



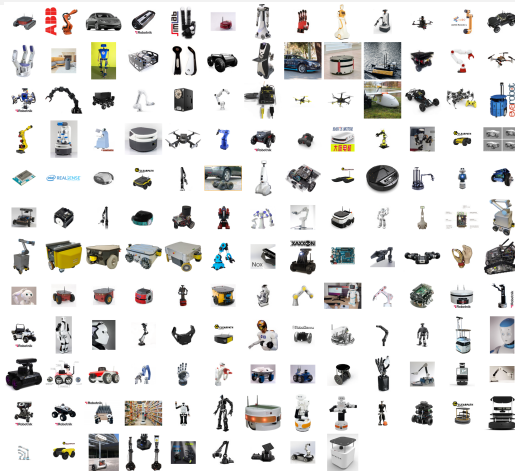
# Introduction to ROS



University of Hamburg  
Faculty of Mathematics, Informatics and Natural Sciences  
Department of Informatics  
**Technical Aspects of Multimodal Systems**

April 22, 2020

# Developing for Robots... Which One?



Source: <https://robots.ros.org/>



# Should It Matter?

- ▶ Heterogeneity vs. Homogeneity
  - ▶ Hardware differs, but is often reused in different systems
- ▶ Abstraction
  - ▶ For many aspects the exact hardware does not matter
  - ▶ Robot Models, Navigation, Object Manipulation, Perception, . . .
  - ▶ Generic algorithms can be reused
  - ▶ Avoid vendor lock-in
- ▶ Debug & Testing
  - ▶ Execution recording
  - ▶ Data visualization
  - ▶ Simulation



# Framework Support

- ▶ We use **R**obot **O**perating **S**ystem (ROS)
- ▶ Hardware-agnostic framework for generic robot programming
- ▶ **No** operating system
- ▶ OpenSource (mostly BSD-licensed)
- ▶ Highly Community-driven
- ▶ Support for a substantial number of robots
- ▶ One of many, many systems, but very popular  
Others: YARP, ArmaX, ROS2, MSRS, ROCK, OpenRave, ViSP, Orocos, ...<sup>1</sup>

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<sup>1</sup>Tsardoulias, Emmanouil & Mitkas, Pericles. (2017).  
Robotic frameworks, architectures and middleware comparison.

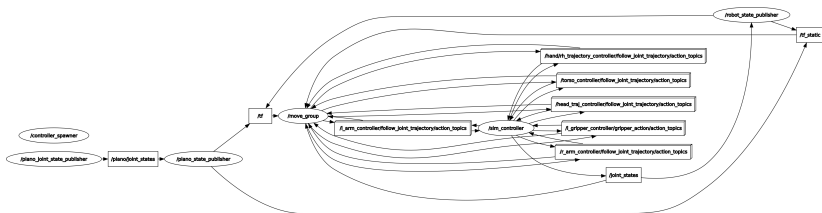


## Current State

- ▶ Actively used and developed for 12+ years
- ▶ Mostly on Linux (Mostly Ubuntu)
- ▶ Multiple active versions (kinetic, melodic, noetic)  
Bundled with Ubuntu 16.04, 18.04, 20.04
- ▶ Supports C/C++, Python, Java, Lisp, Octave ...
- ▶ Modules and algorithms of generations of programmers already available
  - ▶ May be difficult to find
  - ▶ Better use&improve than reimplement

# ROS Runtime System

- ▶ Modular
- ▶ Graph-based
- ▶ Message Passing (well, mainly)





# ROS Core

```
$ roscore
```

Provide basic infrastructure

- ▶ ROS Master
  - ▶ Central XML-RPC server for communication
  - ▶ Global parameter server for easy configuration of *any* node
- ▶ rosout
  - ▶ Convenient message logging
  - ▶ one-line logging of debug/info/warn/error messages
  - ▶ fancy print/printf

