## Open Robotics 2020:

## ROS2 Eloquent and Ignition Citadel





Steve Peters
Open Robotics





### Outline















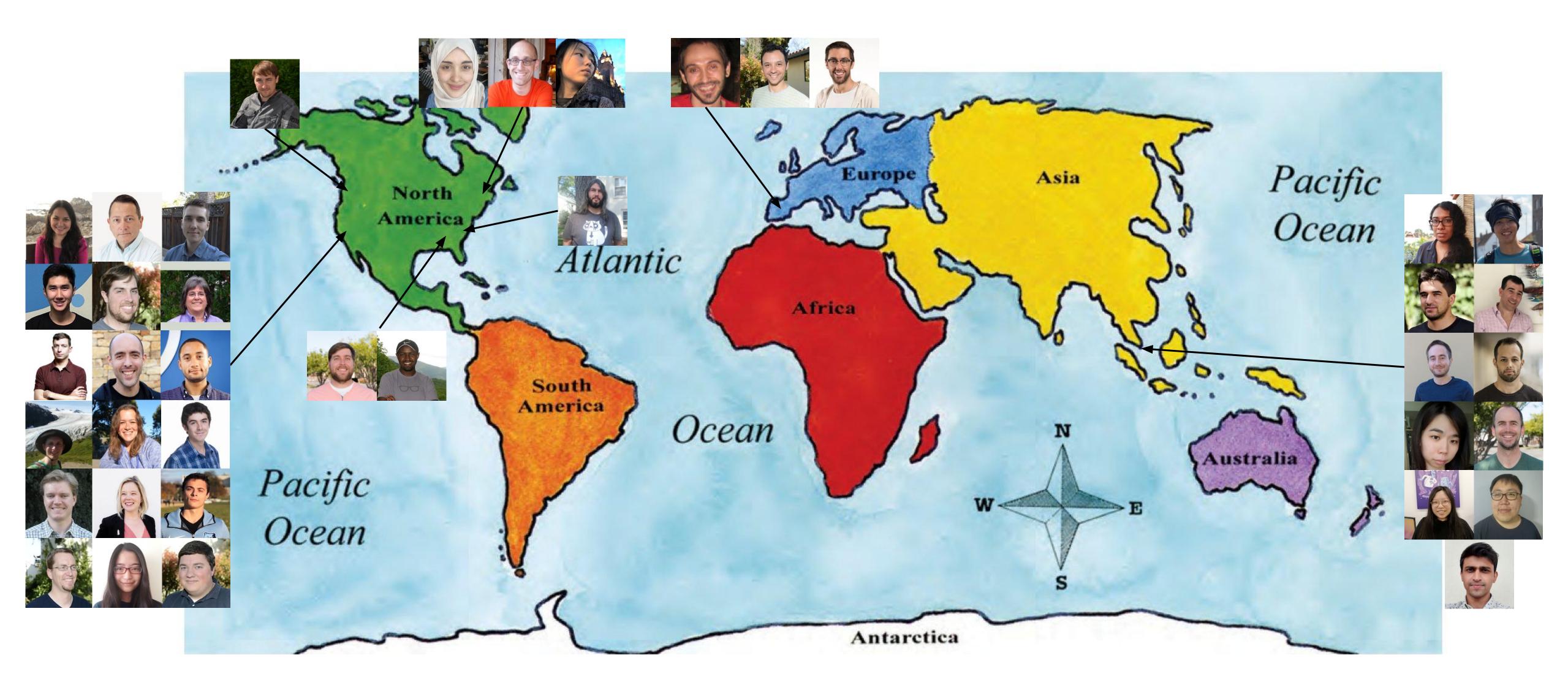
### Who we are



We create open software and hardware platforms for robotics. We use those platforms to solve important problems and we help others to do the same.



### Where we are





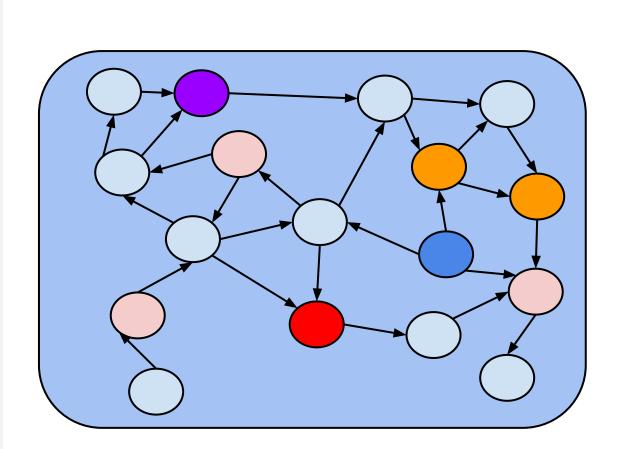
## Our products

Open source robotics developer tools

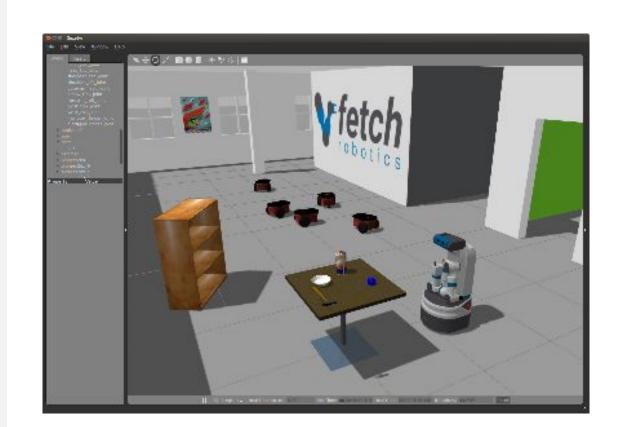
**ROS**: Robot application SDK

Gazebo / Ignition: Robot simulator

- ▶ Develop and test in simulation
- ▶ Deploy same software to robots
- ► Focus on differentiating capabilities



















Early days (2007-2013)

### Milestone 3 Complete: PR2 Betas Ready and ROS 1.0

Submitted by admin on Fri, 01/22/2010 - 17:42



Today, we finished our third milestone! Simply put, ROS has reached 1.0 status. We also recently unveiled the PR2 Beta robots and the PR2 Beta Program, which will distribute approximately 10 PR2 robots at no cost.

Of course, it's a lot more than that. Since work began on Milestone 3, there are now:

- 203 ROS software tutorials
- 29 ROS Stacks at 1.0 status, which contain a total of 186 ROS Packages
- 21 Completed Use Cases, requiring well over one hundred user studies



## (some of the) ROS-based products available today

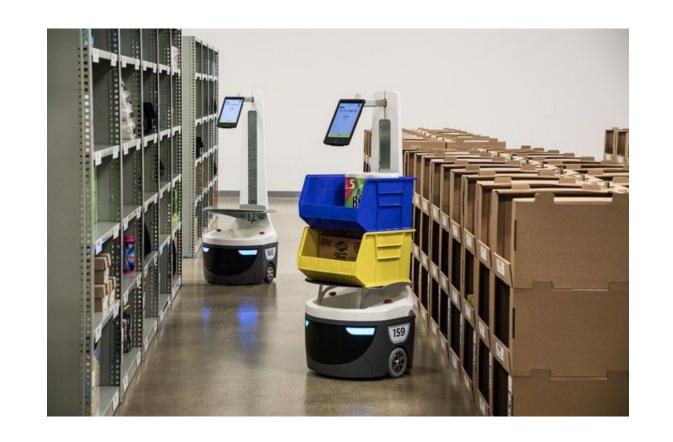


















### September 2019: (at least) \$143.5M in investment



**Embark: \$70M Series B** 



Farmwise: \$14.5M Series A



Simbe: \$26M Series A



**Built: \$33M Series B** 



## ROS Melodic: LTS release (May 23 2018 - May 2023)





https://pythonclock.org/



## ROS Noetic: planned LTS release (May 2020 - May 2025)

???

Full migration to python3

ros-melodic-rospy depends on

- python-numpy
- python-yaml
- ...

ros-noetic-rospy will depend on

- python3-numpy
- python3-yaml

• ...

The last ROS 1 distribution?

