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# An exploration of Simultaneous Localisation and Mapping using Lidar

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## Technical Manual

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## Introduction

In this document, I will be highlighting importing files and scripts in my project. Additionally, I will outline any dependencies and install instructions.

## Dependencies and technologies

**Robotic operating system (ROS):** ROS is a middleware that enabled me to develop this system via an array of packages. These packages enabled me to create a complex system without complex knowledge of how the hardware works. This was most prevalent with the Lidar mapping package Google cartographer.

**Matplotlib:** This is quite a useful tool that allowed me to create an animation to showcase how the lidar works.

**Tkinter:** is a technology that allowed me to create a GUI application around my project.

**OS:** This is a library that allowed me to execute bash terminal commands within my python program.

**Numpy:** is a technology that I utilized in the calculations for my Matplotlib animation.

**Doxygen:** is a documentation tool that generates complex documents from comments created within the code.

## Files and Scripts

### Application.py

**Obstacle avoidance:** This function is used for obstacle avoidance, It uses Skoltechs RPLidar driver to implement the wall follower algorithm discussed in my documentation. A for loop takes in an iterator being four measurements, new scan, quality, angle, and distance. I ensure only good data is being read in with an if statement. If quality and distance are greater than 0 no issues exist. Null distance values are read as 0. Following this, a series of conditional statements enact the wall follower algorithm. Constantly directly ahead, left and right of the lidar is checked for obstacles. If something arises a text box is populated with the relevant navigational instruction such as "Pivot left", "Pivot right" etc. This is how obstacle avoidance was achieved.

**resetLidar:** This function is used to allow the user to reset the lidar. After Obstacle avoidance and SLAM mapping are performed the lidar tends to keep spinning. I implemented this function to allow the user to manually turn it off. This is done quite simply by calling a series of lidar stop commands included in the rplidar driver for python. I also populate the text window with "Resetting!" to notify the user of the command's success.

**Animate:** This function creates a matplotlib animation to provide the user with a visual representation of what is happening when the lidar "scans". I had initially intended for this function to be embedded in the canvas, but the graph was quite buggy and would not update so I opted to leave it as a separate window. This is an example provided in Skoltech documentation and was adapted to fit into my application.

**updateLine:** This function is the "animation" function for my animation. It updates the line on the graph with new measurements.

```

1.  #!/usr/bin/env python
2.  # ----- Start of imports
3.  import matplotlib.pyplot as plt
4.  import matplotlib.animation as animation
5.  import numpy as np
6.  import tkinter as tk
7.  import threading
8.  import os
9.  from rplidar import RPLidar
10. from time import sleep
11. from tkinter import *
12. from matplotlib.figure import Figure
13. # ----- End of imports
14. """@package docstring
15. This file is the
16. """
17.
18. # -- Getting permission for the port
19. PORT_NAME = "/dev/ttyUSB0"
20. os.system("sudo chmod 666 /dev/ttyUSB0")
21.
22. # -- Setting variables for the visualization
23. DMAX = 4000
24. IMIN = 0
25. IMAX = 50
26.
27.
28. def Obstacle():
29.     lidar = RPLidar(PORT_NAME)
30.
31.     print("Recording elements")
32.
33.     try:
34.         right = range(85, 95)
35.         forward = range(0,10)
36.         scan = []
37.         iterator = lidar.iter_measurements()
38.         for new_scan, quality, angle, distance in iterator:
39.             if quality > 0 and distance > 0:
40.                 if angle >= 0 and angle <= 10:
41.                     if distance < 300:
42.                         text.delete(1.0, END)
43.                         text.insert(END, "Object ahead! Turn right!")
44.                         window.after(100, window.update_idletasks())
45.                 elif angle >= 85 and angle <= 95:
46.                     if distance < 300:
47.                         text.delete(1.0, END)
48.                         text.insert(END, "Pivot Left!")
49.                         window.after(100, window.update_idletasks())
50.                 elif angle >= 265 and angle <= 275:
51.                     if distance < 300:
52.                         text.delete(1.0, END)
53.                         text.insert(END, "Pivot Right!")
54.                         window.after(100, window.update_idletasks())
55.
56.     except KeyboardInterrupt:
57.         text.delete(1.0, END)
58.         text.insert(END, "Stopping!")
59.         window.after(100, window.update_idletasks())
60.         lidar.stop()
61.         lidar.stop_motor()
62.         lidar.disconnect()
63.
64. def SLAM():
65.     os.system("gnome-terminal -x ./term1.sh")
66.

