



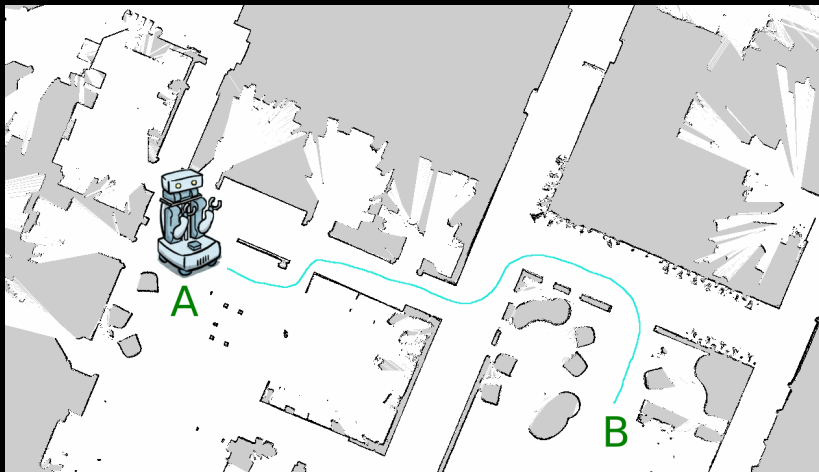
Navigation Tutorial

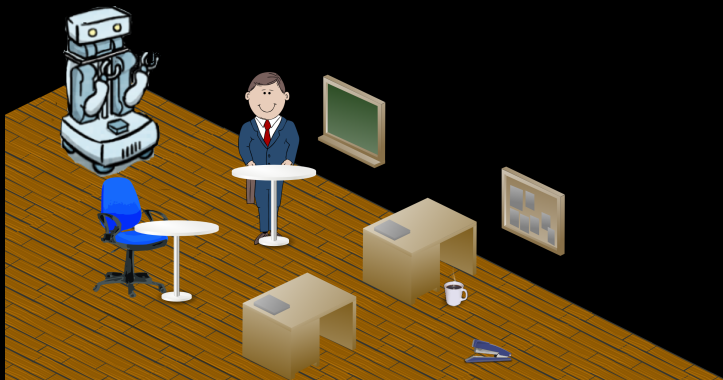
Eitan Marder-Eppstein
Willow Garage

<http://www.ros.org/wiki/navigation>

October 25, 2010

- ▶ Brief overview of navigation
- ▶ Run navigation with SLAM to build a map
- ▶ Send goals to the navigation stack through code
- ▶ Learn how to save a map and use it for navigation later

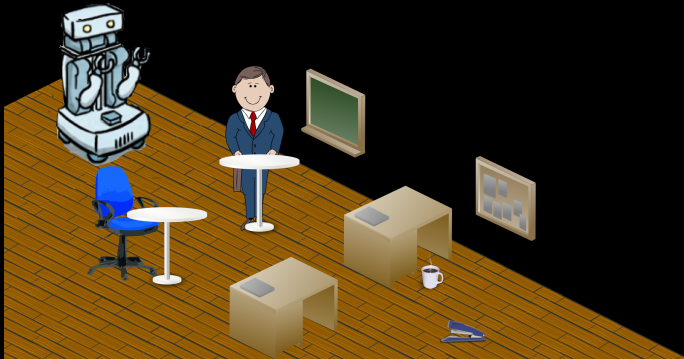


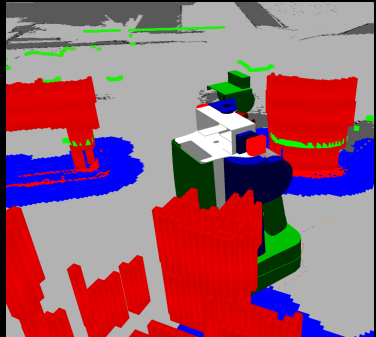
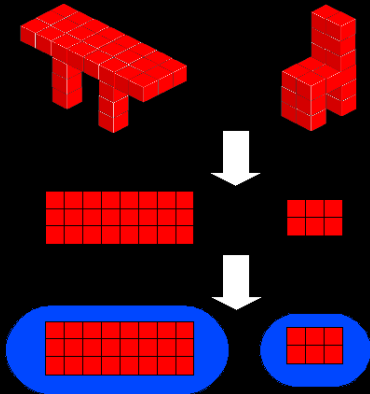