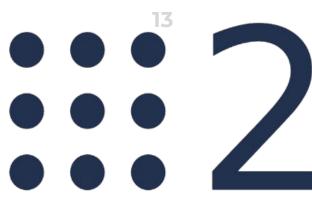


# The next generation









Quality of design & implementation

Validation, verification, and certification

System reliability

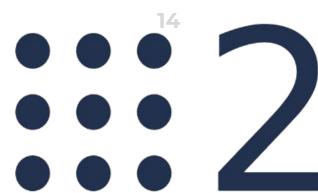
Flexibility in communication

Real-time control & deterministic execution

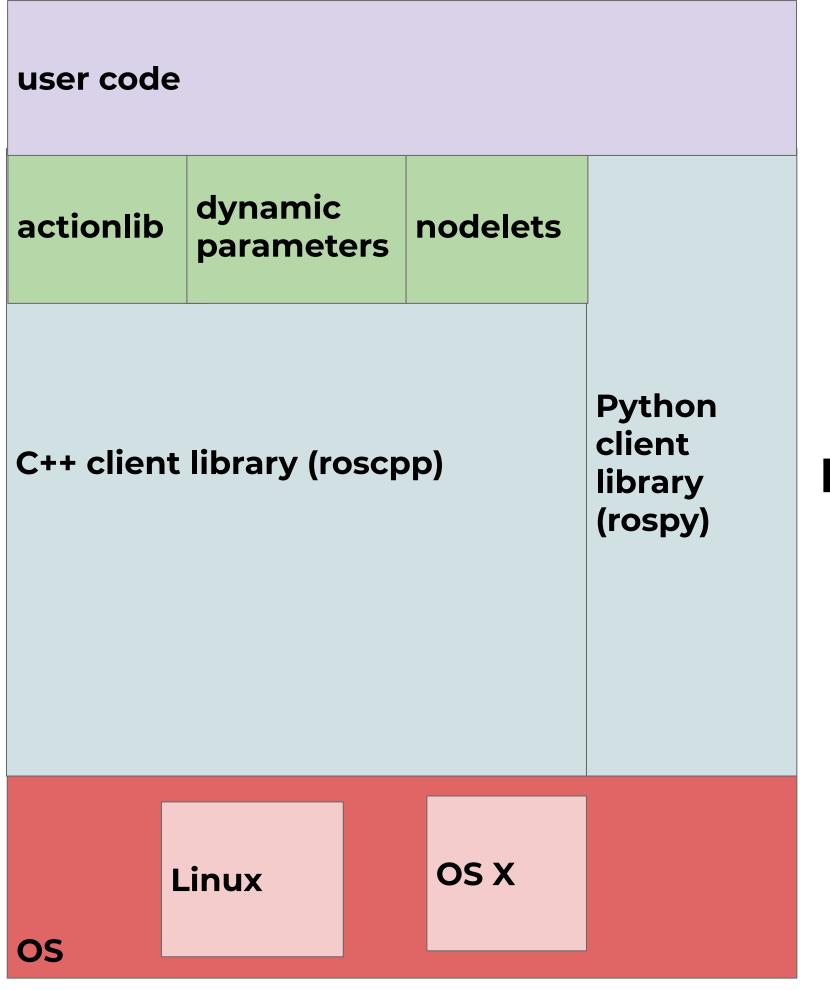
Support for small embedded systems



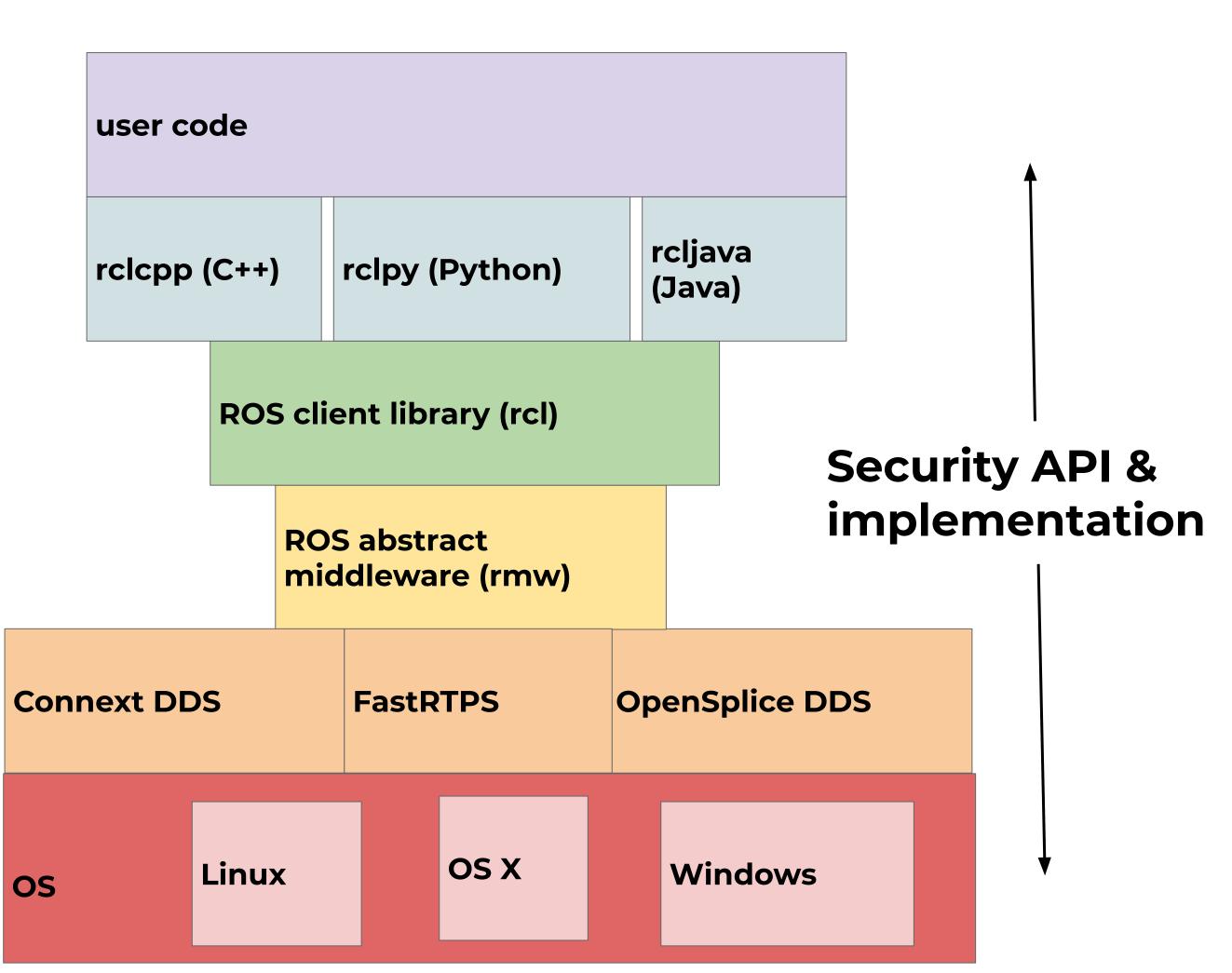
## Architectural changes



ROS 1



No security



ROS 2





### micro-ROS

#### DDS-XRCE demonstration for the Renesas RX65N MCU

#### **Demonstration overview**

This demonstration implements eProsima Micro-XRCE-DDS Client as a DDS-XRCE implementation to RX65N MCU. It was described in the Renesas news release. The software can send/receive ROS2 "std\_msgs/String" to/from Micro-XRCE-DDS Agent. It is implemented at the top of the AWS FreeRTOS and has room for other embedded applications to run. The below is the RX65N evaluation board line-up and GR-ROSE was used for this demonstration.

GR-ROSE (Will be available from Core Corporation)

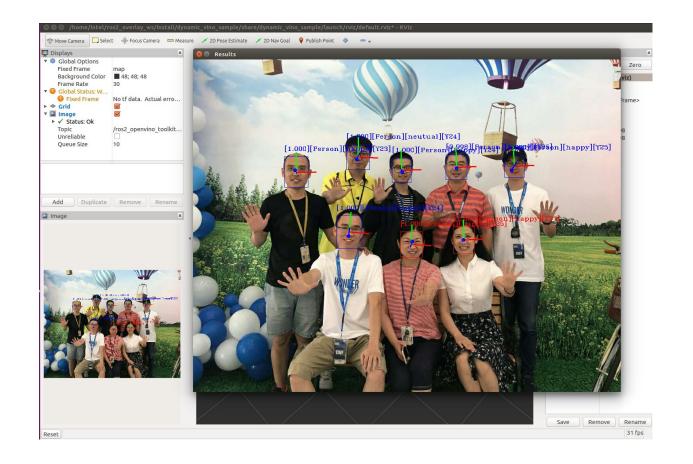


### Renesas MCU demo

## Embedded Systems

- Lighter weight communication system
- More modular design





Intel Robot SDK



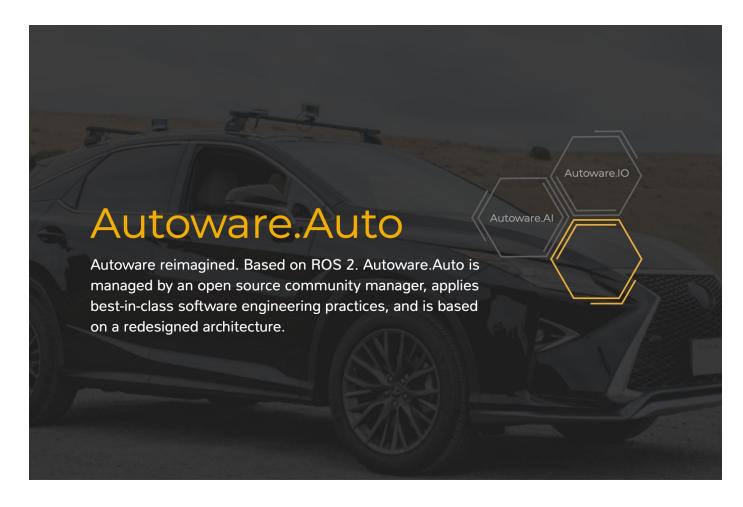
**OTTO Motors** 

### Mobility

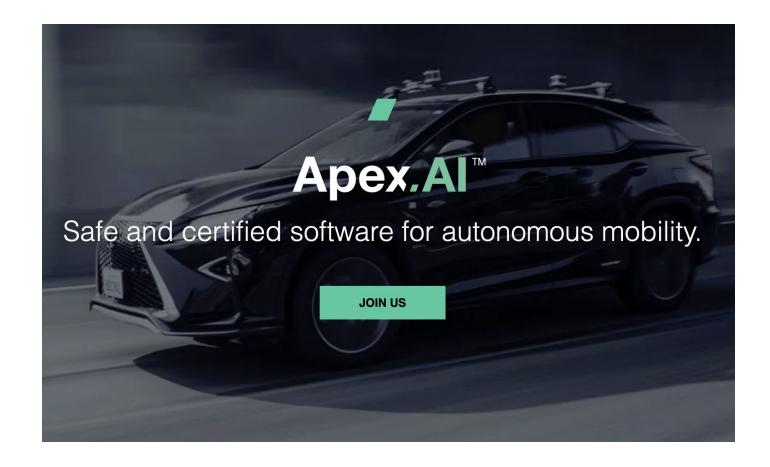
- New navigation stack
- More options for inter-robot communication

