

Creating grid map using IRobot- Create equipped with laser scanner

Welcome

Lab 9

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Today's Objectives

- A robot is in unknown environment for the first time, what to do next?
- One of the most fundamental problems in mobile robotics is map building of an unknown environment
- At the moment two most commonly used SLAM implementations in 2D are GMapping/OpenSLAM and Hector SLAM
- In this class we will build a map of an environment with the GMapping algorithm using both real hardware and Gazebo simulation.

Introduction to GMapping

- GMapping uses particle filter, Rao-Blackwellized, to solve SLAM problem.
- Each particle carries an individual map of the environment
- The approach takes raw laser range data and odometry
- **This version is optimized for long-range laser scanners like SICK LMS or PLS scanner. Short range lasers like Hokuyo scanner will not work that well with the standard parameter settings**

Gmapping requirements

- Hardware
 - Odometry data
 - 2D laser range scanner data
- Subscribed topics
 - tf (to relate laser, odometry and base frame)
 - scan (2d laser range scan to create map)
- Published topics
 - Map (resultant grid map)

Important Parameters

- **base_frame**: The frame attached to the robot plateform
- **odom_frame**: The frame attached to the odometry system
- **maxUrange**: The maximum laser range
- **xmin, ymin, xmax, ymax**: initial map size
- **linearUpdate**: update map after linear dist.
- **angularUpdate**: update map after angular dist.

Gmapping Setup

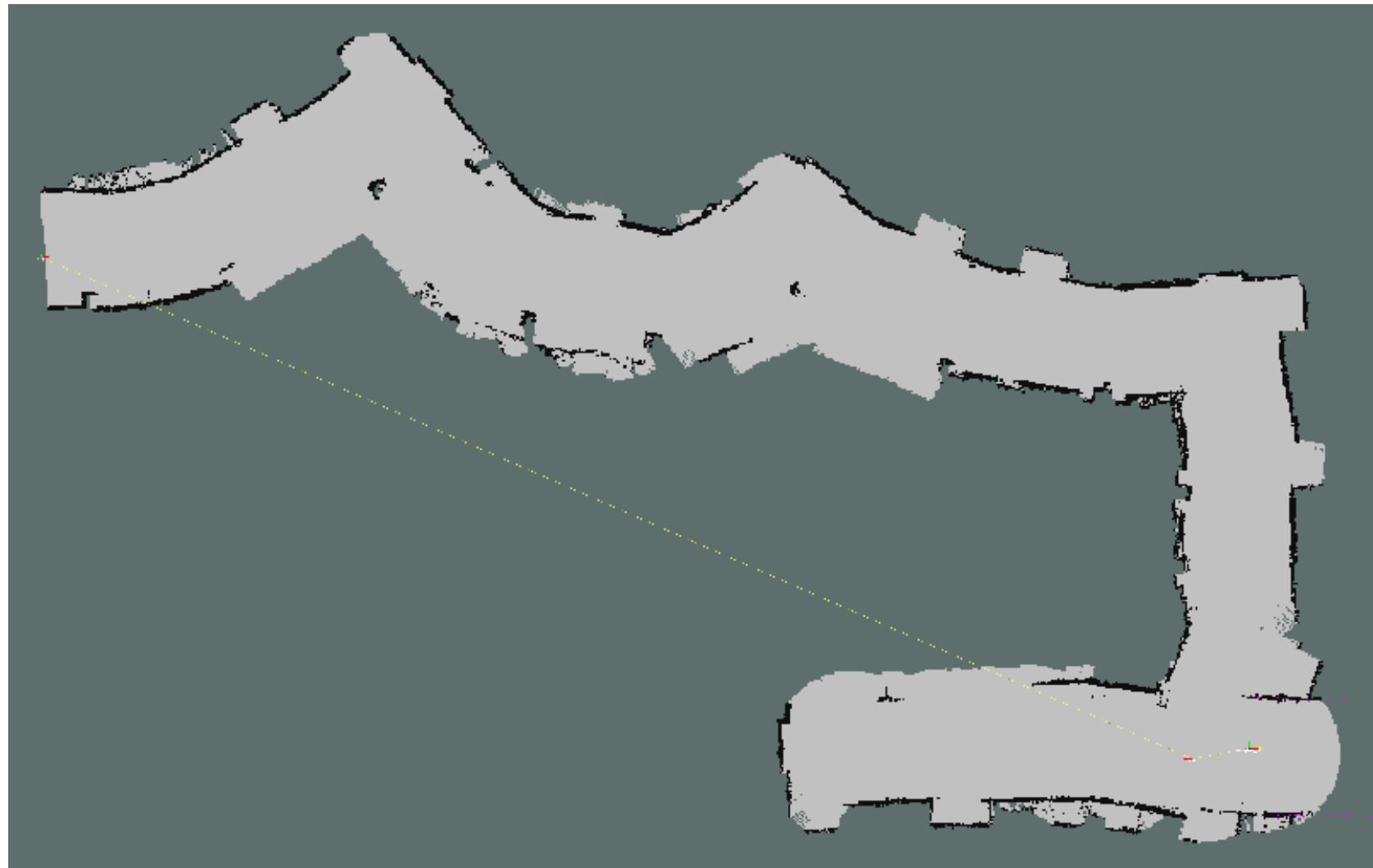
```
<?xml version="1.0"?>
<launch>
<param name="/use_sim_time" value="true" />

<node pkg="rosbag" type="play" name="Recording" args="/home/ahmad/2013-06-02-19-17-00.bag"/>

<node pkg="gmapping" type="slam_gmapping" name="SLAM">
<remap from="scan" to="/base_scan"/>
<param name="maxUrange" value="80.0"/>
<param name="linearUpdate" value="0.1"/>
<param name="angularUpdate" value="0.05"/>
<param name="xmin" value="-25.0"/>
<param name="ymin" value="-25.0"/>
<param name="xmax" value="25.0"/>
<param name="ymax" value="25.0"/>
</node>

<node pkg="rviz" type="rviz" name="rviz" output="screen" args="-d /home/ahmad/rviz.rviz" />
</launch>
```

