



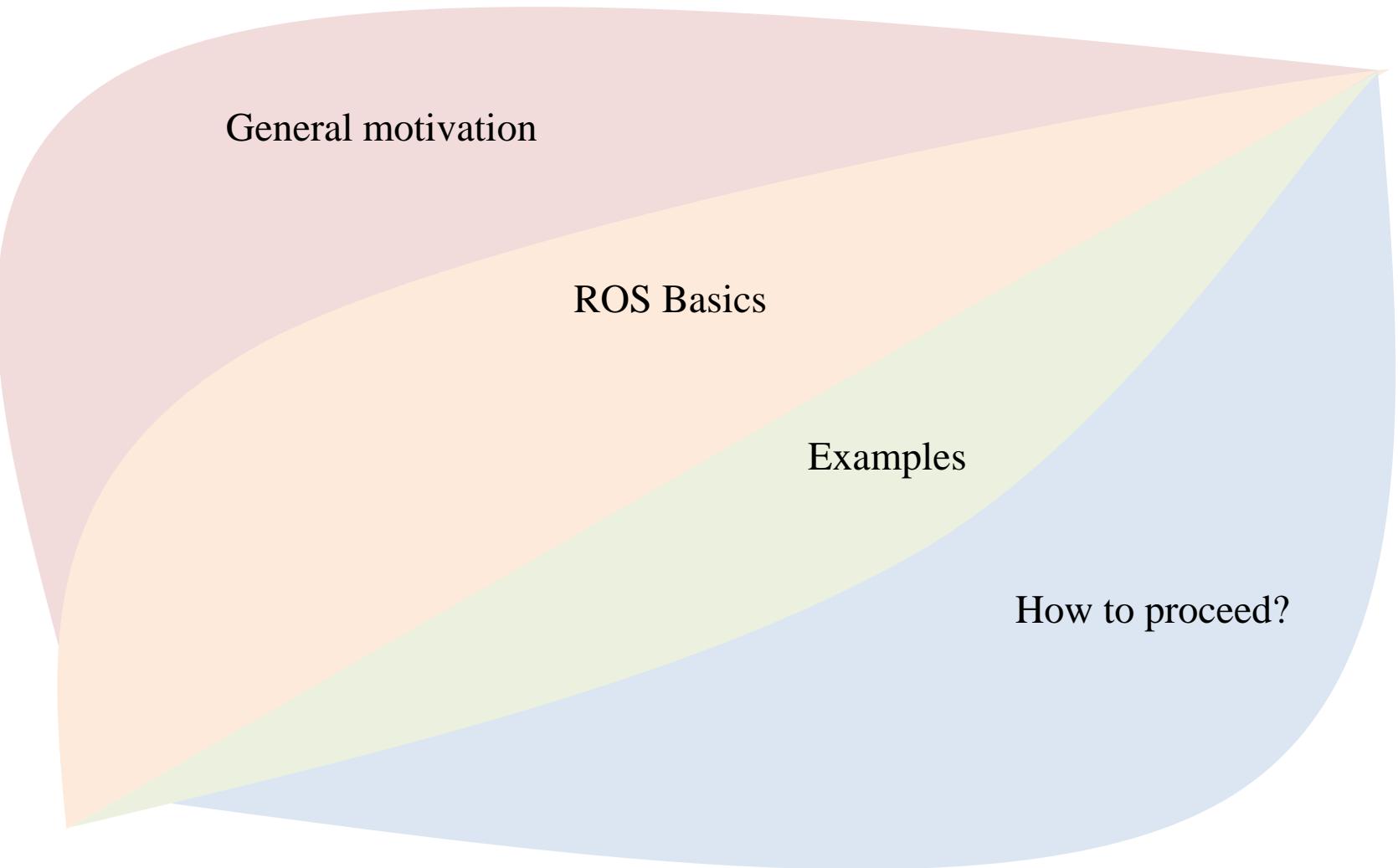
Maastricht University

Introduction to Robot Operating System



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Outline



General motivation

ROS Basics

Examples

How to proceed?