"We've had some aspects of ROS2 running in production-critical systems for nearly 3 months now" - Ryan Gariepy, Oct 2018





Autoware



Apex.Al

### Automotive

- Deterministic execution
- Safety & certification





























### ROS 2 Technical Steering Committee (TSC)



Manage roadmap



Contribute development effort



Set developer policies



## ROS 2 Dashing: First LTS release (May 31 2019 - May 2021)



Actions: Python support & command line tool

Testing: QA, performance, security

Composable nodes (nodelet performance without rewriting)

Diagnostics

**Movelt 2 Alpha** 



armhf support at Tier 2



## ROS 2 Eloquent: Latest release (Nov 23 2019 - Nov 2020)



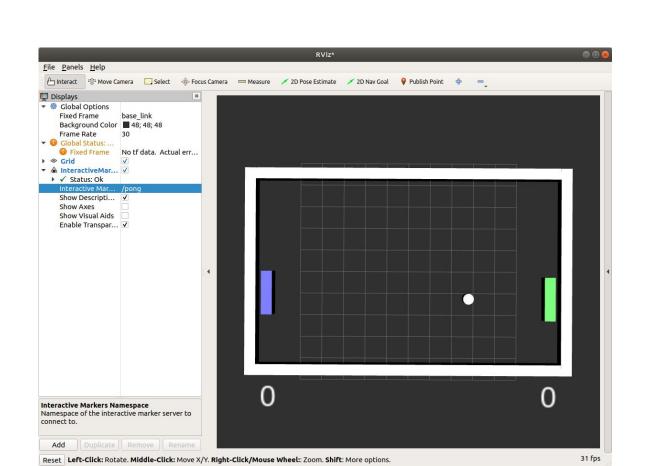
Launch files in XML/YAML

Launch-based testing

RVIZ interactive markers

RMW interface to iceoryx for zero-copy IPC

ros2doctor CLI



Cyclone DDS new Tier-2
RMW implementation





### Recent features

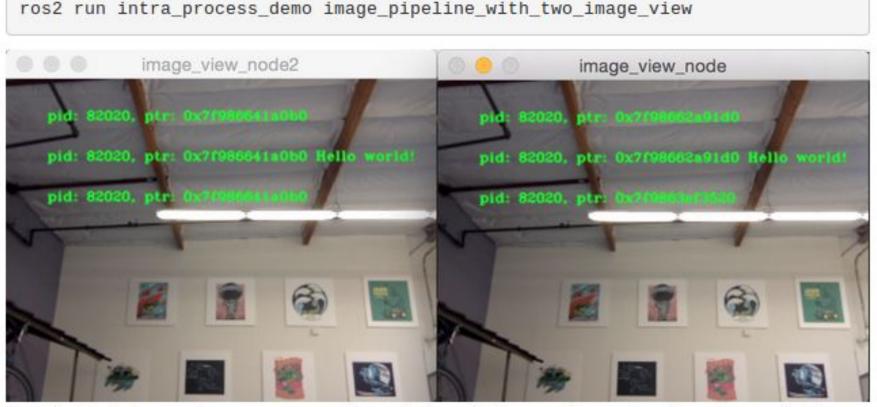
```
// Create a Talker class that subclasses the generic rclcpp::Node
base class.
// The main function below will instantiate the class as a ROS node.

*class Talker : public rclcpp::Node
...
RCLCPP_COMPONENTS_REGISTER_NODE(demo_nodes_cpp::Talker)
```

- Composable nodes
- Potential for zero-copy comms (in C++)

#### Pipeline with two image viewers¶

Now let's look at an example just like the one above, except it has two image view nodes. All the nodes are still in the same process, but now two image view windows should show up. (Note for OS X users: your image view windows might be on top of each other). Let's run it with the command:



Just like the last example, you can pause the rendering with the spacebar and continue by pressing the spacebar a second time. You can stop the updating to inspect the pointers written to the screen.

As you can see in the example image above, we have one image with all of the pointers the same and then



## ros1\_bridge







## Gazebo simulator: Organizing principles

Provide the best software stand-in for a physical robot

Physics

3 Extension

Sensing

Interface with ROS



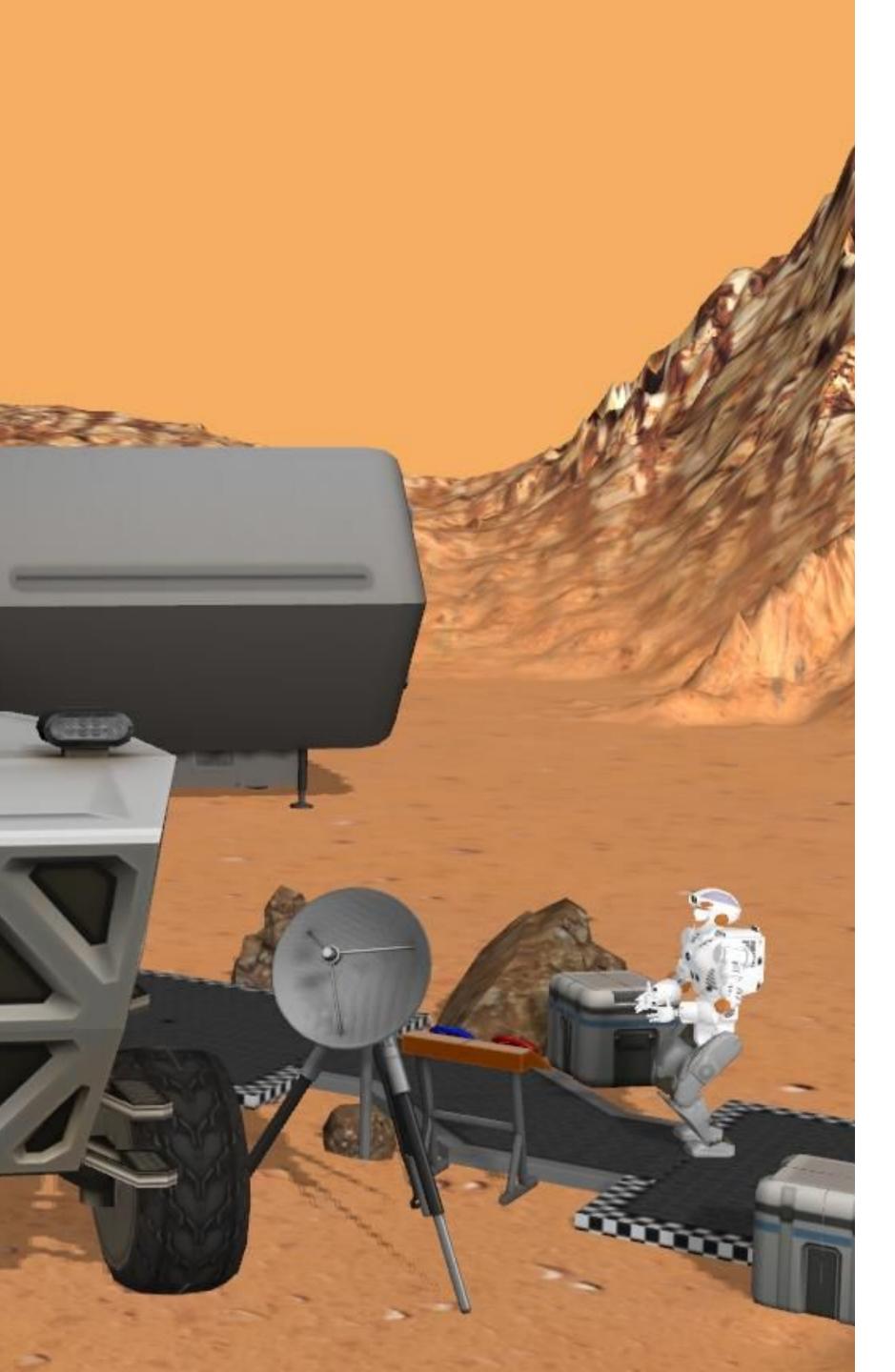
### Physics

- No single engine is best for all situations
- Common API atop multiple physics engines
- Choose engine at runtime
- Maximal and reduced coordinate approaches
- Allows simple engines, e.g., kinematics-only

### SENSING

- Parameterizable models of common sensor types
- Parameterizable models of common noise types
- Common API atop multiple rendering engines
- Export sensor data via middleware (e.g., ROS)