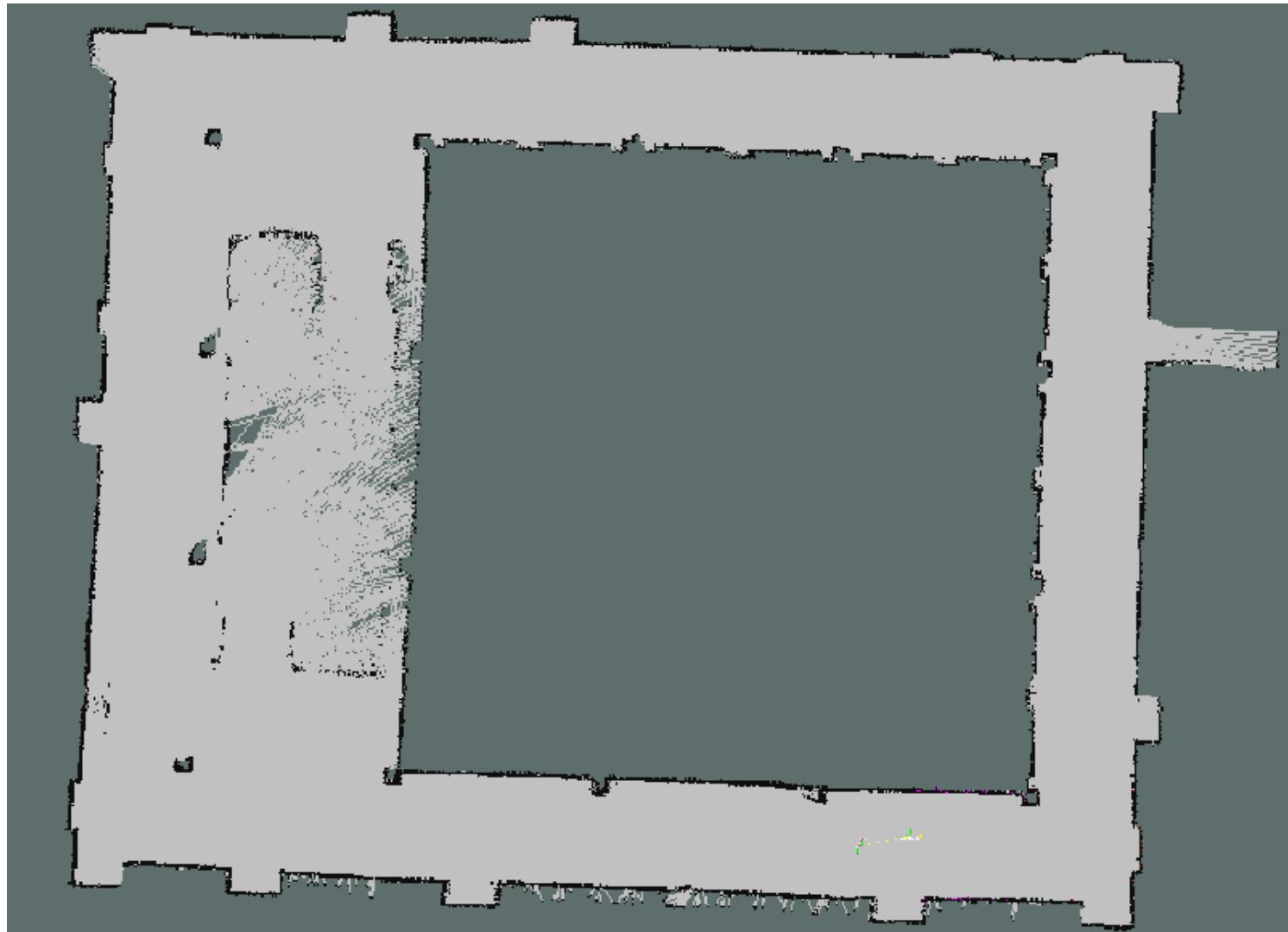
Effect of range scan (2m)