```

```

67. def resetLidar():
68.     lidar = RPLidar(PORT_NAME)
69.     text.delete(1.0, END)
70.     text.insert(END, "Resetting!")
71.     window.after(500, window.update_idletasks())
72.     print("Stopping.")
73.     lidar.stop_motor()
74.     lidar.stop()
75.     lidar.disconnect()
76.     lidar.reset()
77.
78.
79. def update_line(num, iterator, line):
80.     scan = next(iterator)
81.     offsets = np.array([(np.radians(meas[1]), meas[2]) for meas in scan])
82.     line.set_offsets(offsets)
83.     intens = np.array([meas[0] for meas in scan])
84.     line.set_array(intens)
85.
86.     return (line,)
87.
88.
89. def animate():
90.     ##Place plot to canvas
91.     lidar = RPLidar(PORT_NAME)
92.     fig = plt.figure("Lidar Scan", figsize=(5, 5))
93.     ax = plt.subplot(111, projection="polar")
94.     line = ax.scatter([0, 0], [0, 0], s=5, c=[IMIN, IMAX], cmap=plt.cm.Greys_r, lw=0)
95.
96.     ax.set_rmax(DMAX)
97.     ax.grid(True)
98.
99.     iterator = lidar.iter_scans()
100.    ani = animation.FuncAnimation(fig, update_line, fargs=(iterator, line), interval=50)
101.
102.    plt.show()
103. # ----- End of functions
104.
105.
106. # ----- Start of Tkinter
107. # -- Create the Tkinter Window and set its size and title
108. window = tk.Tk()
109. window.geometry("1920x1080")
110. window.title("Lidar Application")
111. window.resizable()
112. window.columnconfigure(0, weight=2)
113. window.columnconfigure(1, weight=1)
114.
115. # -- Create the frame for the buttons etc
116. btns_frame = Frame(window, width=312, height=272.5)
117. btns_frame.grid(sticky=NE, row=0, column=1, padx=20, pady=20)
118.
119. # -- Create a textbox
120. text = tk.Text(btns_frame, height=4, width=50)
121. text.pack()
122. text.insert(END, "Navigation Instructions will appear here")
123.
124. # -- Create the navigation button
125. obstacleAvoidance = Button(
126.     btns_frame,
127.     text="Start obstacle avoidance",
128.     fg="black",
129.     width=47,
130.     height=4,
131.     command=lambda: Obstacle(),
132. )

```

```

133. obstacleAvoidance.pack()
134.
135. # -- Create the button to launch SLAM
136. buttonSLAM = Button(
137.     btns_frame,
138.     text="Launch SLAM(Launches RVIZ)",
139.     fg="black",
140.     width=47,
141.     height=4,
142.     command=SLAM,
143. )
144. buttonSLAM.pack()
145.
146. # -- Upload MAP
147. uploadMap = Button(
148.     btns_frame, text="Start animation", fg="black", width=47, height=4, command=animate
149. )
150. uploadMap.pack()
151.
152. # -- Reset LIDAR
153. resetLidar = Button(
154.     btns_frame, text="Reset Lidar", fg="black", width=47, height=4, command=resetLidar
155. )
156. resetLidar.pack()
157.
158. window.mainloop()
159. # ----- End of tkinter

```

## Term1.sh

This function is used to launch my SLAM algorithm for mapping. It simply works by using the `os.system` command to create a new terminal and run a bash script. This bash script contains a series of terminal commands that opens ROS. It gives the new terminal access to the serial port where the lidar is located. It then changes the directory where the catkin workspace is located. It then sources the terminal to Catkin compiler and launches ROS.

```

1.  #!/bin/bash
2.  chmod 666 /dev/ttyUSB0
3.  cd catkin_ws
4.  source devel/setup.bash
5.  roslaunch mapping mapping-1.launch

```

## mapping-1.launch

This is the launch file for google cartographer. It essentially ties the functionalities of RPLidar and google cartographer together. It also launches a RVIZ terminal which is the graphical interface of the mapping.

```

1.  <launch>
2.  <param name="robot_description" textfile="$(find mapping)/urdf/head_2d.urdf" />
3.
4.  <node name="robot_state_publisher" pkg="robot_state_publisher" type="robot_state_publisher" />
5.
6.  <node name="rplidarNode" pkg="rplidar_ros" type="rplidarNode" output="screen">
7.    <param name="serial_port" type="string" value="/dev/ttyUSB0"/>
8.    <param name="serial_baudrate" type="int" value="115200"/>
9.    <param name="frame_id" type="string" value="laser"/>
10.   <param name="inverted" type="bool" value="false"/>
11.   <param name="angle_compensate" type="bool" value="true"/>
12. </node>