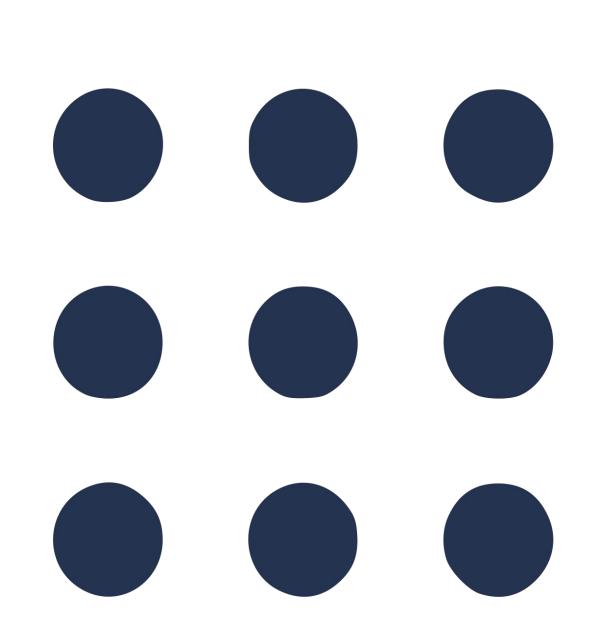




### **EXTENSION**

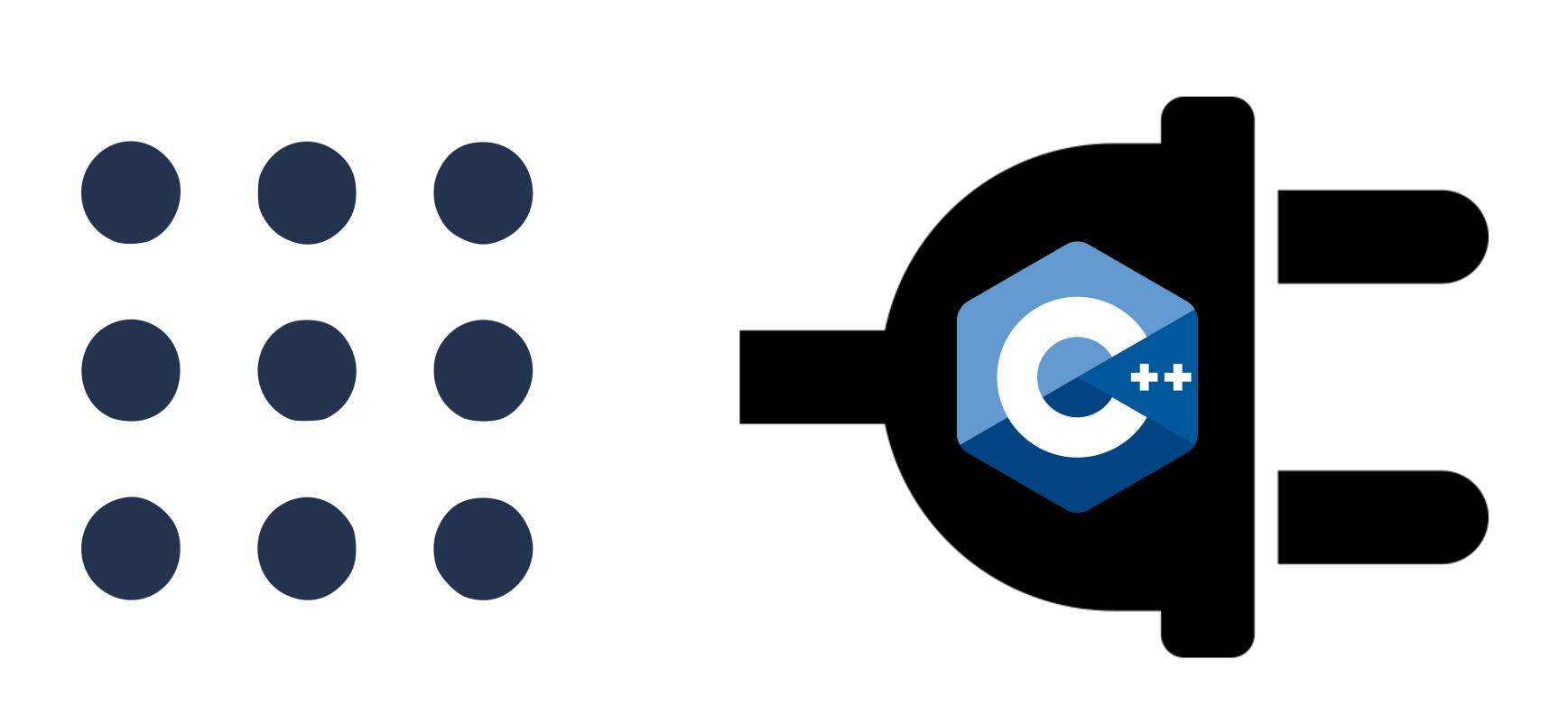
- C++ plugin API allows any kind of extension
- Get and/or set the world between physics steps
- Add or extend sensors
- Interface with hardware input devices
- Fake interactions that are impractical to simulate
- Delegate interactions to other systems

## Interface ROS and Gazebo



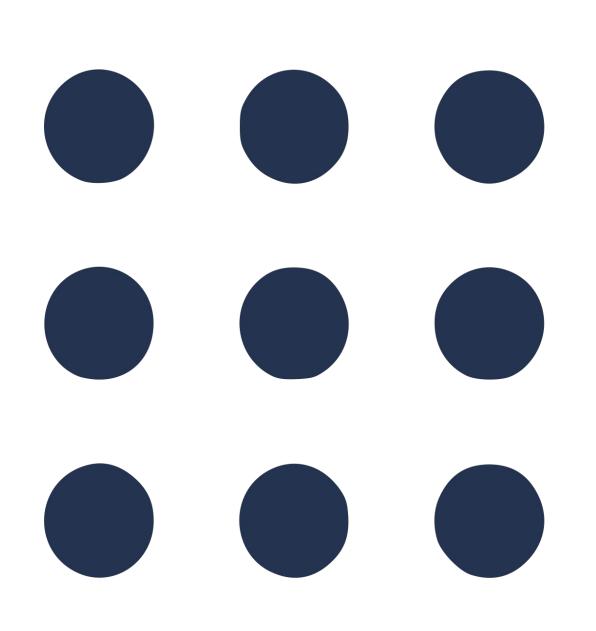


## gazebo\_ros\_pkgs





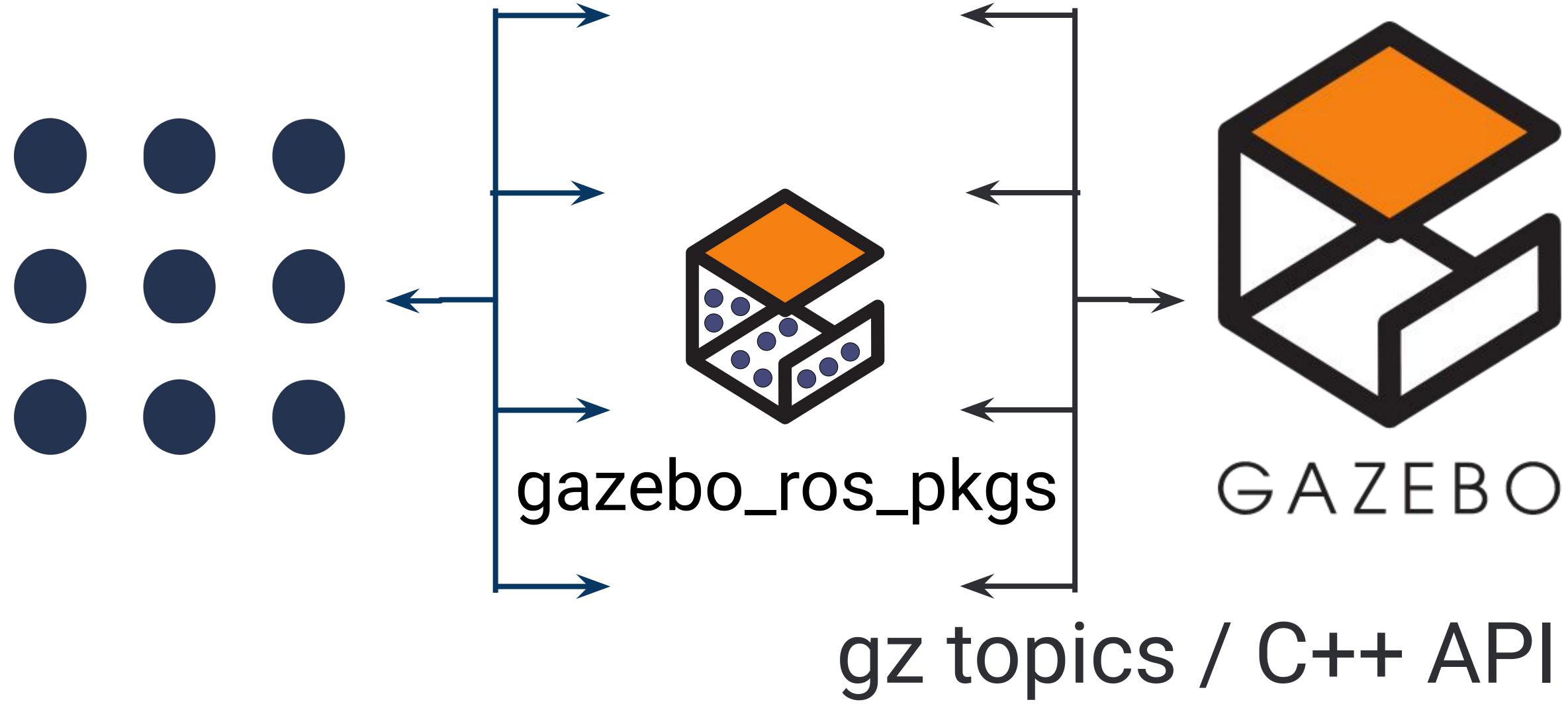
## gazebo\_ros\_pkgs







## ROS topics/services



github.com/chapulina/roscon\_gz\_ros2

## gazebo\_ros\_pkgs

### Port gazebo\_ros\_pkgs to ROS 2.0 #512



(I) Open j-rivero opened this issue on Nov 29, 2016 · 25 comments



j-rivero commented on Nov 29, 2016 • edited by chapulina ▼

Member



Interest into porting gazebo\_ros\_pkgs to ROS 2.0 is starting to appear within the ROS Community, this post tries to server a tracker for suggestion, status and discussions on how to do it.