Effect of range scan (4m)



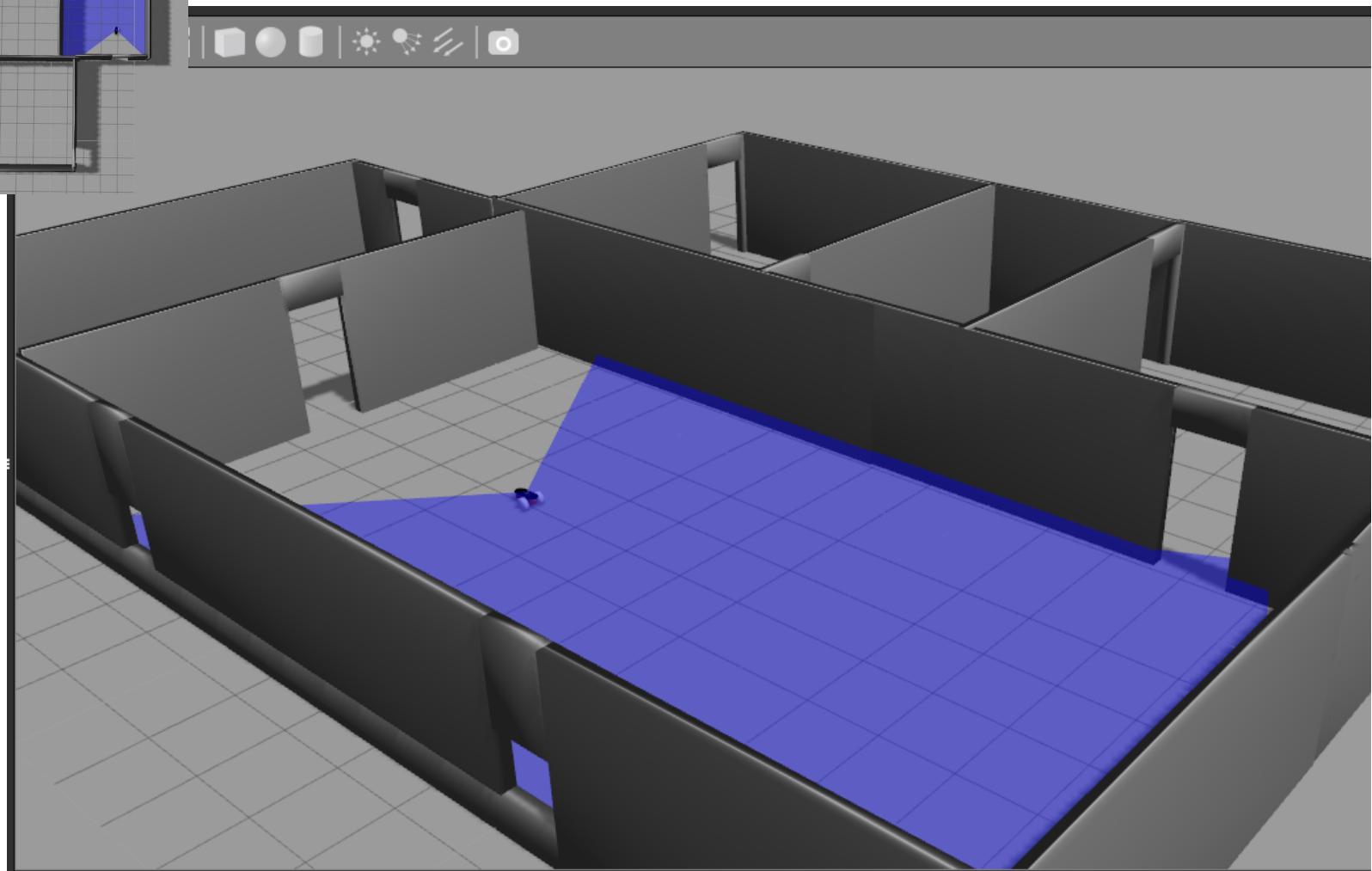
Effect of range scan (8m)