What is it all about?



What is ROS?

- An open-source full stack OS for robotic development
- Extendable environment for robot control



Why ROS?

- It is free
- It is fast
- It is well-structured
- It is scalable
- It has a lot of things built-in
- A vast community

If not ROS, then what?

Open-source suites:

- URBI
- CARMEN Toolkit (Carnegie Mellon)
- Player Project
- Mobile Robot Programming Toolkit (MRPT)
- ...

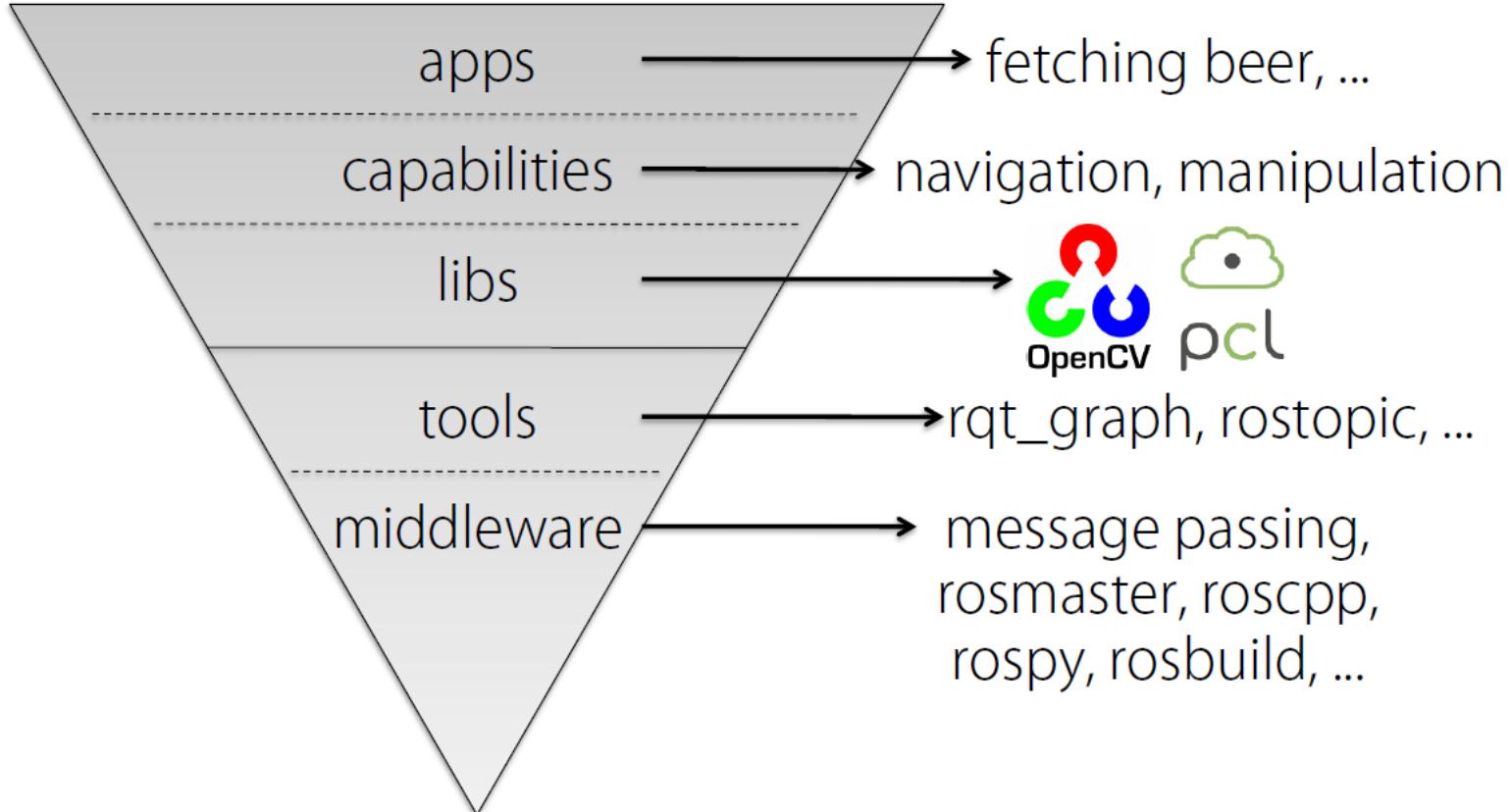
Suites with license restrictions:

- Webots (commercial)
- Microsoft Robotics Developer Studio (MRDS)
- ...