#### Update 29 Nov 2016

The ROS team currently warns about implementations at this point since the API is still unstable an future changes could require a big amount of work to update the code. Even with API instability a possible suggestion to start the works could be some time after the Beta1 (release planned in the next weeks), late January if the feedback regarding to the Beta1 is good at that moment.

#### Update 2nd Jun 2018

The branch ros2 is ready in this repository to start merging changes related to port the code to ROS2.

### Update 19 July 2018

Written by @ironmig



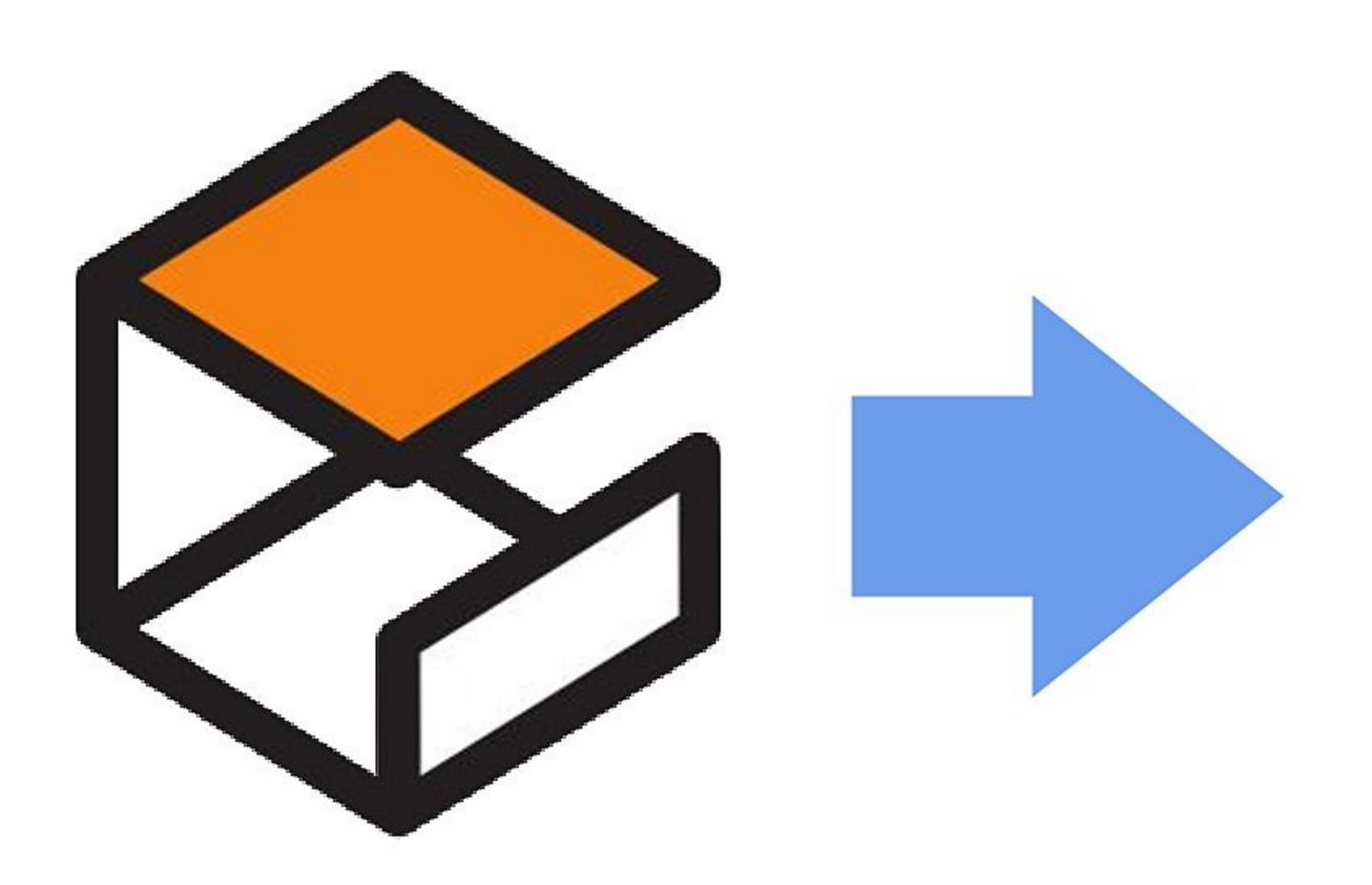
### Gazebo versions

Gazebo 7: LTS Jan 2016 - Jan 2021

Gazebo 9: LTS Jan 2018 - Jan 2023

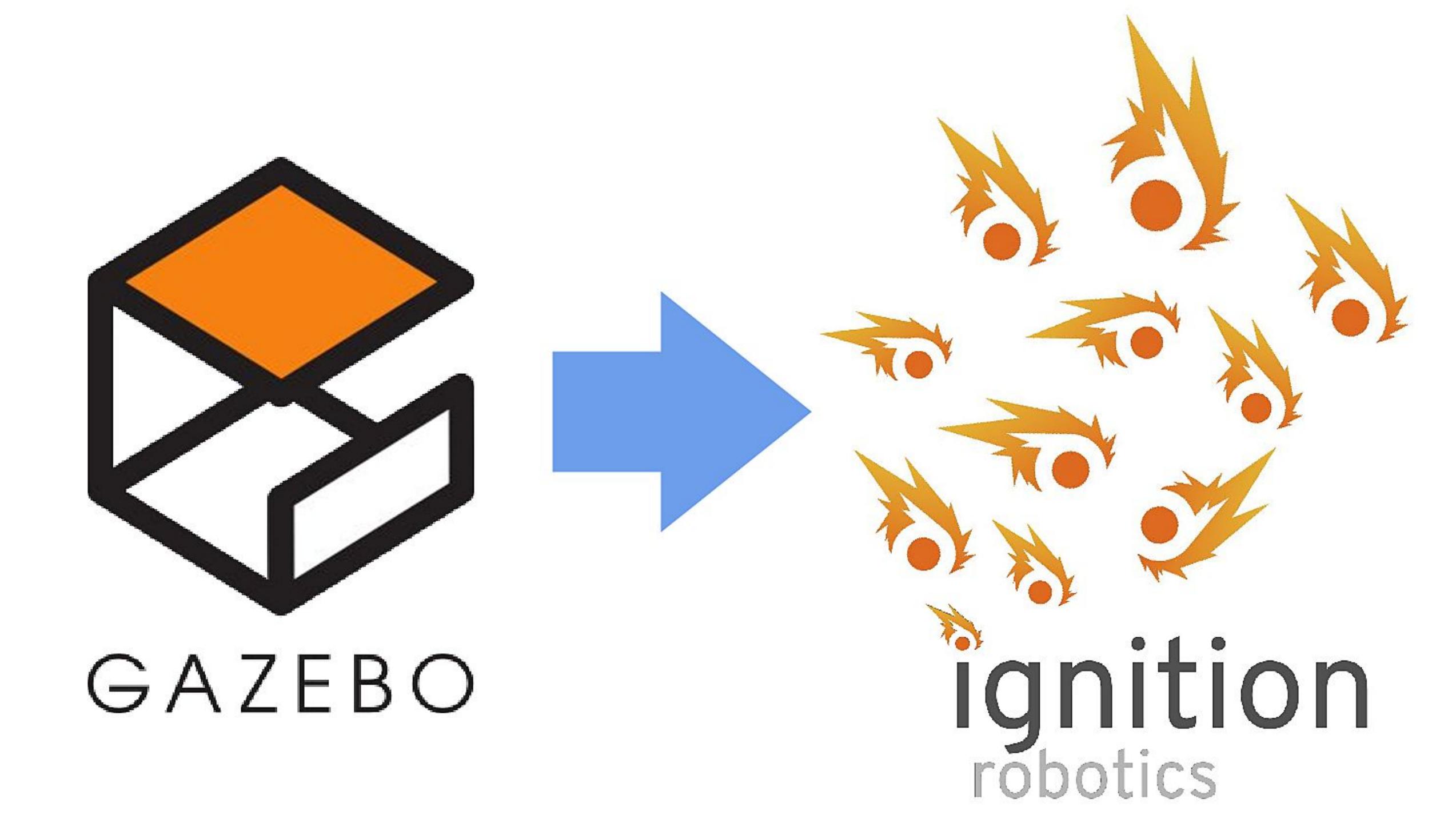
Gazebo 10: Jan 2019 - Jan 2021

Gazebo 11: LTS Jan 2020 - Jan 2025





GAZEBO



### **MODULARITY**

- Monolithic Gazebo decomposed into Ignition libraries
- Libraries can be reused in other applications
- Ignition Gazebo is just one particular composition

#### Fuel\_tools 3.1.0

A C++ client library and command line tools for interacting with Ignition Fuel servers

#### **Gui** 2.0.0

A framework for graphical user interfaces centered around QT. Each component in Ign

#### Math 6.2.0

A small, fast, and high performance math library. This library is a self-contained set of

#### Msgs 4.0.0

Standard set of message definitions, used by Ignition Transport, and other application

#### Physics 1.2.0

A plugin based interface to physics engines, such as ODE, Bullet, and DART.