```

```

13.
14. <node name="cartographer_node" pkg="cartographer_ros" type="cartographer_node" args="
15.   -configuration_directory
16.     $(find mapping)/configuration_files
17.   -configuration_basename mapping.lua" output="screen">
18. </node>
19.
20. <node name="cartographer_occupancy_grid_node" pkg="cartographer_ros" type="cartographer_occupancy_grid_node"
21.   args="-resolution 0.05" />
22.
23. <node pkg="rviz" type="rviz" name="show_rviz" args="-d $(find mapping)/rviz/demo.rviz"/>
24. </launch>

```

## Mapping.lua

This is the configuration file for Cartographer.

```

1. include "map_builder.lua"
2. include "trajectory_builder.lua"
3.
4. options = {
5.   map_builder = MAP_BUILDER,
6.   trajectory_builder = TRAJECTORY_BUILDER,
7.   map_frame = "map",
8.   tracking_frame = "base_link",
9.   published_frame = "base_link",
10.  odom_frame = "odom",
11.  provide_odom_frame = true,
12.  publish_frame_projected_to_2d = true,
13.  use_odometry = false,
14.  use_nav_sat = false,
15.  use_landmarks = false,
16.  num_laser_scans = 1,
17.  num_multi_echo_laser_scans = 0,
18.  num_subdivisions_per_laser_scan = 1,
19.  num_point_clouds = 0,
20.  lookup_transform_timeout_sec = 0.2,
21.  submap_publish_period_sec = 0.3,
22.  pose_publish_period_sec = 5e-3,
23.  trajectory_publish_period_sec = 30e-3,
24.  rangefinder_sampling_ratio = 1.,
25.  odometry_sampling_ratio = 1.,
26.  fixed_frame_pose_sampling_ratio = 1.,
27.  imu_sampling_ratio = 1.,
28.  landmarks_sampling_ratio = 1.,
29. }
30.
31. MAP_BUILDER.use_trajectory_builder_2d = true
32.
33. TRAJECTORY_BUILDER_2D.min_range = 0.5
34. TRAJECTORY_BUILDER_2D.max_range = 8.
35. TRAJECTORY_BUILDER_2D.missing_data_ray_length = 8.5
36. TRAJECTORY_BUILDER_2D.use_imu_data = false
37. TRAJECTORY_BUILDER_2D.use_online_correlative_scan_matching = true
38. TRAJECTORY_BUILDER_2D.real_time_correlative_scan_matcher.linear_search_window = 0.1
39. TRAJECTORY_BUILDER_2D.real_time_correlative_scan_matcher.translation_delta_cost_weight = 10.
40. TRAJECTORY_BUILDER_2D.real_time_correlative_scan_matcher.rotation_delta_cost_weight = 1e-1
41. TRAJECTORY_BUILDER_2D.motion_filter.max_angle_radians = math.rad(0.2)
42. TRAJECTORY_BUILDER_2D.num_accumulated_range_data = 1
43.

```

```
44. POSE_GRAPH.constraint_builder.min_score = 0.65
45. POSE_GRAPH.constraint_builder.global_localization_min_score = 0.65
46. POSE_GRAPH.optimization_problem.huber_scale = 1e2
47. POSE_GRAPH.optimize_every_n_nodes = 35
48.
49. return options
```

## head\_2d.lua

This file defines the physical dimensions of our “robot”.

```
1. <robot name="head_2d">
2.
3. <material name="orange">
4. <color rgba="1.0 0.5 0.2 1" />
5. </material>
6. <material name="gray">
7. <color rgba="0.2 0.2 0.2 1" />
8. </material>
9.
10. <link name="laser">
11. <visual>
12. <origin xyz="0 0 0" />
13. <geometry>
14. <cylinder length="0.03" radius="0.03" />
15. </geometry>
16. <material name="gray" />
17. </visual>
18. </link>
19.
20. <link name="base_link">
21. <visual>
22. <origin xyz="0.01 0 0.015" />
23. <geometry>
24. <box size="0.11 0.065 0.052" />
25. </geometry>
26. <material name="orange" />
27. </visual>
28. </link>
29.
30. <joint name="laser_joint" type="fixed">
31. <parent link="base_link" />
32. <child link="laser" />
33. <origin rpy="0 0 3.1415926" xyz="0 0 0.05" />
34. </joint>
35.
36. </robot>
```