This is implicitly started with

```
$ roslaunch ...
```



# ROS Nodes

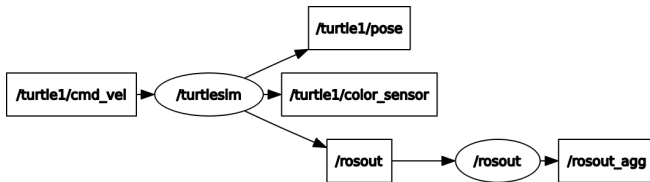
`/turtlesim`

- ▶ Basic unit of computation
- ▶ Just a system process
  - ▶ ...with specific interfaces
- ▶ Could
  - ▶ talk to sensors, e.g., laser scanner, camera, force sensors
  - ▶ actuate robot, e.g., individual servos, wheels, whole robot arms
  - ▶ implement isolated logic





# Communication



- ▶ Nodes pass **Messages** (e.g., Pose2D:  $x/y/\varphi$ )
- ▶ via **Topics** (e.g., `/turtle1/pose`)
  - ▶ anyone can publish, anyone can subscribe (m:n)
- ▶ Remote function calls are called **Service**
- ▶ *Asynchronous* calls are **Actions**
  - ▶ 1:1 communication



# Messages

- ▶ Basic unit for data transmission
- ▶ Strongly-typed data structures
- ▶ General pattern with many use-cases (proto buffer)
- ▶ Possibly “Stamped” with a **Header**
  - ▶ Time stamp
  - ▶ Frame / reference system

```
$ rosmg show -r geometry_msgs/Quaternion
# This represents an orientation in free space in quaternion form.
float64 x
float64 y
float64 z
float64 w
```

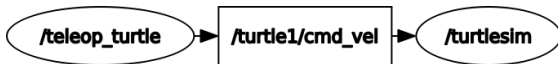


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# Topics



- ▶ Messages are **published** to **Topics**
- ▶ **Advertised** by Nodes
- ▶ Topics have unique names
- ▶ Anonymous publishers
- ▶ Anyone **subscribes** as needed
- ▶ Publishing triggers callbacks in subscribers



# Services

- ▶ Two message types
  - ▶ **Request** and **Response**
- ▶ Synchronous protocol
  - ▶ client sends request
  - ▶ client waits for server
  - ▶ server replies

```
$ rossrv show AddTwoInts
int64 a
int64 b
- - -
int64 sum
```



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# Actions

- ▶ Three message types
  - ▶ **Goal** and **Result**
  - ▶ optionally **Feedback**
- ▶ Asynchronous protocol
  - ▶ client sends goal
  - ▶ server may respond with feedback
  - ▶ server delivers result
- ▶ Interruptible

```
# Define the goal
uint32 dishwasher_id    # Specify which dishwasher we want to use
- - -

# Define the result
uint32 total_dishes_cleaned
- - -

# Define a feedback message
float32 percent_complete
```



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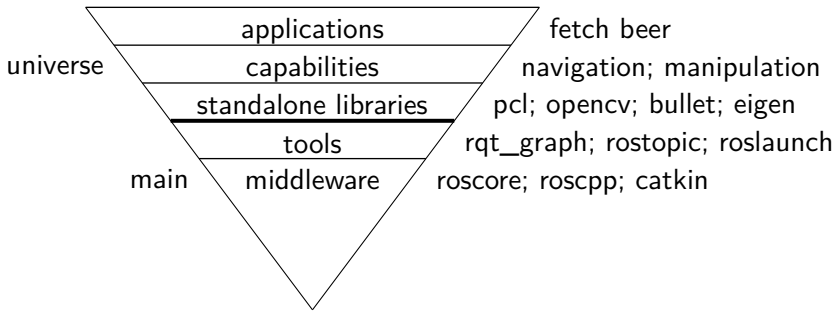
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# Userland



- ▶ universe → developed by community
- ▶ main → general tools, maintained by OSRF



# TAMS TurtleBots

- ▶ Four autonomous robots
- ▶ (Our) Hardware
  - ▶ Vacuum base
  - ▶ Kinect
  - ▶ Laserscan
  - ▶ Dell Laptop
- ▶ Capabilities
  - ▶ Navigation
  - ▶ Transport
  - ▶ Mapping
  - ▶ “Swarm” tasks
  - ▶ Laser Tag!