### Rendering 2.0.0

A plugin based interface to rendering engines, such as OGRE and Optix.

#### Sensors 2.0.0

A large set of sensor and noise models suitable for generating realistic data in simula



### Linking to physics engines in gazebo9

Find packages during configuration

Link during build

Choose physics engine at runtime

### Gazebo CMakeLists.txt:

```
find_package(bullet)
...
  if (bullet_FOUND)
    target_link_libraries(
       gazebo_physics ${bullet_LIBRARIES})
  endif()
```

### Bash prompt:

```
$ gazebo --verbose -e bullet
$ gazebo --verbose -e dart
[Err] Unregistered physics engine [dart]
```



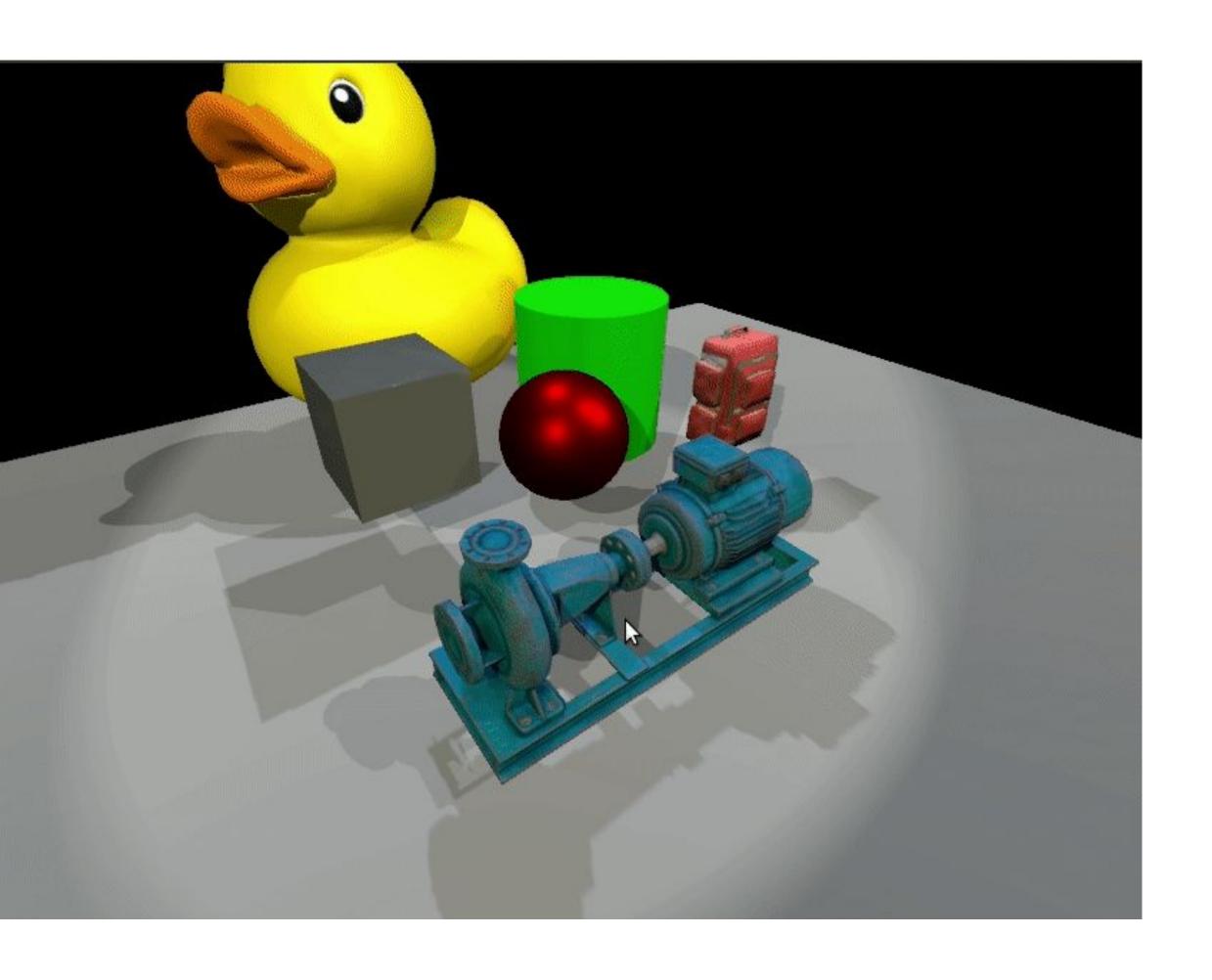
## ign-physics: plugins for different physics engines!

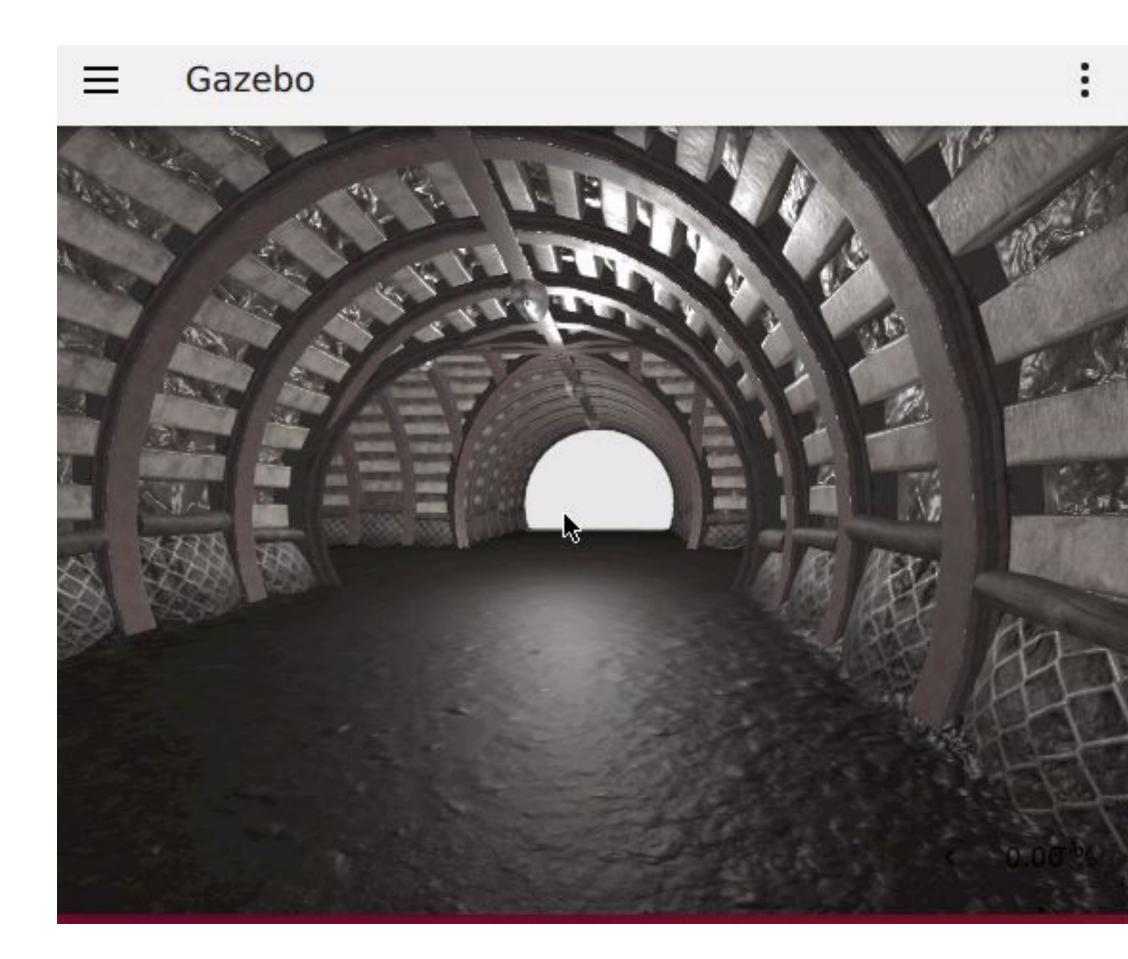


```
using MinimumFeatureList = ignition::physics::FeatureList<</pre>
     // FreeGroup
     ignition::physics::FindFreeGroupFeature,
     ignition::physics::SetFreeGroupWorldPose,
     ignition::physics::FreeGroupFrameSemantics,
     ignition::physics::LinkFrameSemantics,
     ignition::physics::AddLinkExternalForceTorque,
     ignition::physics::sdf::ConstructSdfModel,
     ignition::physics::sdf::ConstructSdfVisual,
     ignition::physics::sdf::ConstructSdfWorld
     >;
using EnginePtrType = ignition::physics::EnginePtr<</pre>
       ignition::physics::FeaturePolicy3d, MinimumFeatureList>;
ignition::plugin::Loader pl;
ignition::plugin::PluginPtr plugin = pl.Instantiate("ignition::physics::dartsim::Plugin");
EnginePtrType engine = ignition::physics::RequestEngine
ignition::physics::FeaturePolicy3d,
PhysicsPrivate::MinimumFeatureList>::From(plugin);
```



