Vehicle and city simulation with Gazebo and ROS

Ian Chen and Carlos Agüero



ROSCon 2017, Vancouver

Background

Community interest in autonomous vehicle development

Resources for vehicle and city simulation

Vehicle



Environment



Plugin



Road network



City





Prius Challenge







Compete for best Fuel Economy 20 teams, 9 laps, <45min Goal: 100+ MPG (2.35 L/100km)

Prius Hybrid Sonoma Raceway





Demo



Prius Hybrid Model ()

Ackerman steering Rolling resistance

Modeled as joint friction torque

Aerodynamic drag

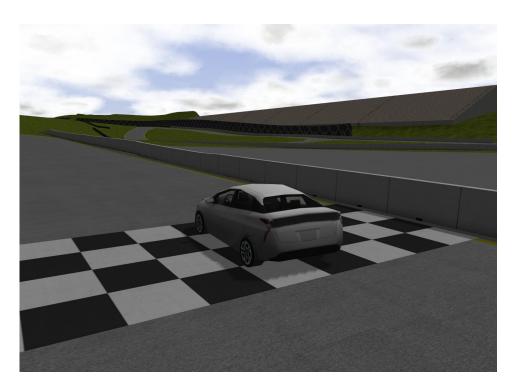
Modeled as force acting on CoM

Suspension

 Allowed axle to roll for slopes and banked turns

Powertrain model

 State machine determines combination of engine and electric motor



https://github.com/osrf/collaboration/blob/new_data/hyperdrive_json/hyperdrive_json.ipynb



ROS + Gazebo Car Demo





ROS Kinetic

Prius description URDF

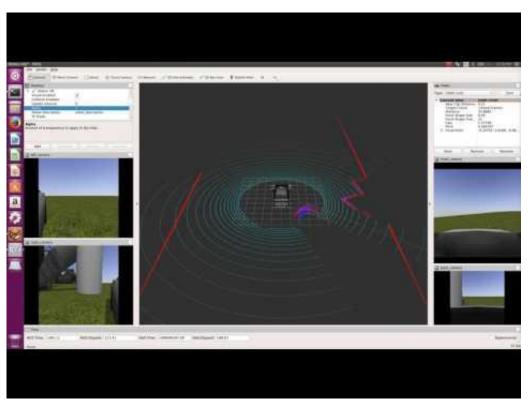
- Planar Lidar
- Block Lidar
- Sonar
- Cameras

Control msg:

Throttle, brake, steer, gear

Mcity test facility





Deep Learning + Self Driving Car Demo

Nvidia End to End Learning Model

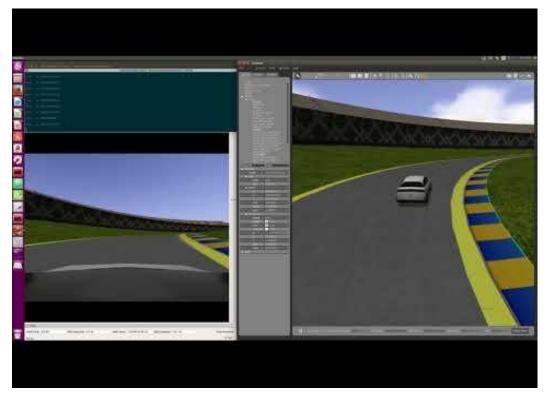
Two Nodes:

Driving

Object Detection

https://github.com/osrf/yolo_object_detector

https://github.com/osrf/tensorflow_object_detector





Ignition RNDF (Route Network Definition File)



C++ library for handling RNDF files

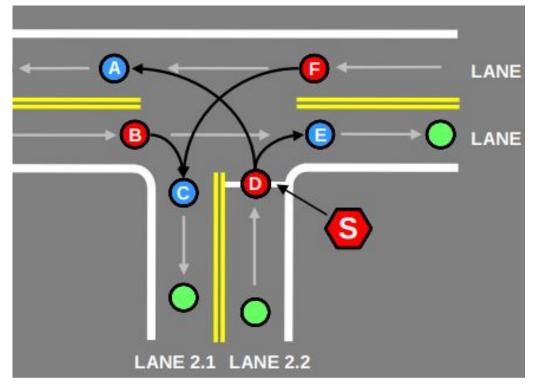
What is a road network definition?

Why do we need it?

Why RNDF (and not OpenDRIVE)?

Ignition RNDF features

- C++11, cross-platform, Apache 2
- In-memory representation of RNDF





Terminus



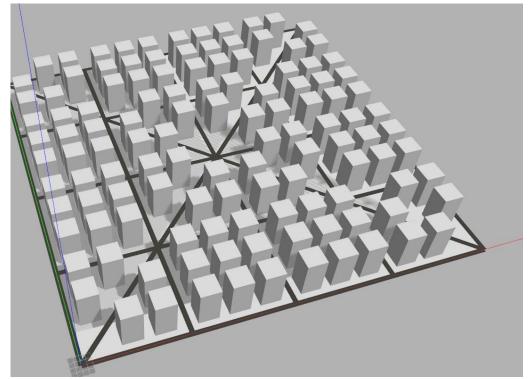


Generate or import simulated cities

Why is this useful?

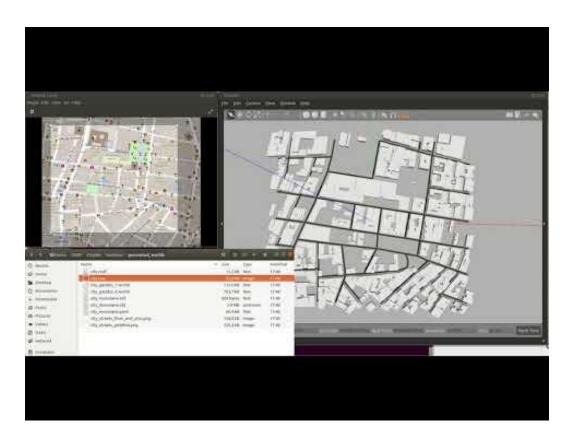
Overview

- Procedural cities
- Import data from OpenStreetMap
- Roads + buildings
- Multiple formats
- Gazebo & Drake





Terminus





Summary

Vehicle model: Prius

Environment models: Mcity, Sonoma Raceway

Plugin: Powertrain model

Road networks: Ignition RNDF

Cities: Terminus













Future ideas

Vehicle models: bikes, trucks, sidecars, trailers, RVs

Environment models: curated environments with interesting features

Plugins: Traffic, pedestrians, weather

Sensors: Radar

Road networks: More formats, common API

Cities: More artificial cities



Thanks

Questions?



