

MovelT for ROS 2

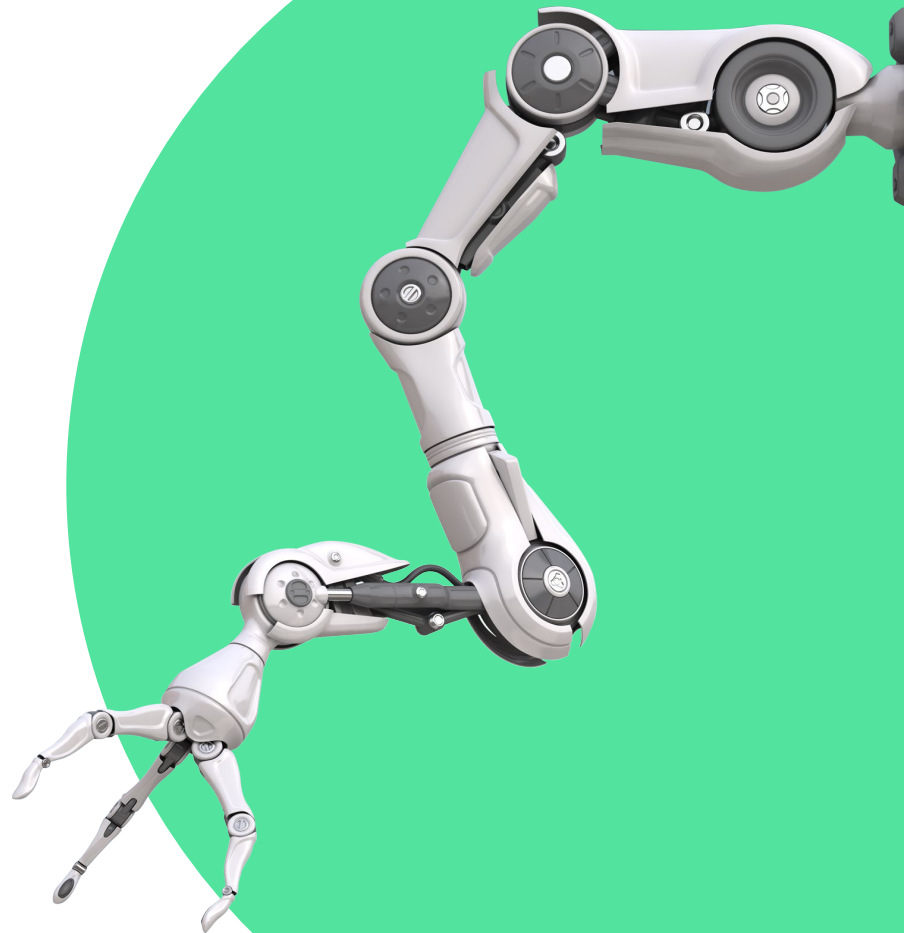
ROS 2 TSC - December 2020



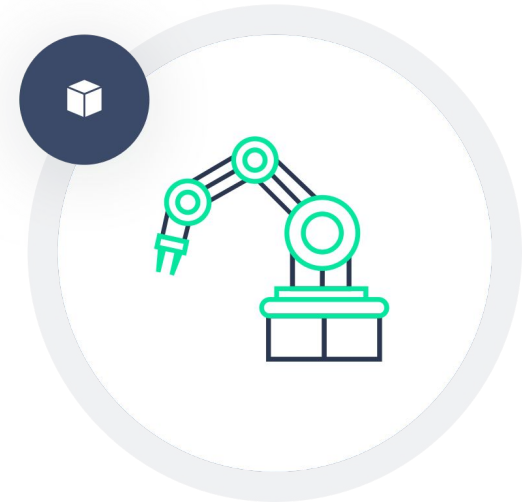
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- **Roadmap Status Update**
- **Hybrid Planning**
- **Migration Challenges**
- **ROS 2 Learnings**
- **Future Plans**



Roadmap Status Update

Milestone 1**Straight Port to ROS 2**

Fully migrate existing Movelt packages to ROS 2

Wrap up Acutronic's work porting core Movelt functionality

Leverage ROS 2:

