

# ROS: Robotic Operation System

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## 1 ROS Introduction

- Design goals
- Basic concepts
- Software development
- Community and resources

## 2 ROS and CloPeMa

- Useful packages and libraries
- ROS Release

# ROS Introduction

- Open Source framework (middleware) for robot software development.
- Started at Stanford Artificial Intelligence Lab, further developed at Willow Garage.
- Strong emphasis on distributed computation and development.
- Active community, widespread use.

# Design goals

- Peer-to-peer** ROS components, potentially on different hosts, are connected in peer-to-peer topology.
- Tool-based** Microkernel design, with large number of small tools, used to build, run and analyse ROS components.
- Multi-lingual** ROS components can be written in various languages.
  - Thin** Drivers and algorithms are encouraged to be written in separated libraries.
- Open-Source** ROS is distributed under terms of the BSD license.

# Basic concepts

**Node** A single computation unit (component).

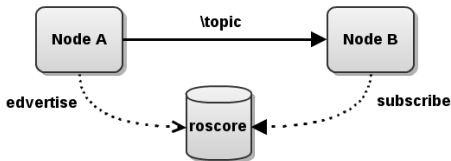
**Message** Data structure used by nodes to communicate.

**Topic** Broadcast communication between nodes.

**Service** Synchronous communication between nodes.

# Node

- Single process that performs particular computation.
- ROS system is composed from large number of nodes.
- Communicate with each other by passing **messages**, through **topic** or **service**.
- Connection between two nodes is accomplished through **roscore**, which acts as a name server.



# Message

- Strictly typed data structure.
- Support standard primitive types (integer, float, boolean, etc.) and arrays.
- Messages can be composed of other messages and arrays of messages.

```
# Header message
uint32 seq
time stamp
string frame_id
```

```
# Composite message
Header header
int32 x
int32 y
```

## ■ Topic

- A named broadcast stream of messages.
- Generally there can be more publishers of the same topic.
- Publishers are aware if someone is subscribed.
- Topic is defined by name and message type.

## ■ Service

- A named synchronous communication.
- There can be just one node providing a service of some name.
- Calling service is generally blocking.
- Service is defined by name and two message types – request and reply.



# Programming languages and platform

- Each ROS node can be written in different language.
- Message type is defined in plain text using **Message Description Language** and code is generated for each supported language.
- ROS currently support **C++**, **Python** and **Lisp**.
- Other languages are supported unofficially: Java, Haskell ...
- **Ubuntu** linux is the only supported platform.
- Support for other platforms, including Windows, is experimental.

# Supporting tools and packages

- `rviz` Visualisation tool.
- `rosviz` Allows to record all communication between nodes and then play it back.
- `rosdep` Tracks external dependencies.
- `rxgraph` Visualise graph of ROS system.
- `rosviz` Store and manipulate data on the ROS parameter server.
- ...

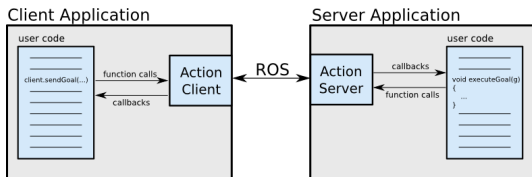
## Community and resources

- ROS is supported by active community.
- ROS documentation wiki ([www.ros.org/wiki/](http://www.ros.org/wiki/))
- ROS user forum ([answers.ros.org](http://answers.ros.org)).
- There is already around 600 packages in ROS distribution.
- More packages can be found on ROS page ([www.ros.org/browse](http://www.ros.org/browse)).

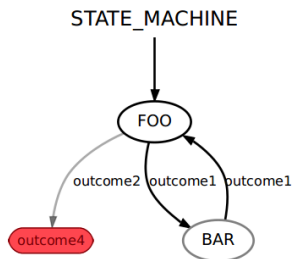
# Image Transport

- Provide support for image transport in arbitrary representation.
- The complexity is abstracted from the developer, which only sees standard image message.
- Particular transport representations are provided by plugins.
- Currently supported representations are raw, JPEG/PNG compression, and Theora for streaming video.

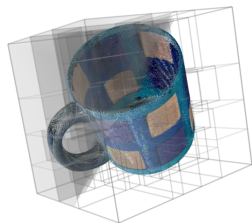
- Provide preemptible task execution.
- Communication build on top of ROS messages.
- Action is specified by three messages: goal, feedback and result.



- Stand-alone Python library for structured plan execution.
- Based on hierarchical state machines.
- State is defined by set of possible outcomes.
- Simple states are encapsulated in containers, that can be used as states.



- Stand-alone C++ library for 3D point cloud processing.
  - Filtering
  - Registration
  - Segmentation
  - Feature extraction
  - Keypoints detection



# ROS Release

- ROS uses six month release cycle similar to Ubuntu.
- Current ROS release is **Fuerte Turtle**.
- Compatibility between releases is not guaranteed.





# ROS: Example

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## 1 Model problem description

## 2 Components

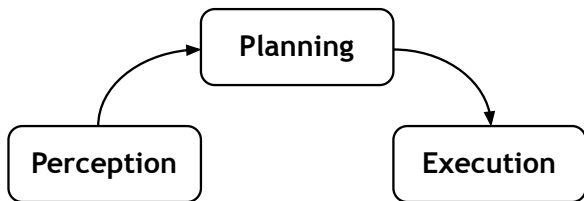
- Perception in ROS
- Planning in ROS
- RocoT control in ROS

# Model problem description

- Pick-and-place task.
- Unknown position of the objects.
- Possibility of collisions.

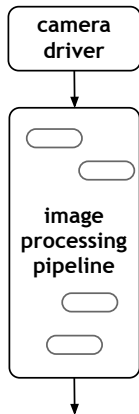
# Components

- Perception** Detect objects in the image captured by camera and provides their position.
- Planning** Plan a collision free trajectory to pick and place detected object.
- Execution** Execute the trajectory on the robot.



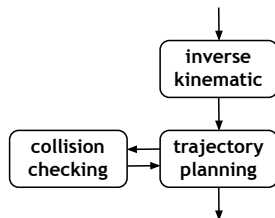
# Perception in ROS

- Camera driver
  - output: Image
  - package: camera\_drivers, camera1394
- Image processing pipeline
  - input: Image
  - output: ObjectPosition
  - package: image\_pipeline, pcl



# Planning in ROS

- Inverse kinematics
  - input: Pose
  - output: RobotConfiguration
  - reference: OpenRave, OMPL, CTU
- Trajectory planning
  - input: RobotConfiguration
  - output: Trajectory
  - reference: arm\_navigation
- Collision checking
  - input: RobotConfiguration, CollisionModel
  - output: OK/NotOK
  - references: arm\_navigation



# Robot control in ROS

- Research robots
  - supported: PR2, Nao, TurtleBot, ...
  - reference: Willow Garage
- Industrial robots
  - supported: ABB, Adept, Fanuc, Motoman, Universal
  - promised: Comau, Kuka
  - reference: ROS Industrial