Source: <http://wiki.ros.org/Robots/TurtleBot>



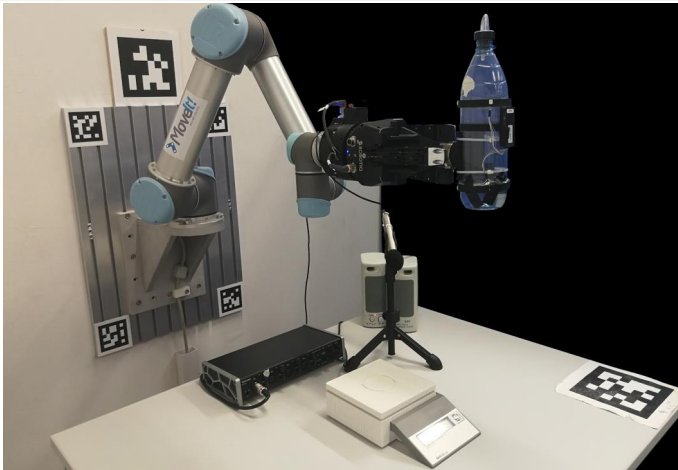
# TAMS PR2

- ▶ Two server systems on-board
- ▶ Max. payload 1.8kg
- ▶ Sensors
  - ▶ IMU, Accelerometer
  - ▶ ASUS Xtion Pro Live / Kinect2
  - ▶ Two stereo camera pairs
  - ▶ Three laser scanner
  - ▶ Camera in forearm
  - ▶ Fingertip pressure sensor arrays
  - ▶ Shadow Dexterous Hand with BioTac fingertyps



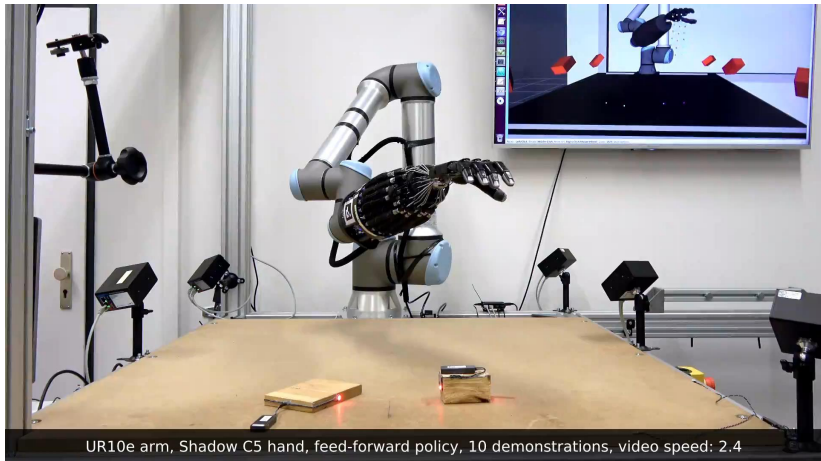
Source: Erik Strahl

# UR5 & Robotiq Gripper



Source: Hongzhuo Liang

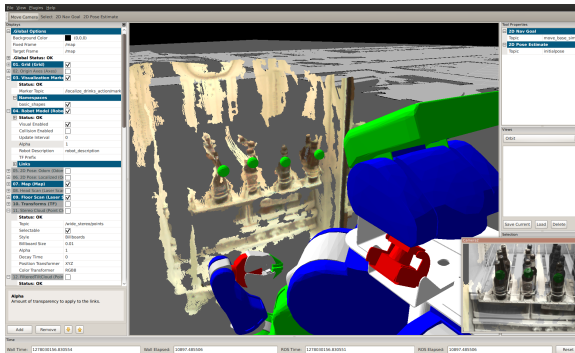
# Tracking Cage with UR10e & Shadow Hand



Source: Philipp Ruppel

# RViz

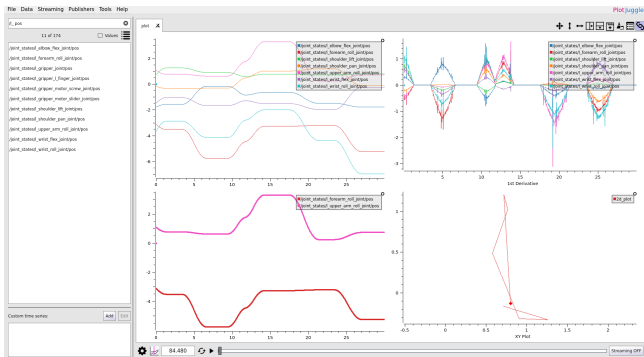
- ▶ 3D visualization environment
- ▶ Show various information sources online
  - ▶ Robot geometry, cameras, point clouds, detection results, maps...