Build system (ament), middleware, logging, parameters

Cleanup Movelt 2 codebase

Milestone 2**Realtime Support**

Reactive, closed-loop control to sensor input

Visual servoing, octomap updates

Preempt motion if new collision detected

Separate global and local planner (hybrid planning)

Global planner (full collision checking): 30hz

Local planner (IK-based, field-based): 300hz

Zero-memory copy integration to controllers (ros_control)

Tighter integration to ros_control

Integrate pilz_industrial_motion

**Milestone 3****Fully Leverage ROS 2**

Lifecycle management of Movelt nodes

Deterministic startup, reset, & shutdown sequences

Leverage ROS2 component nodes

Ability to run Movelt as single or multi-process

Replace pluginlib with components

Cleanup API

More generic and standalone interfaces

“Straight Port to ROS 2”

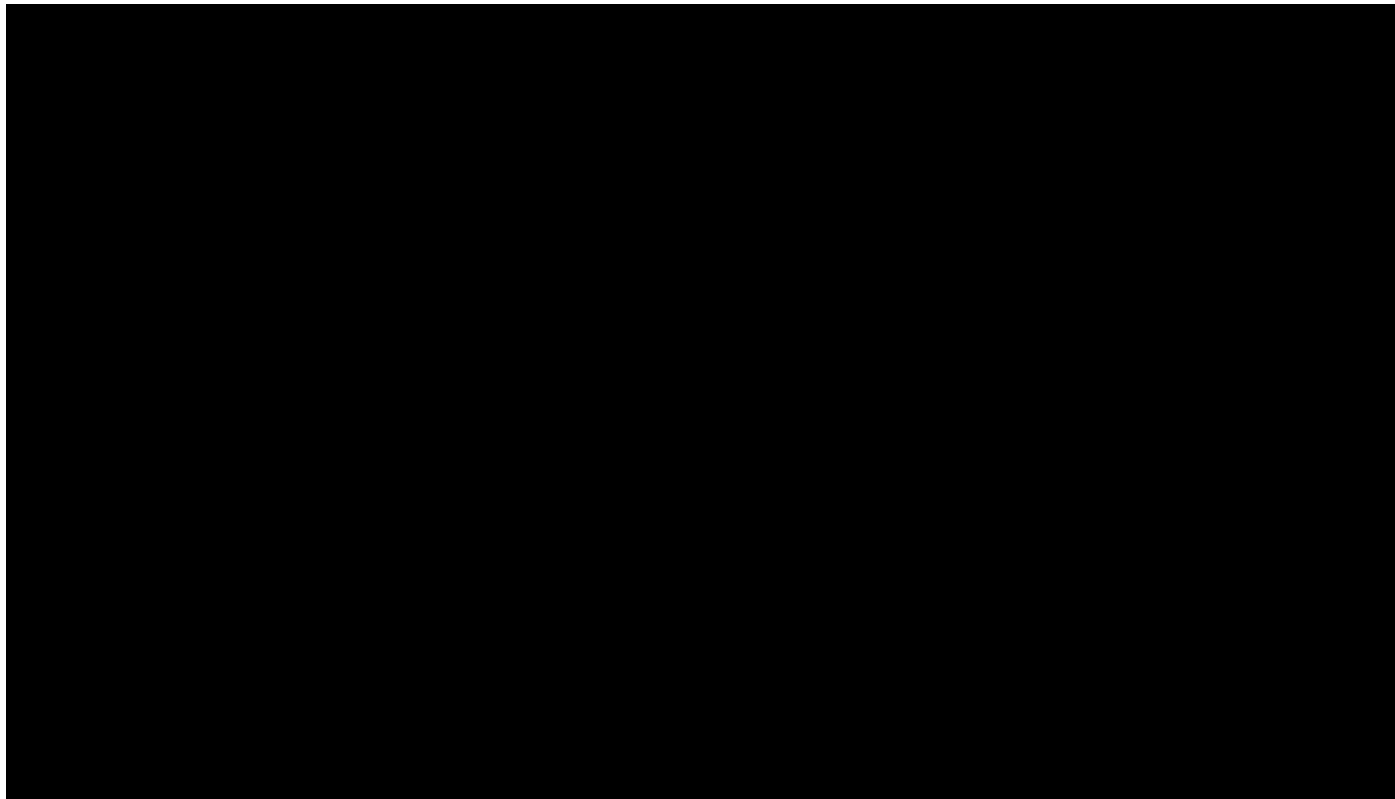
Progress: 94% - 58 of 62 targets ported

Incomplete: Bullet, TrajOpt, MoveIt Setup Assistant, Perception

Demos: MoveGroup, MoveItCpp, MoveIt Servo

Milestone 1 - Full Migration - MoveGroup

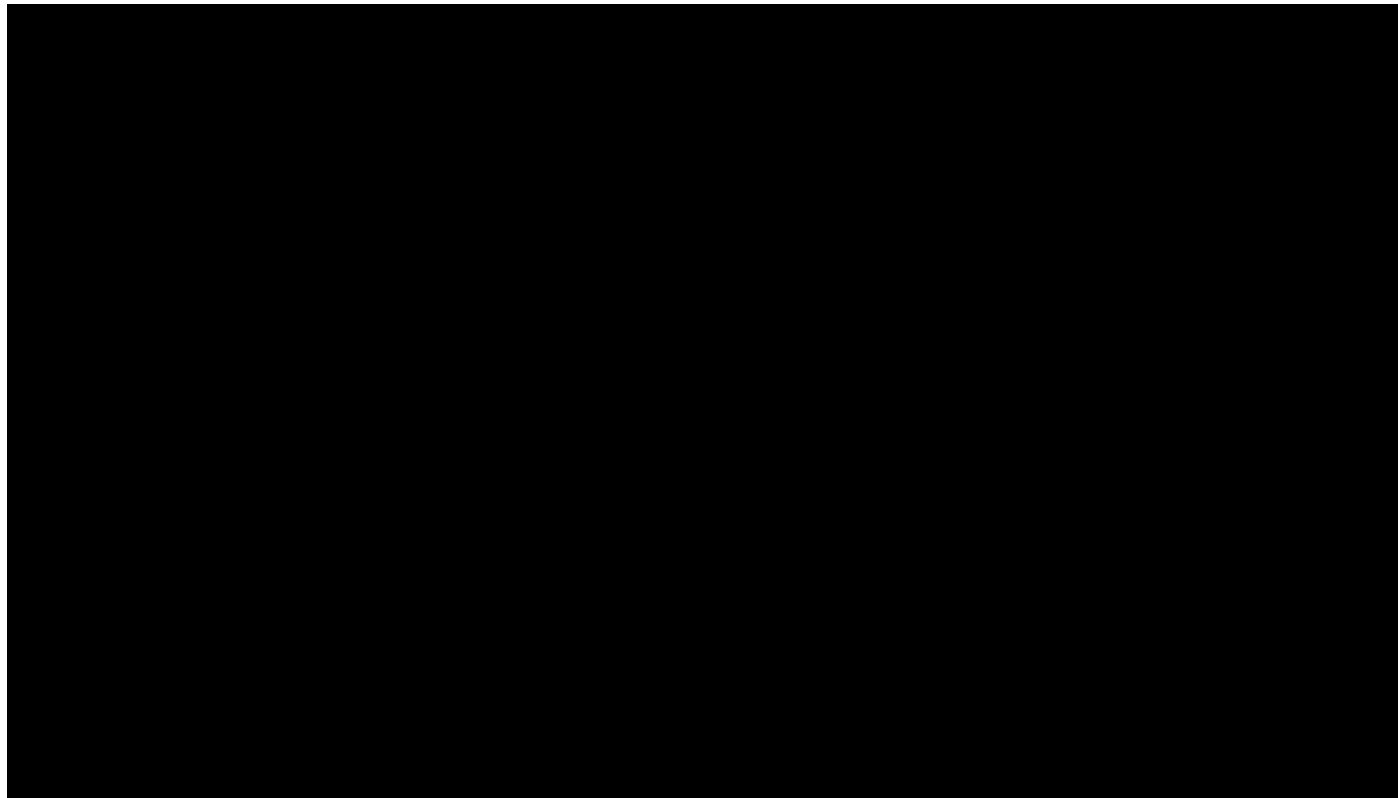
Demo URL: https://github.com/ros-planning/moveit2/tree/main/moveit_demo_nodes/run_move_group



