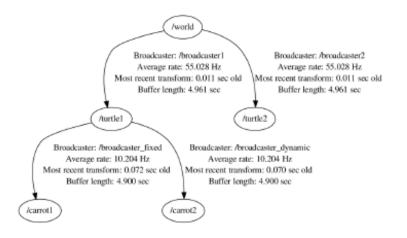
Print information about the transform between two frames

> rosrun tf tf_echo
 source_frame target_frame

View Frames

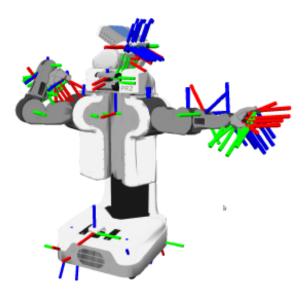
Creates a visual graph (PDF) of the transform tree

> rosrun tf view_frames



RViz

3D visualization of the transforms



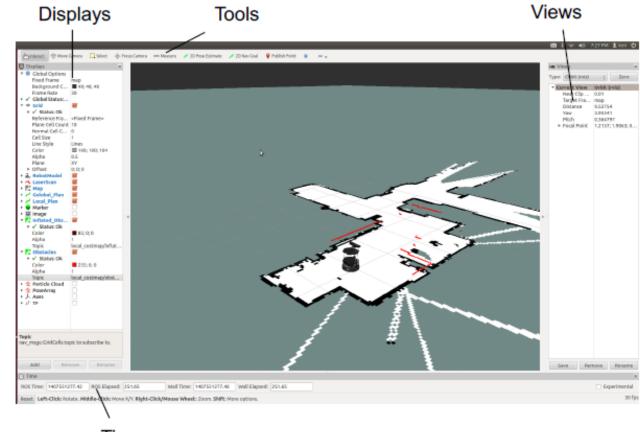


RViz

- 3D visualization tool for ROS
- Subscribes to topics and visualizes the message contents
- Different camera views (orthographic, topdown, etc.)
- Interactive tools to publish user information
- Save and load setup as RViz configuration
- Extensible with plugins

Run RViz with

> rosrun rviz rviz

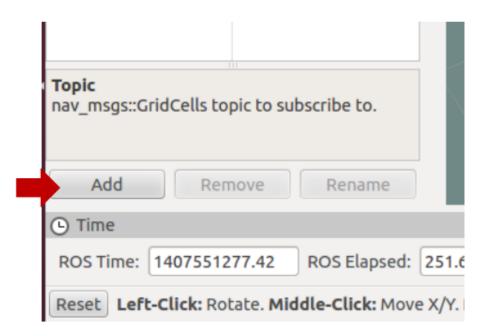


Time

More info http://wiki.ros.org/rviz



RViz Display plugin



- Axes 📧 Camera 🕿 DepthCloud Effort FluidPressure GridCells Group Illuminance Image InteractiveMarkers LaserScan Мар Marker 💱 MarkerArray
 - 🔨 Odometry
 - 🦰 Path
 - 🔅 PointCloud
 - 🔅 PointCloud2
 - PointStamped
 - 📹 Polygon
 - 🖊 Pose
 - 🖆 PoseArray
 - 🖤 Range
 - 🔅 RelativeHumidity
 - 💑 RobotModel
 - 🖈 TF
 - Temperature
 - or WrenchStamped



TF Transformation System

RViz Plugin

😣 🗇 🗊 RViz*			
Interact 🕸 Move Cam	nera 🧱 Select 🔶 Focus Came	era 📼 Measure 💉 2D Pose Estimate 💉 2D Nav Goal 💡 Publi	sh Point
Displays	×		
 Global Options Fixed Frame Background Color Frame Rate Global Status: Ok J TF 	odom 48; 48; 48 30		
 Status: Ok Show Names Show Axes Show Arrows Marker Scale Update Interval Frame Timeout Frames Tree 	 ₩ ₩ ₩ 0.4 0 15 	baseus eserantionitit place_link rear_ngry_wheel_link front_rgnt_wheel_link front_rgnt_wheel_link topiage_do_distrik rear_tert_wheel_ front_rent_wheel_link base_rootprint	

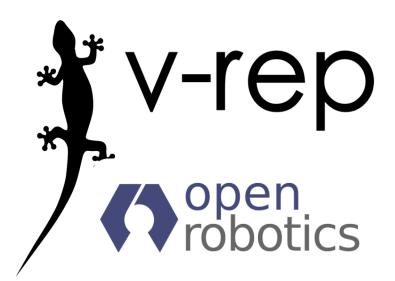


Simulation environments in ROS

- Rviz a complex 3D visualizer, fundamental for debugging and better understanding
- It could also «animate» robotic kinematic chain (URDF models)
- Sometimes a more complete simulation is needed, including the behaviour of robots
- Gazebo is the default simulator used in ROS framework, maintained as a separate project from OSRF.
- V-REP is a robotic simulators developed by Coppelia Robotics
- It is a commercial software, that can be obtained for free in its educational version.