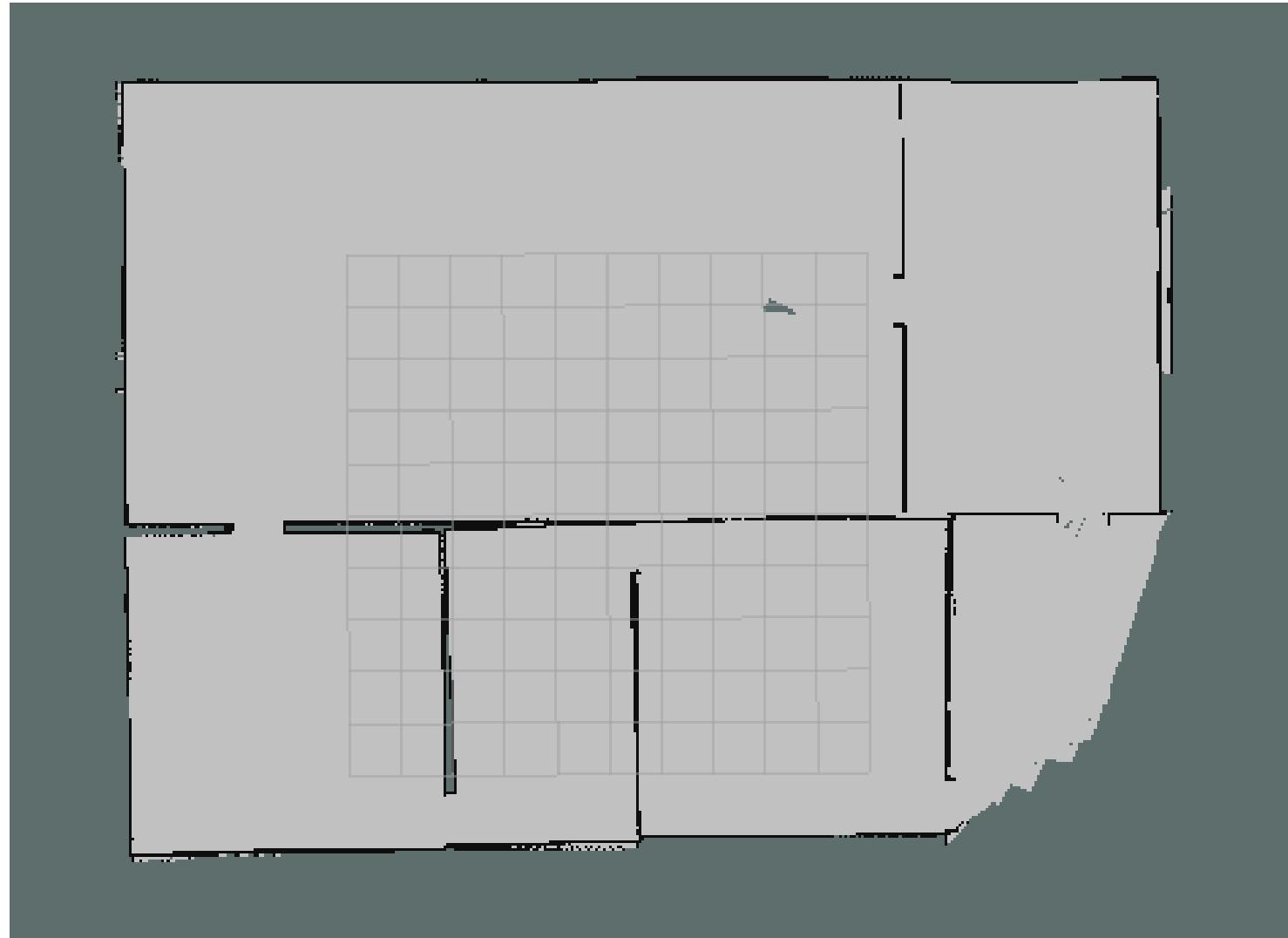
Effect of range scan (80m)



Using GMapping with Gazebo Simulation



Resultant Simulated Environment Map



Questions