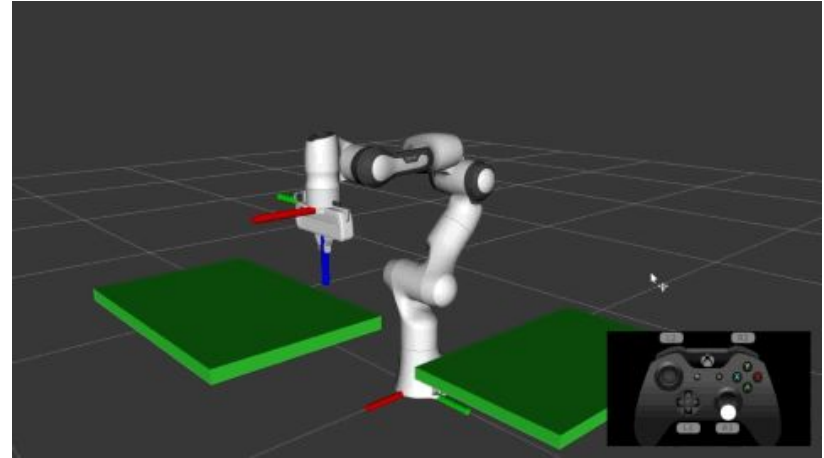
Milestone 1 - Full Migration - MoveItCpp



Demo URL: https://github.com/ros-planning/moveit2/tree/main/moveit_demo_nodes/run_moveit_cpp



- Joint/Velocity-streaming controller, inverse Jacobian method
- Input message allows wide range of input devices
- Checks for joint limits, collision, singularity safety



Hybrid Planning

2. Separate Global/Local Planner (Hybrid Planning)

R&D Student Intern: **Sebastian Jahr**

(Karlsruhe Institute of Technology)



Project Status

- Initial research completed
- Working on architecture design
- Selecting & Testing Planner Candidates
- Completion planned for end of **January 2021**

Realtime Support

Reactive, closed-loop control to sensor input
Visual servoing, faster octomap updates
Preempt motion if new collision detected
Separate global and local planner (hybrid planning)
Global planner (full collision checking): ~10hz
Local planner (IK-based, field-based): ~300hz
Zero-memory copy integration to controllers (ros_control)
Tighter integration to ros_control
Integrate pilz_industrial_motion

Current approach: Sense-Plan-Act



Strength

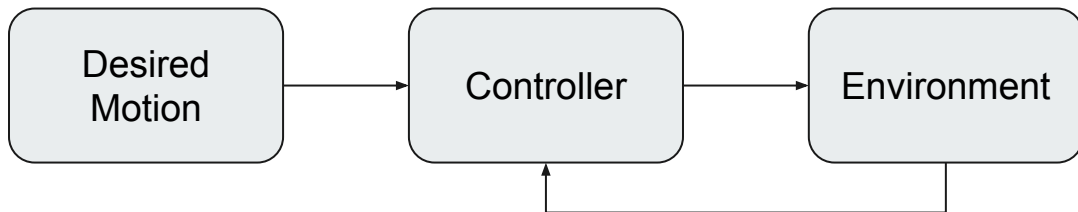
- Can find a global solution in workspaces with complex geometries