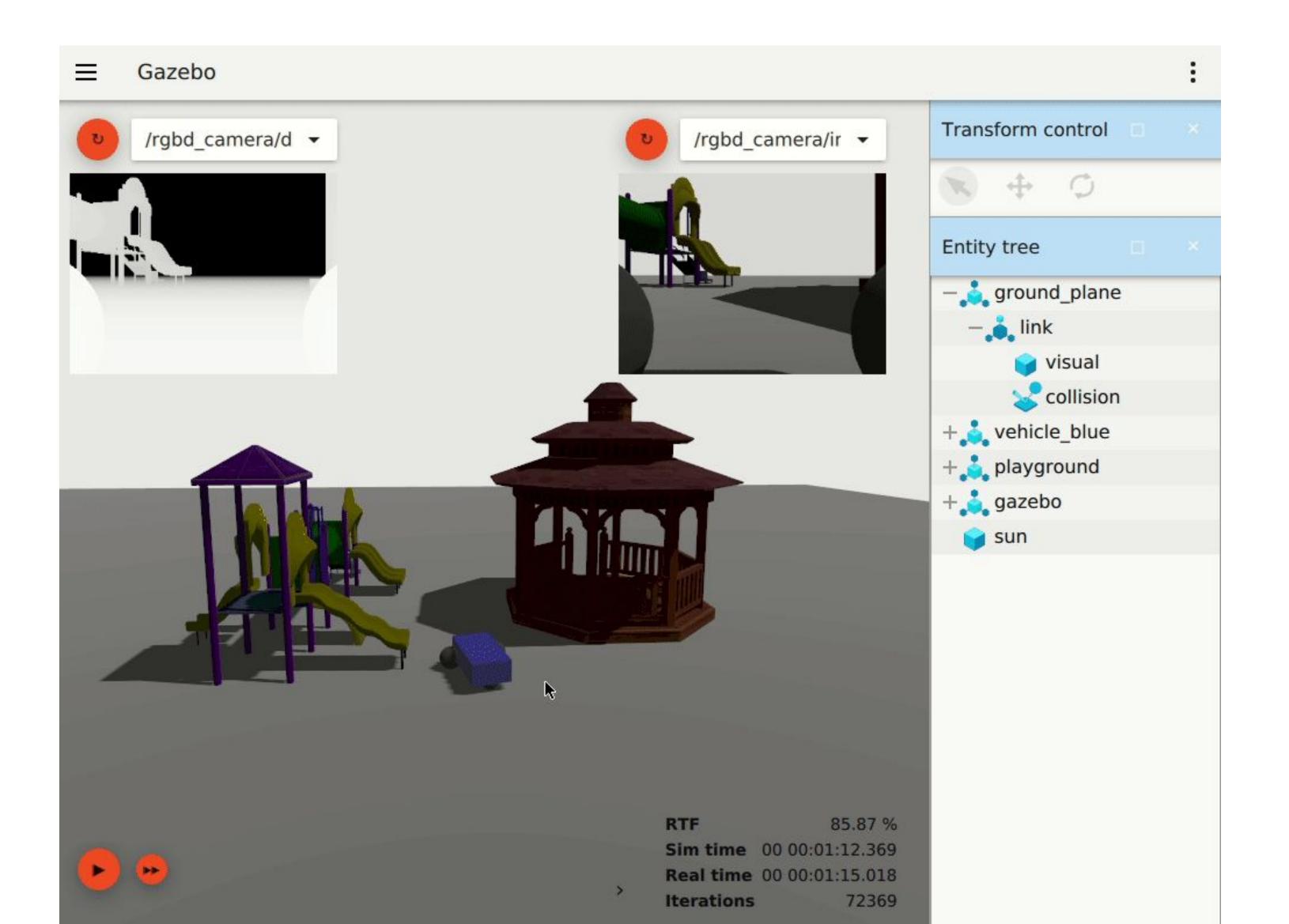
## ign-rendering







### ign-gazebo





## Ignition Blueprint (31 May 2019)



Physically based rendering (PBR) materials

New command line tools

GUI tools for model placement

Incremental level loading

Payload-dependent battery model

Distributed simulation (work in progress)



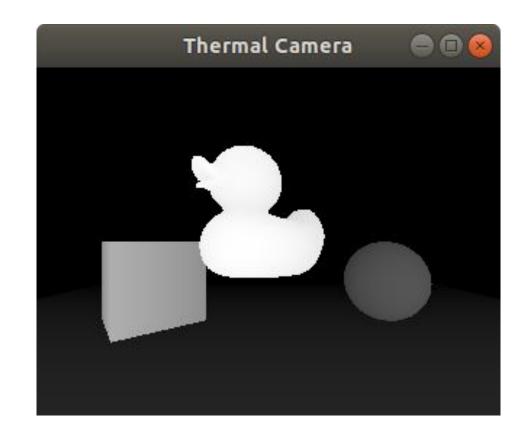
## Ignition Citadel (December 2019)



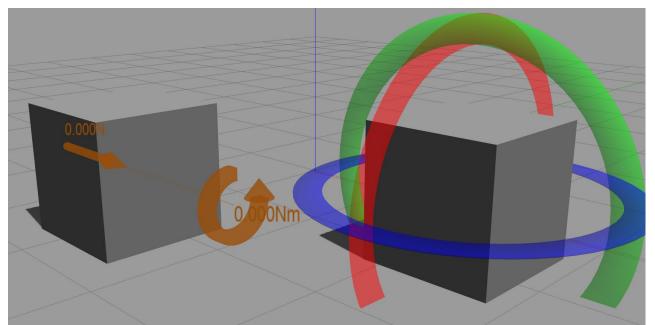
Actors



Thermal Camera



**Visual markers** 



SDFormat frame semantics

<pose relative\_to="parent\_link">...</pose>



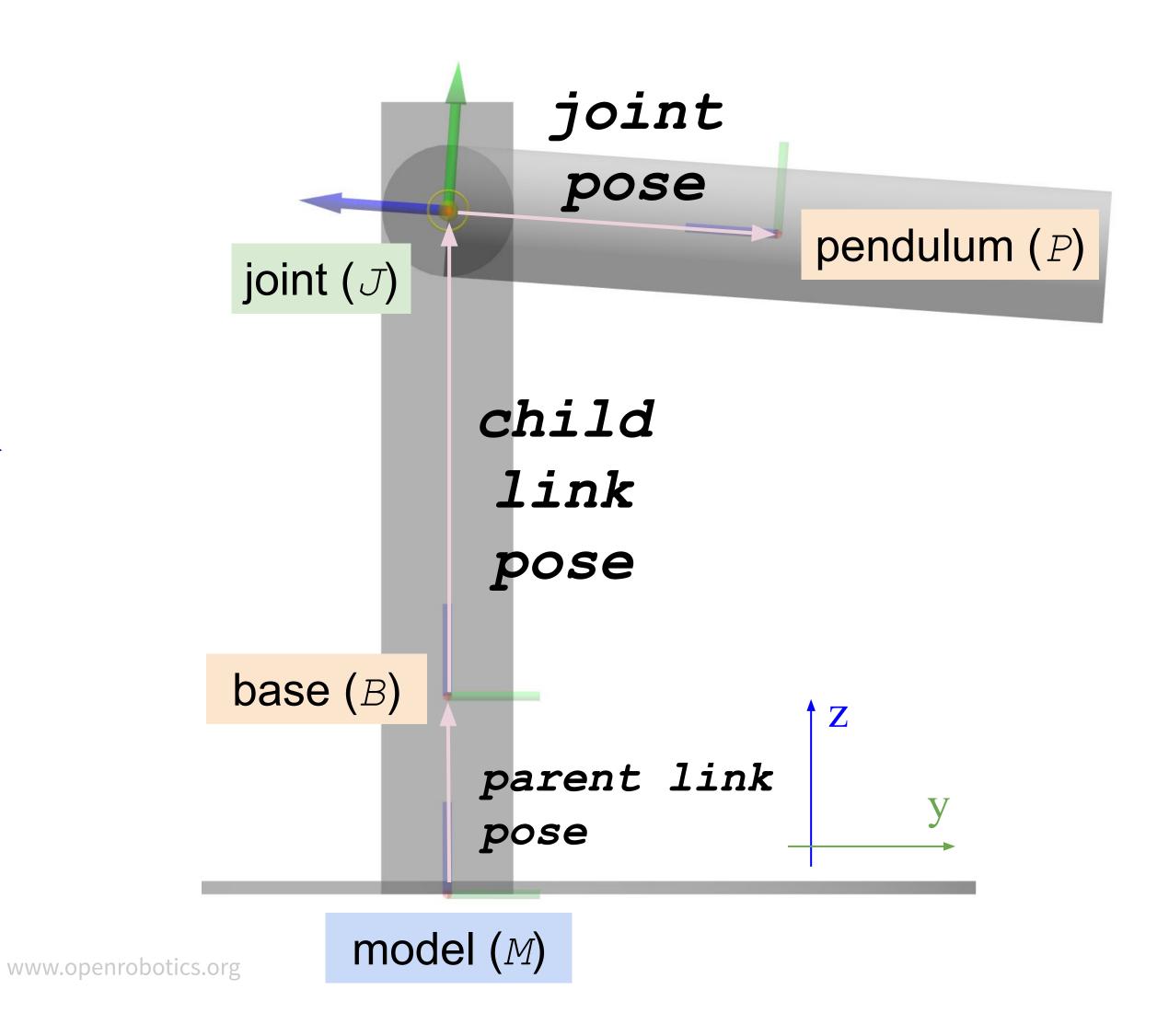
### Pose frame semantics in SDFormat 1.6

```
<sdf version="1.6">
  <model name="pendulum with base">
    <link name="base">
                                                          joint
      <pose>0 0 0.3 0 0</pose>
                                                          pose
    </link>
                                                                    pendulum (P)
    <link name="pendulum">
                                                 joint (J)
      <pose>0 0.5 1.0 1.57 0 0</pose>
    </link>
    <joint name="joint" type="revolute">
                                                              child
      <parent>base
      <child>pendulum</child>
                                                               link
      < pose > 0 0 0.5 0 0 < / pose >
                                                               pose
      <axis>
                                             base (B)
        < xyz > 1 0 0</xyz >
      </axis>
    </joint>
                                    parent link pose
  </model>
</sdf>
                                                  model (M)
                                     www.openrobotics.org
```