Software and hardware limitations:

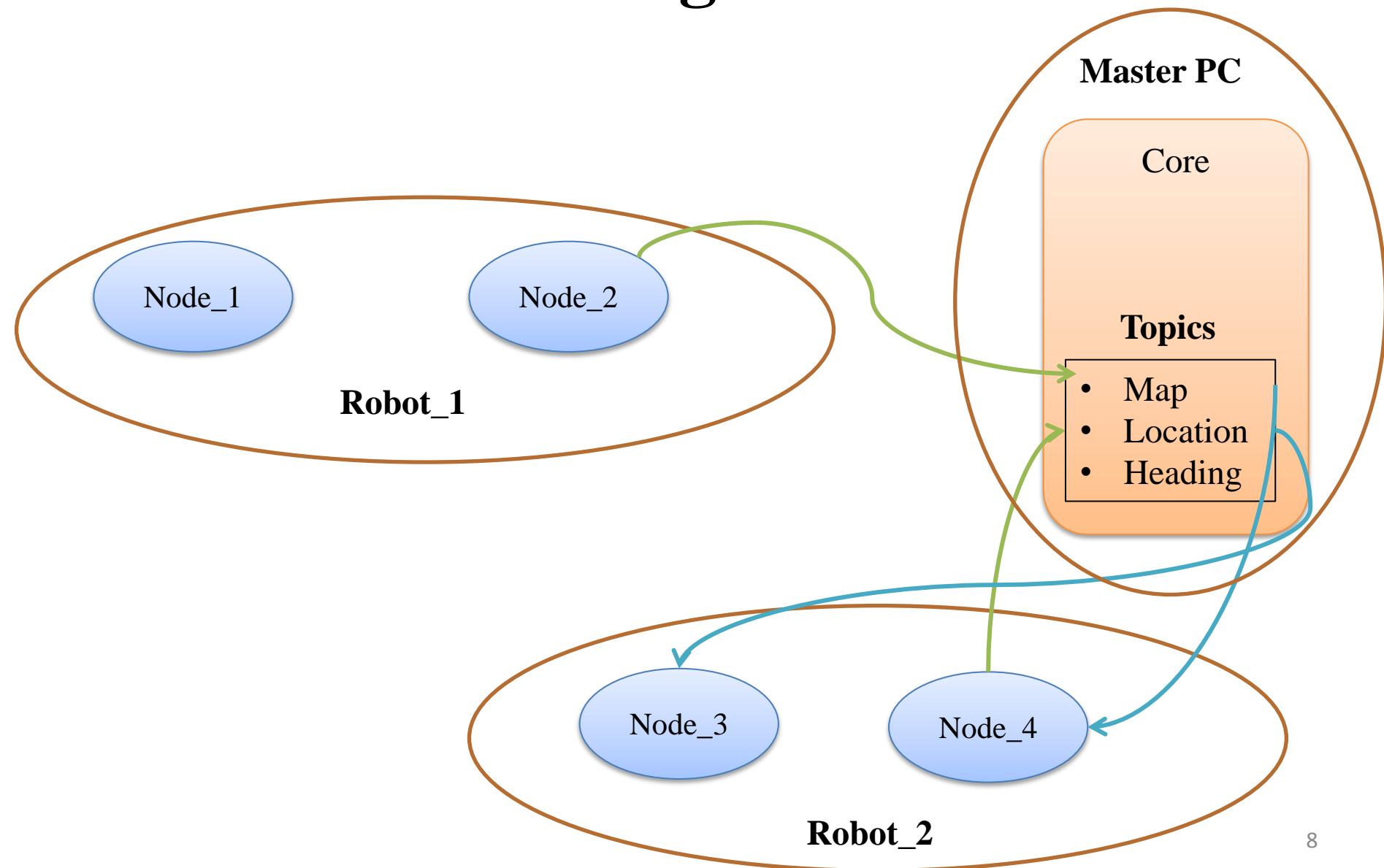
- LEGO Mindstorms NXT
- NAO Choreographie
- ...