Weakness

- Copes bad with uncertainties and (fast) changing environment



Local reactive control



Strength

- Reacts immediately to changes in the environment

Weakness

- Gets stuck in local minimum



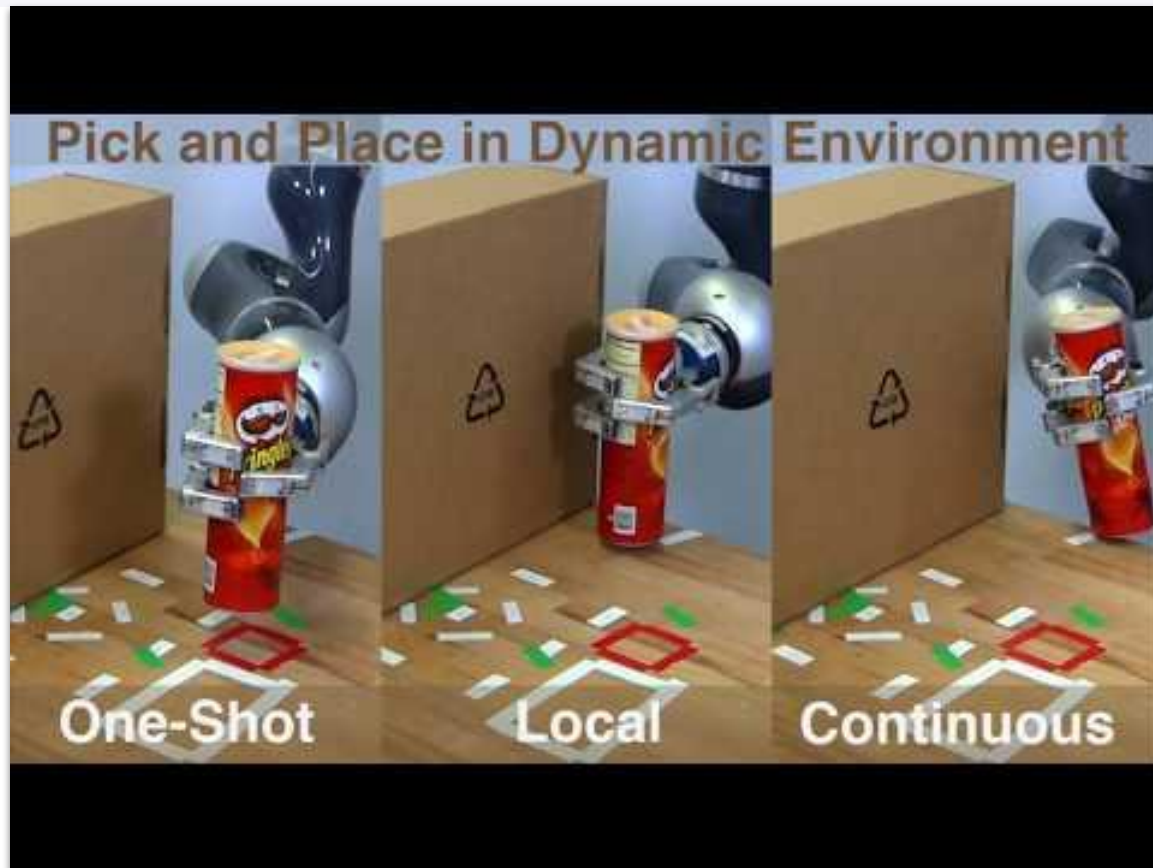
Goal: Execute adaptive and reactive motions using global/local planning