Source: Jonathan Bohren

# PlotJuggler

- ▶ Generic 2D plotting tool
- ▶ Analyze sensor signals, joint trajectories, etc.



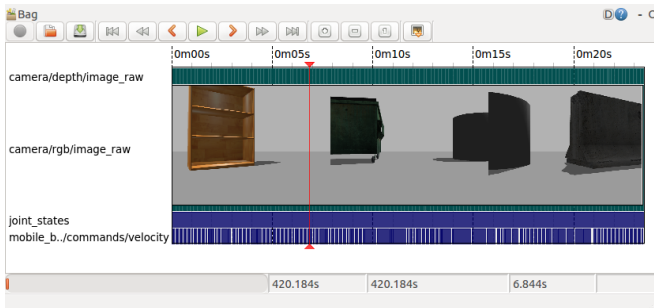
Source: Michael Görner

# ROS Bags

```
$ rosbag record /topic1 /topic2
```

```
$ rosbag play file.bag
```

- ▶ Record and replay experiments via Topics



Source: [https://wiki.ros.org/rqt\\_bag](https://wiki.ros.org/rqt_bag)





# Simulation

- ▶ Simulation is **not** real execution
- ▶ But it is an important development tool
  - ▶ Protect expensive hardware
  - ▶ Develop and test without robot
- ▶ Simulates sensor data
  - ▶ clean data / controlled noise
- ▶ Turtlesim
  - ▶ ROS learning tool
- ▶ MoveIt "demo mode"
  - ▶ Kinematic robot simulation
- ▶ Gazebo
  - ▶ Full-featured physics simulation



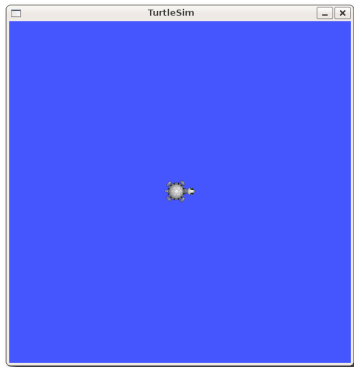
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# Turtle Sim

- ▶ Learning platform
- ▶ 2D turtle
  - ▶ move
  - ▶ turn
  - ▶ draw
  - ▶ sense color
- ▶ Topic & Service interfaces

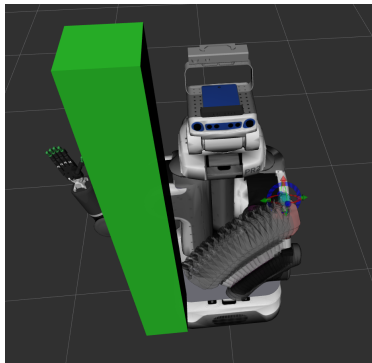


Source: <http://wiki.ros.org/turtlesim>



## Movelt Demo Mode

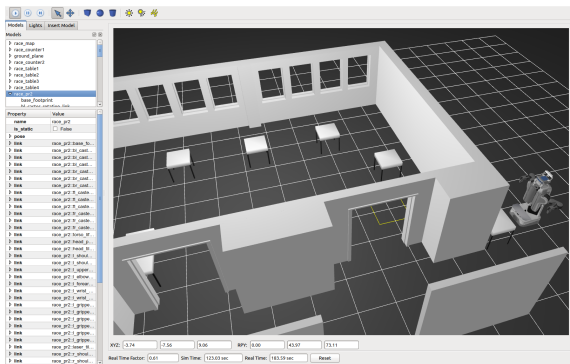
- ▶ Kinematic simulation only (no velocities!)
- ▶ Forward kinematics, state visualization
- ▶ Collision checking
- ▶ Fast
- ▶ Reachability testing / Easy integration without hardware



Source: Michael Görner

# Gazebo

- ▶ 3D rigid body simulator
- ▶ Simulates robots, environment and sensor data
- ▶ Complex configuration & fragile behavior



Source: Lasse Einig