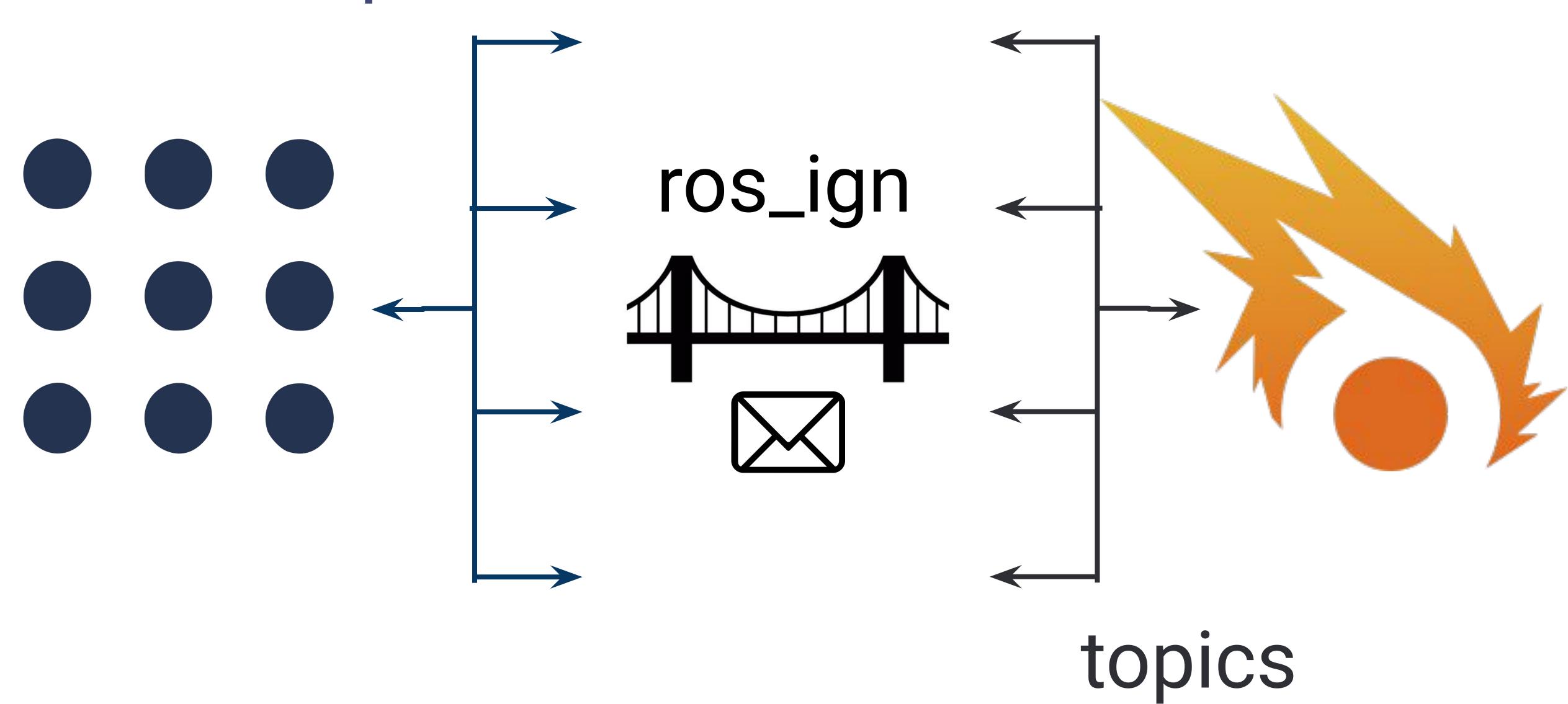
### Pose frame semantics in SDFormat 1.7

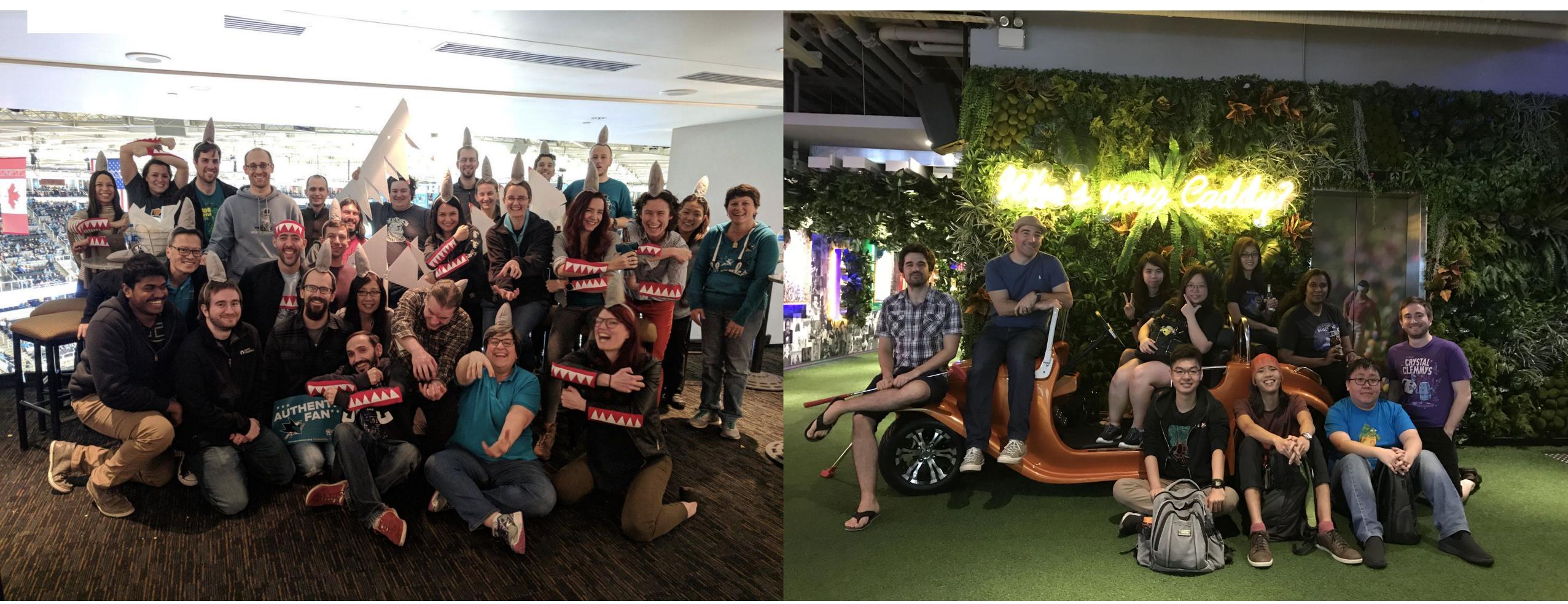
```
<sdf version="1.7">
  <model name="pendulum with base">
    <link name="base">
      <pose>0 0 0.3 0 0 0</pose>
    </link>
    <link name="pendulum">
      <pose relative_to="joint">
         0 0 -0.5 0 0 0
      </pose>
    </link>
    <joint name="joint" type="revolute">
      <parent>base</parent>
      <child>pendulum</child>
      <pose relative to="base">
          0 0 0.73 1.57 0 0
      </pose>
      <axis>
        < xyz > 1 0 0 < / xyz >
      </axis>
    </joint>
  </model>
 </sdf>
```





## topics







www.openrobotics.org