Adaptive Motion - *Drawing on a chalkboard*

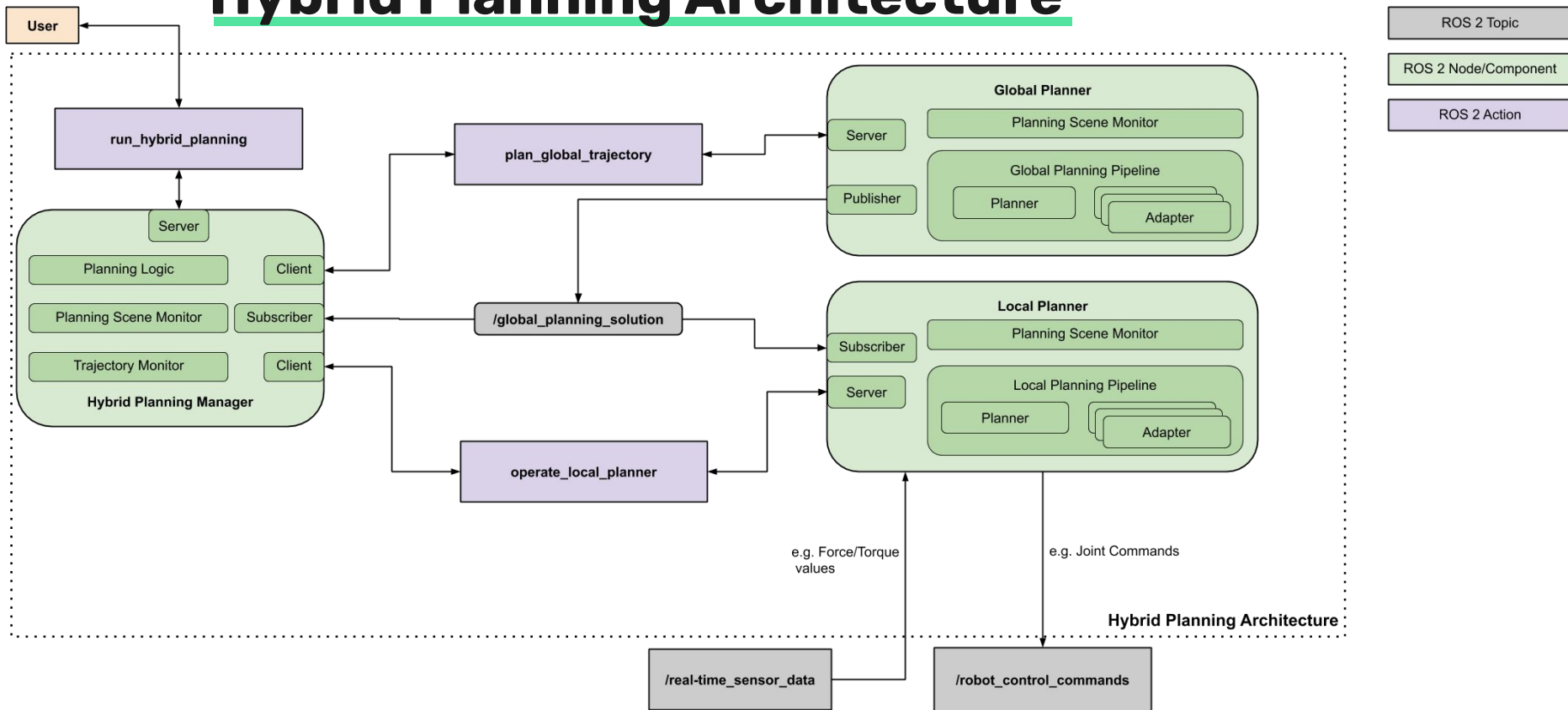
- Global planner defines the motion required for drawing the letters
- Local planner follows motion while controlling for force, smoothness, etc..

Reactive Motion - *Steering around a new collision object in the scene*

- Global planner used for fixing invalidated trajectories
- Local planner allows “keeping clear” from objects using field-based distance minimization



Hybrid Planning Architecture



Communication use cases:

- Controller commands - High frequency, low bandwidth, realtime-safe
- Point cloud data - High message size, possibly zero-copy comm
- Scene updates - Synchronized processing vs. shared access
- Plan action feedback - Possibly high-frequent events

We're still looking into exact specs and bottlenecks before optimizing DDS.

Migration Challenges

Use case: PlanningSceneMonitor provides safe concurrent read/write access to unique planning scene via ROS service and topic interfaces

ROS 1

- Requests are handled in dedicated CallbackQueue and processed in a serialized event loop
- CallbackQueue is managed by separate NodeHandle and AsyncSpinner

ROS 2

- AsyncSpinner is replaced with SingleThreadedExecutor
- NodeHandle is replaced with private node instance at subnamespace “*_private”

Possible improvements:

- Implement CallbackQueue behavior similar to the CallbackGroup API (<https://github.com/ros2/rclcpp/issues/1287>)



Use case: Custom OMPL planner identifiers are mapped to algorithm config in yaml file

ROS 1

- Parameters can be structured as generic dictionary map with unknown keys
- Parameter groups can be parsed to arbitrary structs

ROS 2

- All parameters should be declared in advance, unknown parameters are discouraged
- Workaround:
 - Define separate parameter key list and declare unknown params at runtime
 - Specify explicit struct types in config instead of using implicit conventions

Use case: Update specific node parameters from remote interfaces

ROS 1

- Classes can register a predefined config for updating the internal parameter state
- Remote nodes can update and apply new parameters at runtime

ROS 2

- Config changes are handled using the parameter callback API
- Parameter types need to be filtered, validated and applied for each class instance