## Demo.rviz

This file launches RVIZ, my graphical interface for Simultaneous Localization and Mapping (SLAM). The parameters in this file were gained from online tutorials and templates.

```
1. Panels:
2. - Class: rviz/Displays
3. Help Height: 78
4. Name: Displays
5. Property Tree Widget:
6. Expanded:
7. - /TF1/Frames1
```



8. Splitter Ratio: 0.6006709933280945  
9. Tree Height: 719  
10. - Class: rviz/Selection  
11. Name: Selection  
12. - Class: rviz/Tool Properties  
13. Expanded:  
14. - /2D Pose Estimate1  
15. - /2D Nav Goal1  
16. - /Publish Point1  
17. Name: Tool Properties  
18. Splitter Ratio: 0.5886790156364441  
19. - Class: rviz/Views  
20. Expanded:  
21. - /Current View1  
22. Name: Views  
23. Splitter Ratio: 0.5  
24. - Class: rviz/Time  
25. Experimental: false  
26. Name: Time  
27. SyncMode: 0  
28. SyncSource: PointCloud2  
29. Preferences:  
30. PromptSaveOnExit: true  
31. Toolbars:  
32. toolButtonStyle: 2  
33. Visualization Manager:  
34. Class: ""  
35. Displays:  
36. - Alpha: 0.5  
37. Cell Size: 1  
38. Class: rviz/Grid  
39. Color: 160; 160; 164  
40. Enabled: true  
41. Line Style:  
42. Line Width: 0.029999999329447746  
43. Value: Lines  
44. Name: Grid  
45. Normal Cell Count: 0  
46. Offset:  
47. X: 0  
48. Y: 0  
49. Z: 0  
50. Plane: XY  
51. Plane Cell Count: 100  
52. Reference Frame: <Fixed Frame>  
53. Value: true  
54. - Class: rviz/TF  
55. Enabled: true  
56. Frame Timeout: 15  
57. Frames:  
58. All Enabled: false  
59. base\_link:  
60. Value: true  
61. laser:  
62. Value: false  
63. map:  
64. Value: true  
65. odom:  
66. Value: true  
67. Marker Alpha: 1  
68. Marker Scale: 1  
69. Name: TF  
70. Show Arrows: true  
71. Show Axes: true  
72. Show Names: true  
73. Tree:

```

74.     map:
75.     odom:
76.       base_link:
77.       laser:
78.         {}
79.     Update Interval: 0
80.     Value: true
81. - Class: Submaps
82.     Enabled: true
83.     Fade-out distance: 1
84.     High Resolution: true
85.     Low Resolution: false
86.     Name: Submaps
87.     Queue Size: 10
88.     Submap query service: /submap_query
89.     Submaps:
90.       All: true
91.       All Submap Pose Markers: true
92.       Trajectory 0:
93.         0.180: true
94.         1.123: true
95.         2.33: true
96.       Submap Pose Markers: true
97.       Value: true
98.     Topic: /submap_list
99.     Tracking frame: base_link
100.    Unreliable: false
101.    Value: true
102. - Alpha: 1
103.    Autocompute Intensity Bounds: true
104.    Autocompute Value Bounds:
105.      Max Value: 10
106.      Min Value: -10
107.      Value: true
108.    Axis: Z
109.    Channel Name: intensity
110.    Class: rviz/PointCloud2
111.    Color: 0; 255; 0
112.    Color Transformer: FlatColor
113.    Decay Time: 0
114.    Enabled: true
115.    Invert Rainbow: false
116.    Max Color: 255; 255; 255
117.    Min Color: 0; 0; 0
118.    Name: PointCloud2
119.    Position Transformer: XYZ
120.    Queue Size: 10
121.    Selectable: true
122.    Size (Pixels): 3
123.    Size (m): 0.05000000074505806
124.    Style: Flat Squares
125.    Topic: /scan_matched_points2
126.    Unreliable: false
127.    Use Fixed Frame: true
128.    Use rainbow: true
129.    Value: true
130. - Class: rviz/MarkerArray
131.    Enabled: true
132.    Marker Topic: /trajectory_node_list
133.    Name: MarkerArray
134.    Namespaces:
135.      Trajectory 0: true
136.    Queue Size: 100
137.    Value: true
138. - Alpha: 0.699999988079071
139.    Class: rviz/Map