- ▶ Holonomic base
- ▶ Planar Hokuyo laser on base
- ▶ Actuated Hokuyo laser just below head - takes 2 seconds to produce a full 3D scan of the environment



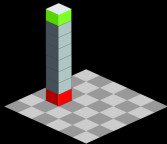
- ▶ Use a 3D Voxel Grid to store information about known free, known occupied, and unknown space





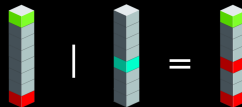
- ▶ 3D raytracing at 2D speed
- ▶ Allows for tracking of unknown space

2D Grid of
32-bit Integers

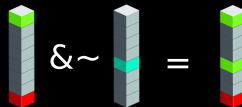


Every 2 bits of each
integer represents a cell
at a different height

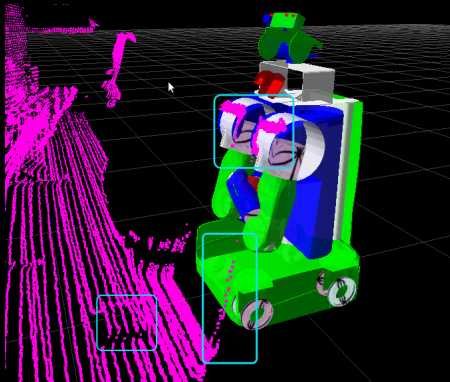
Merging in Column



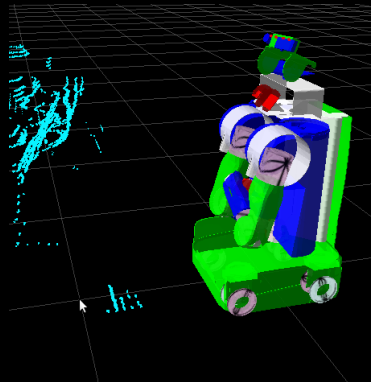
Clearing in Column



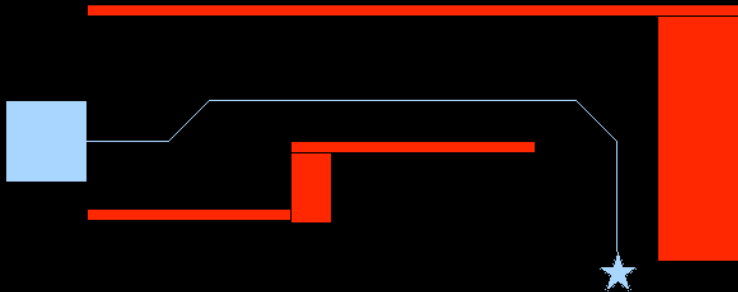
Raw Sensor Data



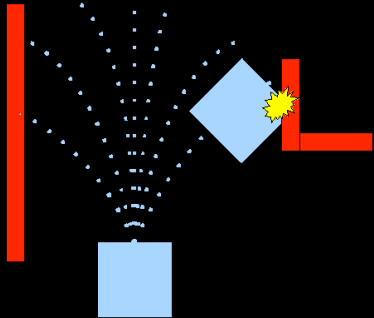
Processed Sensor Data



- ▶ Fast, grid based planner that uses an A* heuristic.
- ▶ Optimistic, uses the inscribed circle of the robot for planning.



- ▶ Forward simulates a number of possible velocity commands using the Dynamic Window Approach.
- ▶ Checks for collisions using the footprint of the robot.

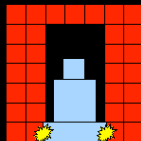
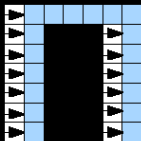
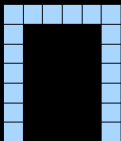


localization jump

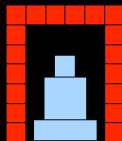
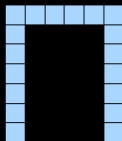
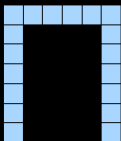
resulting obstacle