ROS: Stack



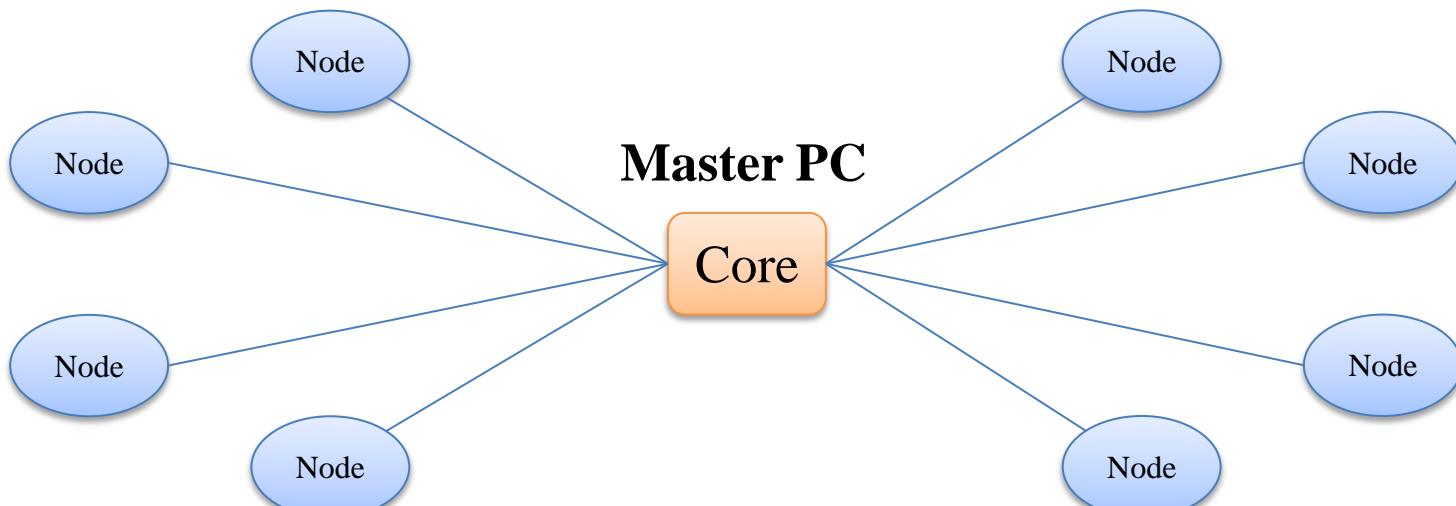
Courtesy: Daniel Claes, 2013

ROS: Organization



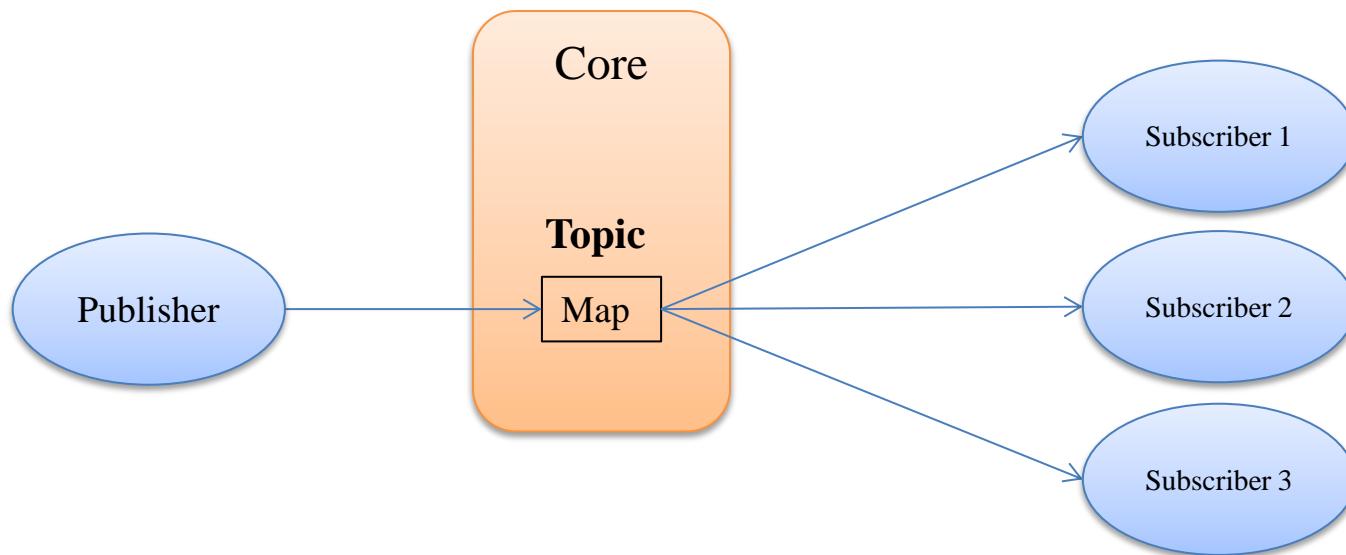
ROS: Nodes

- Node \Leftrightarrow Process
- Node is a module of a (complex) robot controller which eases maintenance
- Nodes run in parallel in a possibly distributed robotic environment
- Nodes know about each other and communicate through a *roscore* running on a master PC



ROS: Topics

- Topic \Leftrightarrow Named Message Log
- Topic allows sending information in a robotic environment
- Falls under the client-server or publisher-subscriber relationship
- Information dropped by publisher on a topic is picked-up by (multiple) subscribers



ROS: Messages

- Message \Leftrightarrow Filled data structure
- Sending messages allows to pass information in an organized fashion
- Message fields are well-documented so you know what you will receive

Map:

header:

seq:	123987
stamp:	1441980732
frame_id:	1

info:

time:	1441983633
height:	120
width:	230
resolution:	0.05
origin:	