```

140. Color Scheme: map  
141. Draw Behind: false  
142. Enabled: false  
143. Name: Map  
144. Topic: /map  
145. Unreliable: false  
146. Use Timestamp: false  
147. Value: false  
148. - Alpha: 1  
149. Class: rviz/RobotModel  
150. Collision Enabled: false  
151. Enabled: true  
152. Links:  
153. All Links Enabled: true  
154. Expand Joint Details: false  
155. Expand Link Details: false  
156. Expand Tree: false  
157. Link Tree Style: Links in Alphabetic Order  
158. base\_link:  
159. Alpha: 1  
160. Show Axes: false  
161. Show Trail: false  
162. Value: true  
163. laser:  
164. Alpha: 1  
165. Show Axes: false  
166. Show Trail: false  
167. Value: true  
168. Name: RobotModel  
169. Robot Description: robot\_description  
170. TF Prefix: ""  
171. Update Interval: 0  
172. Value: true  
173. Visual Enabled: true  
174. Enabled: true  
175. Global Options:  
176. Background Color: 100; 100; 100  
177. Default Light: true  
178. Fixed Frame: map  
179. Frame Rate: 30  
180. Name: root  
181. Tools:  
182. - Class: rviz/Interact  
183. Hide Inactive Objects: true  
184. - Class: rviz/MoveCamera  
185. - Class: rviz/Select  
186. - Class: rviz/FocusCamera  
187. - Class: rviz/Measure  
188. - Class: rviz/SetInitialPose  
189. Theta std deviation: 0.2617993950843811  
190. Topic: /initialpose  
191. X std deviation: 0.5  
192. Y std deviation: 0.5  
193. - Class: rviz/SetGoal  
194. Topic: /move\_base\_simple/goal  
195. - Class: rviz/PublishPoint  
196. Single click: true  
197. Topic: /clicked\_point  
198. Value: true  
199. Views:  
200. Current:  
201. Angle: 0  
202. Class: rviz/TopDownOrtho  
203. Enable Stereo Rendering:  
204. Stereo Eye Separation: 0.05999999865889549  
205. Stereo Focal Distance: 1

206. Swap Stereo Eyes: false  
207. Value: false  
208. Invert Z Axis: false  
209. Name: Current View  
210. Near Clip Distance: 0.009999999776482582  
211. Scale: 101.94859313964844  
212. Target Frame: <Fixed Frame>  
213. X: 0  
214. Y: 0  
215. Saved: ~  
216. Window Geometry:  
217. Displays:  
218. collapsed: false  
219. Height: 1016  
220. Hide Left Dock: false  
221. Hide Right Dock: false  
222. QMainWindow State:  
000000ff00000000fd000000040000000000001560000035afc0200000008fb0000001200530065006c0065006300740069006  
f006e00000001e10000009b0000005c00ffffffb0000001e0054006f006f006c002000500072006f007000650072007400690065  
007302000001ed000001df00000185000000a3fb000000120056006900650077007300200054006f006f02000001df000002110  
000018500000122fb000000200054006f006f006c002000500072006f0070006500720074006900650073003203000002880000  
011d000002210000017afb000000100044006900730070006c006100790073010000003d0000035a000000c900ffffffb000000  
2000730065006c0065006300740069006f006e00200062007500660066006500720200000138000000aa0000023a00000294fb  
00000014005700690064006500530074006500720065006f02000000e6000000d2000003ee0000030bfb0000000c004b006900  
6e0065006300740200000186000001060000030c00000261000000100000100000035afc020000003fb0000001e0054006f0  
06f006c002000500072006f007000650072007400690065007301000000410000007800000000000000fb0000000a0056006  
9006500770073010000003d0000035a000000a400ffffffb0000001200530065006c0065006300740069006f006e010000025a0  
00000b20000000000000000000000200000490000000a9fc010000001fb0000000a00560069006500770073030000004e000  
00080000002e10000019700000003000007800000003efc010000002fb0000000800540069006d006501000000000000000007800  
000026c00ffffffb0000000800540069006d0065010000000000004500000000000000000000051e0000035a0000000400000  
004000000080000008fc000000010000000200000010000000a0054006f006f006c0073010000000ffffffb00000000000000  
00

223. Selection:  
224. collapsed: false  
225. Time:  
226. collapsed: false  
227. Tool Properties:  
228. collapsed: false  
229. Views:  
230. collapsed: false  
231. Width: 1920  
232. X: 0  
233. Y: 27