COPPELIA V ROBOTICS





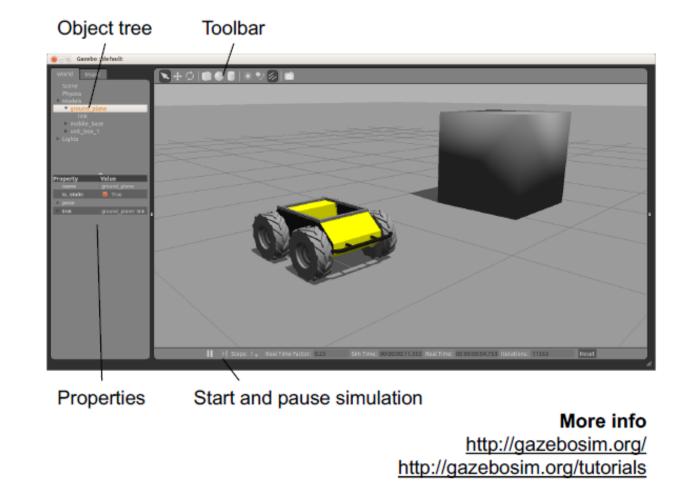
GAZEBO

Gazebo Simulator

- Simulate 3d rigid-body dynamics
- Simulate a variety of sensors including noise
- 3d visualization and user interaction
- Includes a database of many robots and environments (Gazebo worlds)
- Provides a ROS interface
- Extensible with plugins

Run Gazebo with

> rosrun gazebo_ros gazebo





V-rep Simulator CoppeliaSim



- V-REP has support for Windows, Linux and Mac operating systems.
- It is possible to use 7 different programming languages with V-REP, the default language being Lua.
- V-REP doesn't have a native ROS node for it.
- his means that it is not yet possible to run it as a part of a ROS system in a single launchfile, but instead alongside it, in another Linux terminal.
- On the other hand, V-REP does offer a default ROS plugin that can be used in VREP Lua scripts for creating ROS publishers and subscribers..



Comparison of (main) Simulation Environments for ROS

	🏃 V-REP		ARGOS Large-scale robot simulations
Physics Engines	PHYSICS LIBRARY DEN DYNAMICS ENGINE" Open Dynamics Engine" VOLTEX 66	Open Dynamics Engine"	Custom 2D and 3D engines
Languages	Lua, C++, ROS, RemoteAPI	C++, ROS	Lua, C++, ROS
Threads	Spawned automatically	Two (simulator + interface)	Set by user
3D meshes	Importing, manipulation, materials	Importing, but no editing	No importing, OpenGL only
Object library	A lot of robots and other objects	A fair number of robots and other objects	A limited number of robots
Documentation	Extensive, a lot of code examples	Fairly comprehensive, some non-working code examples	Good quality but rather limited

Rich Neutral Poor simulator characteristics





Simulation Scene description example: Simulation Description format (SDF)

- Defines an XML format to describe
 - Environments (lighting, gravity etc.)
 - Objects (static and dynamic)
 - Sensors
 - Robots
- SDF is the standard format for Gazebo
- Gazebo converts a URDF to SDF automatically



More info http://sdformat.org





ROS Time

- Normally, ROS uses the PC's system clock as time source (*wall time*)
- For simulations or playback of logged data, it is convenient to work with a simulated time (pause, slow-down etc.)
- To work with a simulated clock:
 - Set the /use_sim_time parameter
 - > rosparam set use_sim_time true
 - Publish the time on the topic /clock from
 - Gazebo (enabled by default)
 - ROS bag (use option --clock)

- To take advantage of the simulated time, you should always use the ROS Time APIs:
 - ros::Time

```
ros::Time begin = ros::Time::now();
double secs = begin.toSec();
```

ros::Duration

ros::Duration duration(0.5); // 0.5s

ros::Rate

ros::Rate rate(10); // 10Hz

 If wall time is required, use ros::WallTime, ros::WallDuration, and ros::WallRate
 More info http://wiki.ros.org/Clock

http://wiki.ros.org/roscpp/Overview/Time



ROS Bags

- A *bag* is a format for storing message data
- Binary format with file extension *.bag
- Suited for logging and recording datasets for later visualization and analysis

Record all topics in a bag

> rosbag record --all

Record given topics

```
> rosbag record topic_1 topic_2 topic_3
```

Stop recording with Ctrl + C Bags are saved with start date and time as file name in the current folder (e.g. 2017-02-07-01-27-13.bag) Show information about a bag

> rosbag info bag_name.bag

Read a bag and publish its contents

> rosbag play bag_name.bag

Playback options can be defined e.g.