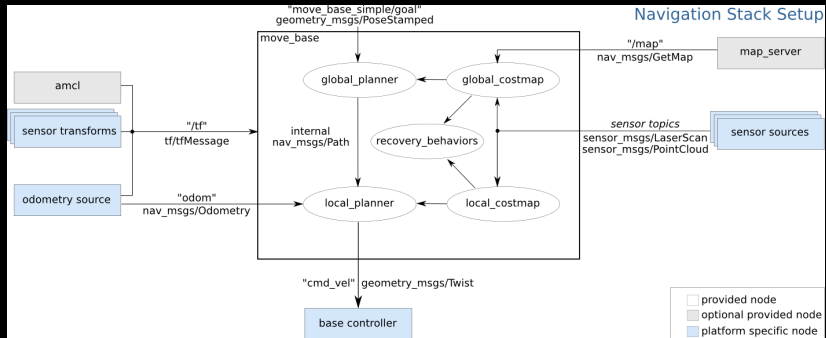
 $t = 1$ $t = 2$

map



odom





- ▶ **pr2_2dnav_local**: Navigation in the odometric frame. Does not use any localization or a user-provided map.
- ▶ **pr2_2dnav_slam**: Navigation with SLAM, builds a map as you go.
- ▶ **pr2_2dnav**: Navigation with a user-provided map. Requires that the user initialize localization in that map using rviz.

- ▶ Get things up and running on the robot:
 - ▶ http://www.ros.org/wiki/pr2_2dnav_slam
 - ▶ The joystick will be active, so you can drive the robot around
 - ▶ You can also send goals to the navigation stack using the "2D Nav Goal" button in rviz
- ▶ If you have extra time
 - ▶ Play around with rviz, give the robot a goal and jump in front of it, put an object in the robot's path and see if it can avoid it, etc.

- ▶ Complete the following tutorial
 - ▶ <http://www.ros.org/wiki/navigation/Tutorials/SimpleNavigationGoals>
- ▶ If you have extra time
 - ▶ Try to send a goal to the navigation stack in the "map" frame instead of the "base_link" frame
 - ▶ Try to send a goal to the navigation stack in python instead of C++ (<http://www.ros.org/wiki/actionlib>)

- ▶ Follow instructions on using the "map_saver" tool
 - ▶ http://www.ros.org/wiki/map_server
- ▶ Bring down `pr2_2dnav_slam`
- ▶ Follow instructions on using the "map_server" tool
 - ▶ http://www.ros.org/wiki/map_server
- ▶ Run `pr2_2dnav`
 - ▶ http://www.ros.org/wiki/pr2_2dnav
 - ▶ Send a goal using `rviz` or your code
- ▶ If you have extra time
 - ▶ Ask any questions you might have. Try to come up with something on your own. Take a break.

```
#wait for the action server to be available  
move_base_client = actionlib.  
    SimpleActionClient( 'move_base_local',  
        MoveBaseAction)  
move_base_client.wait_for_server()  
  
#construct a simple goal in the base_link  
frame  
goal = MoveBaseGoal()  
goal.target_pose.header.frame_id = 'base_link'  
goal.target_pose.pose.position.x = 1.0  
goal.target_pose.pose.orientation.w = 1.0  
  
#send the goal and wait for the base to get  
there  
move_base_client.send_goal_and_wait(goal)
```

```
#Get the pose of the 3x4 checkerboard  
get_checkerboard_pose = rospy.ServiceProxy('  
    wide_get_checkerboard_pose',  
    GetCheckerboardPose)  
board_pose = get_checkerboard_pose(3, 4, .108,  
    .108).board_pose
```

```
#given the pose of the checkerboard, get a  
good pose to approach it from  
get_approach_pose = rospy.ServiceProxy('  
    get_approach_pose', GetApproachPose)  
nav_pose = get_approach_pose(board_pose).  
    nav_pose
```

*#OK... our nav_pose is now ready to be sent to
the navigation stack as a*

goal

```
move_base_client = actionlib.
```

```
    SimpleActionClient('move_base_local',  
    MoveBaseAction)
```

```
move_base_client.wait_for_server()
```

```
goal = MoveBaseGoal()
```

```
goal.target_pose = nav_pose
```

*#send the goal and wait for the base to get
there*

```
move_base_client.send_goal_and_wait(goal)
```