Use case: MoveIt setup packages generated by the MoveIt Setup Assistant templates

ROS 1

- Launch structure is composed of nested XML files for enabling specific MoveIt components
- Each MoveIt component has its own XML file that loads a set of rosaparams from a YAML
- Many parameters are global and used by different nodes, i.e. "robot_description"

ROS 2

- Nodes are configured as LaunchDescription instances in a single python file
- Parameters are read from YAML files and passed to nodes where required
- Launch files are not composable (yet)
- Still a lot of redundancy in MoveIt's launch files



ROS 2 Learnings

Overall great focus on code quality standards and best practices

- Improved and concise build tools: colcon, ament, vcstool
- Outstanding linter support:
 - ament_lint_[cmake, cpplint, copyright, clang_format, pep ...]
 - Good linter defaults useful for package standardization
 - Perfectly set up for extensibility
- Very clean Modern C++ implementations and features:
 - Consistent support for handling async calls with std::future
 - Flexible callback types enabling simple lambda implementations
 - Parameter templates provide control over declared value types and definitions



Still an early-stage framework that lacks the long term usage from ROS 1

- Lack of documentation and examples for advanced usage
 - Unclear behavior needs to be looked up in code
 - Missing best practices for Python launch files and parameter loading
- Several breaking API changes in upstream dependencies (probably less with future releases)
- Some callback function types don't work with clang-tidy
- No apparent consensus of proper time source usage in standard packages
- Several features are WIP and require workarounds

Future Plans

Releases

- New Foxy Debian Release every 6 weeks **now**
 - Frequent syncs with Movelt 1
- Switching main branch to Rolling Ridley **Q1 2021**
 - Foxy continued in release branch
- Windows & OSX support - CI enabled **Q1 2021**
- Galactic release **Q3 2021**

Upcoming Work

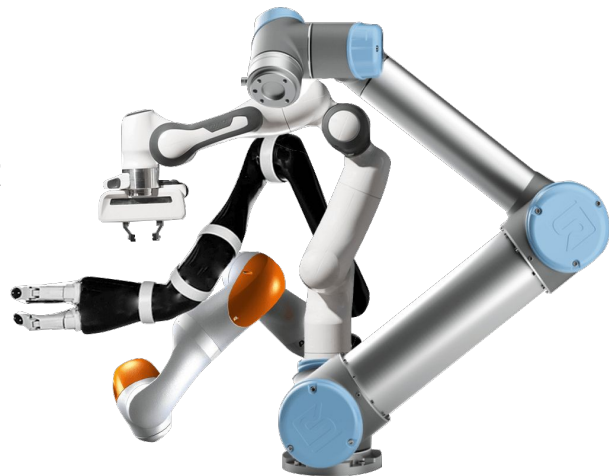
- Port Movelt ecosystem: MTC, moveit_calibration, ...
- Redesign Movelt config, launch files, setup assistant
- New long term feature roadmap in Q1 2021



Hardware Integration Challenges

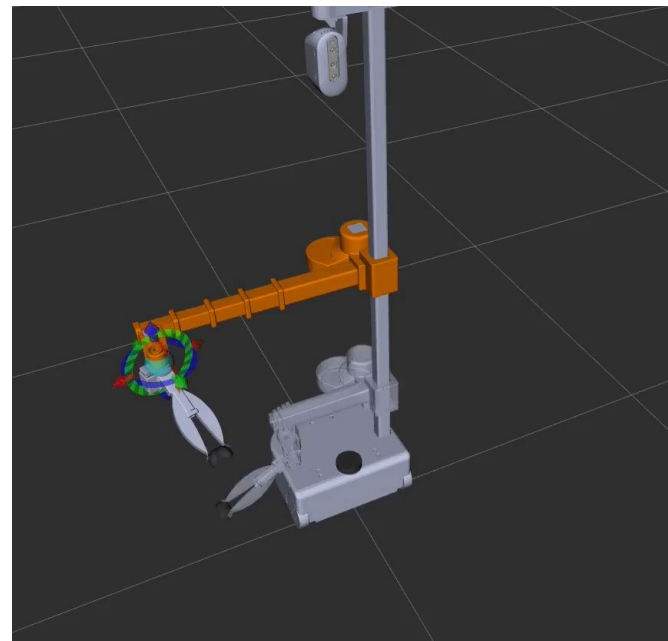
“Chicken and Egg” Problem:

- ROS 2 user adoption is driven by hardware support
- Broad hardware support requires user adoption

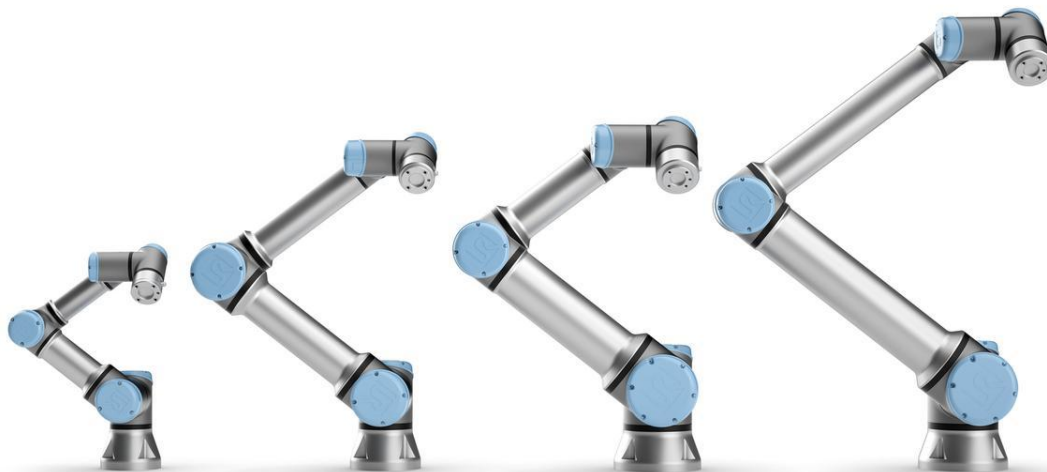


PickNik is working on multiple hardware integration efforts...

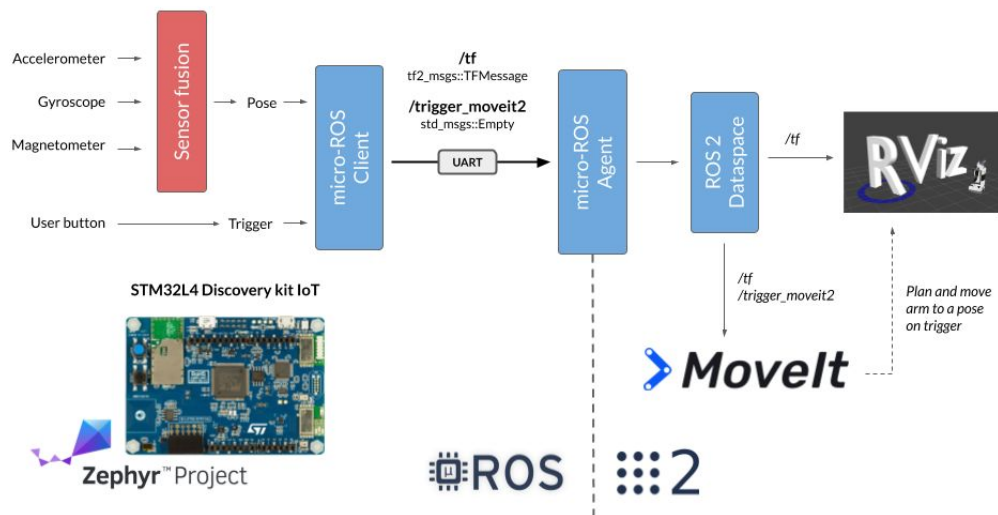
Hello Robot - "Stretch"



Universal Robots - ROS 2 driver



eProsima - micro-ROS sensor integration



See: <https://discourse.ros.org/t/micro-ros-meets-moveit/16836>

Get Involved

<https://github.com/ros-planning/moveit2>

Many approaches:

- Adding New Features
- Helping with MoveIt 2 Roadmap
- Financial contributions via code sprints and grants
- Enhancing Documentation
- Reporting & Fixing Bugs



 **MoveIt2**

Thanks!