> rosbag play --rate=0.5 bag_name.bag

- --rate=*factor* P
- --clock

--loop

Publish rate factor Publish the clock time (set param use_sim_time to true) Loop playback etc.

More info http://wiki.ros.org/rosbag/Commandline



Debugging strategies

Debug with the tools you have learned

- Compile and run code often to catch bugs early
- Understand compilation and runtime error messages
- Use analysis tools to check data flow (rosnode info, rostopic echo, roswtf, rqt_graph etc.)
- Visualize and plot data (RViz, RQT Multiplot etc.)
- Divide program into smaller steps and check intermediate results (ROS_INFO, ROS_DEBUG etc.)
- Make your code robust with argument and return value checks and catch exceptions
- If things don't make sense, clean your workspace
 > catkin clean --all

Learn new tools

Build in *debug* mode and use GDB or Valgrind

> catkin config --cmake-args
 -DCMAKE_BUILD_TYPE=Debug

- Use Eclipse breakpoints
- Maintain code with unit tests and integration tests

More info <u>http://wiki.ros.org/UnitTesting</u> <u>http://wiki.ros.org/gtest</u> <u>http://wiki.ros.org/rostest</u> <u>http://wiki.ros.org/roslaunch/Tutorials/Roslaunch%20Nodes%20in</u> <u>%20Valgrind%20or%20GDB</u>



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ROS Best practice (1)

You should follow all the rules/recommendations described in the previous presentations!

For example:

- Check for available solutions (packages, nodes, ...),
- Understand design pattern underneath successful and working packages/stack
- Define common units, please refer to <u>Standard Units of Measure and</u> <u>Coordinate Conventions</u>.
- Test your code (push only tested code on the shared repository)



Albert is watching you!



ROS Best practice (2)

Messages

- Check if common messages are already available: <u>https://github.com/ros/common msgs</u>
- Create separate packages that contain only messages, services and actions (separation of interface and implementation).
- Do not define a new msg/srv/action definition for each topic/service/action!
- Complex messages are built through composition (e.g. geometry_msgs/PoseWithCovarianceStamped).
- Try to avoid building messages that tend to not get completely filled out.



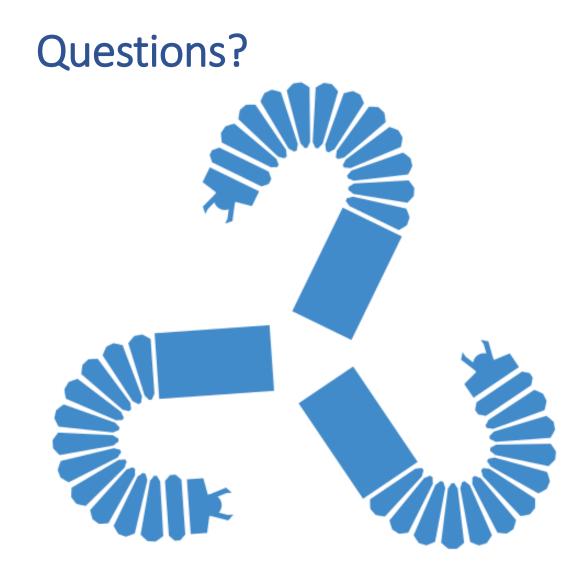


ROS Best practice (3)

Package Organization

- The overhead of a ROS package is not large. Define separate packages wherever they make sense. Pay attention to avoid over
- The package dependency graph must be acyclic, i.e. no package may depend on another that directly or indirectly depends on it. → Avoid combining nodes that pull in mutually unneeded dependencies and are often used separately (to eliminate unnecessary build overhead).
- Create separate packages that contain only messages, services and actions
- Group related packages in stacks.
- Package Names \rightarrow Choose the name carefully:
 - They are messy to change later.
 - Package names are global to the entire ROS ecosystem.
 - Try to pick names that will make sense to others who may wish to use your code.





The contents of these slides are partially based on:

Programming for Robotics - Introduction to ROS

February 2017 DOI: <u>10.13140/RG.2.2.14140.44161</u> Affiliation: Robotics Systems Lab, ETH Zurich

Péter Fankhauser · Dominic Jud ·
Martin Wermelinger ·
Marco Hutter

Please check also: https://github.com/leggedrobotics/ros_best_practices/wiki