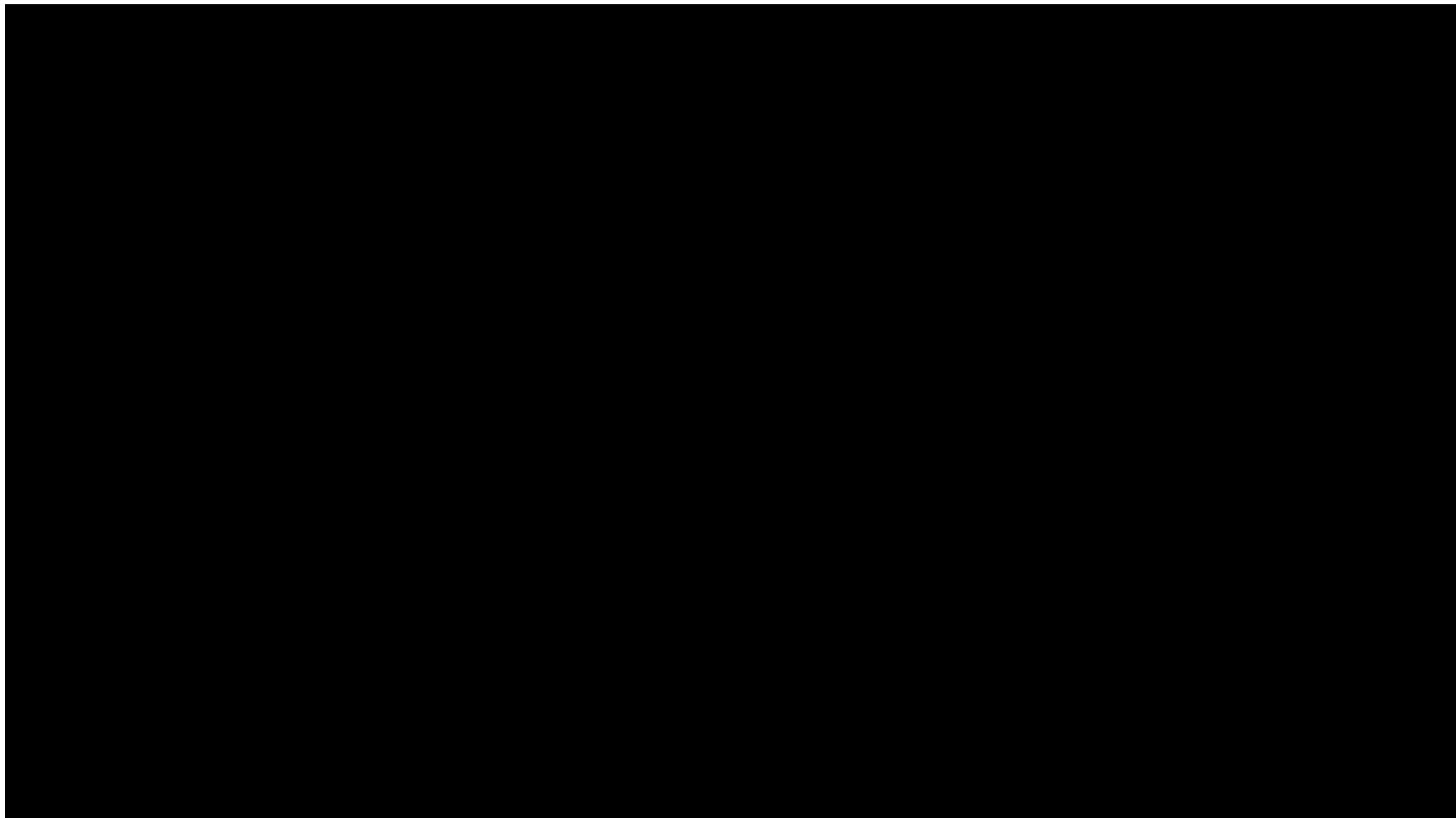
point:	(0,0,0)
orientation:	(0,0,0,0)

data: [0 1 0 0 100 0 0 100 ...]

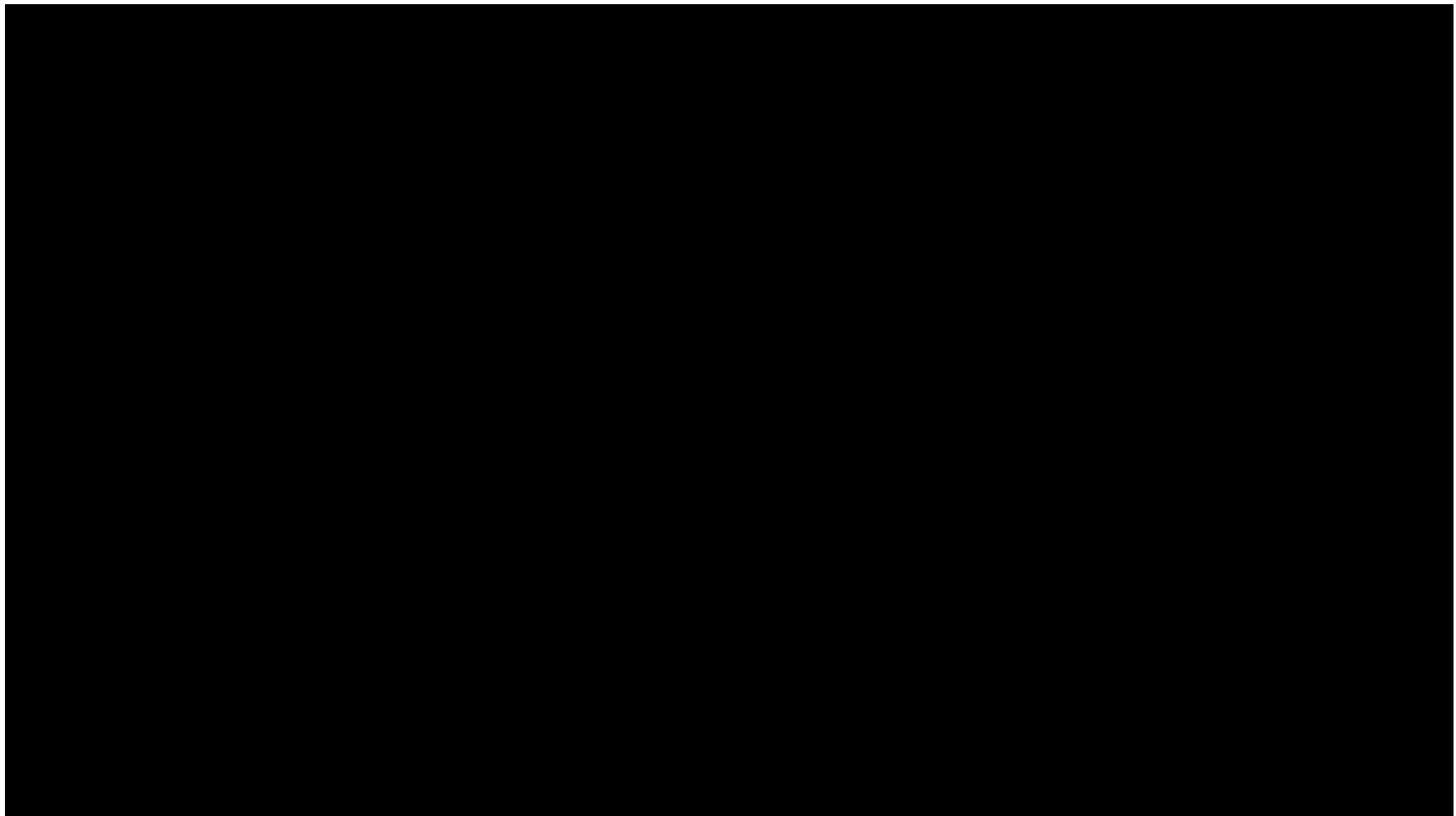
ROS: Overview

- Runs of Linux (Ubuntu), Windows, MacOS, Android
- Supports C++, Python, Lisp, Java, Lua
- Plug-and-Play ⇔ Install and Develop
- Everything can be made custom, but ...
 - ... usually there is already more than one solution of what you want to do
- Compatible with leading toolkits: Gazebo, Player/Stage, Orocos, ...
- Switching from simulation to real-life is made as easy as possible – really
- Scale your solutions without (much) pain

ROS use example



Another ROS use example ...

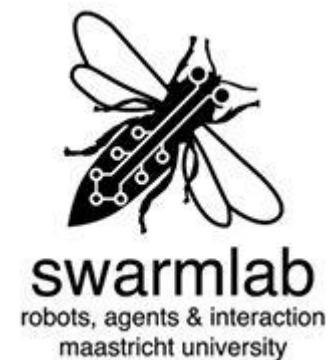


More ROS examples

- See Swarmlab videos: <https://www.youtube.com/user/SwarmLabMaastricht/videos>
- Search others online

What to start with?

- Check out ROS website: ros.org
- Check Swarmlab page containing instructions on ROS installation:
<http://swarmlab.unimaas.nl/autonomous-systems/installation/>



What will you do with ROS?

ROS-based assignments:

- Assignment #1 (Random walk) is not submitted, **but** you are encouraged to do it
- Assignment #2 (Bayes Filter) is submitted in **2** weeks time
- Assignment #3 (Particle Filter) is submitted in 1 week
- Assignment #4 (Navigation) is not submitted, **but** you are encouraged to do it

Follow the guidelines in the assignment,
and upload working code on Student Portal.

If in doubt of have any questions see FAQ:

<http://swarmlab.unimaas.nl/autonomous-systems/faq/>



Questions?

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