

Easy Robot Software

And the MoveIt Setup Assistant 2.0

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Reducing the Barrier to Entry of Complex Robotic Software: a MoveIt! Case Study
David Coleman, Ioan Sucan, Sachin Chitta, Nikolaus Correll
Journal of Software Engineering for Robotics, April 2014



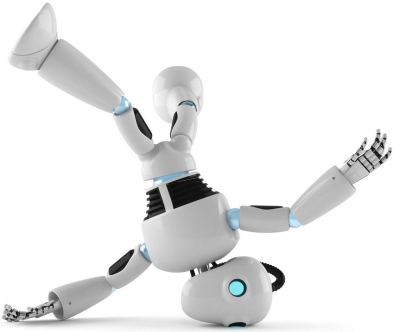
Outline

- Unique Challenges To Robot Software
- Why Do We Care?
- The 6 Entry Barrier Design Principles
- The MoveIt Setup Assistant



Building Robot Software Is Hard

So let's all work together :)





Unique Challenges Facing Robotic Software

- No single developer can have the necessary **domain knowledge**
- Large variety in **complexity** and scale of robotic platforms.
- Software/hardware interaction with **unstructured real world**.
- Long term desire to **reduce reliance on GUIs**.



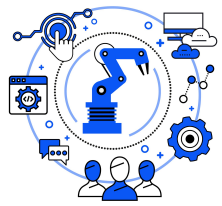
Barriers to Entry

The time, effort, and knowledge that a new user must invest in the integration of a software component with an arbitrary robot.



Why do we care?

Larger User Bases = Better Software



Why do we care? Larger user bases

As number of users increases, bugs are identified and fixed faster [2]

[1] H. Bruyninckx, “Open robot control software: the orocos project,” in Robotics and Automation, 2001. Proceedings 2001 ICRA. IEEE International Conference on, vol. 3.

[2] D. C. Schmidt, “Why software reuse has failed and how to make it work for you,” C++ Report, vol. 11, no. 1, p. 1999

[3] D. C. Schmidt and A. Porter, “Leveraging open-source communities to improve the quality & performance of open-source software,” in Proceedings of the 1st Workshop on Open Source Software Engineering, 2001



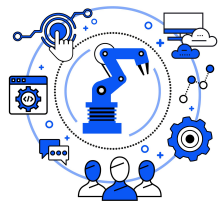
Why do we care? Larger user bases

More users involved in quality assurance,
documentation, and support [3]

[1] H. Bruyninckx, “Open robot control software: the orocos project,” in Robotics and Automation, 2001. Proceedings 2001 ICRA. IEEE International Conference on, vol. 3.

[2] D. C. Schmidt, “Why software reuse has failed and how to make it work for you,” C++ Report, vol. 11, no. 1, p. 1999

[3] D. C. Schmidt and A. Porter, “Leveraging open-source communities to improve the quality & performance of open-source software,” in Proceedings of the 1st Workshop on Open Source Software Engineering, 2001



Why do we care? Larger user bases

New feature contributions increase (weaker correlation) [2]

[1] H. Bruyninckx, “Open robot control software: the orocos project,” in Robotics and Automation, 2001. Proceedings 2001 ICRA. IEEE International Conference on, vol. 3.

[2] D. C. Schmidt, “Why software reuse has failed and how to make it work for you,” C++ Report, vol. 11, no. 1, p. 1999

[3] D. C. Schmidt and A. Porter, “Leveraging open-source communities to improve the quality & performance of open-source software,” in Proceedings of the 1st Workshop on Open Source Software Engineering, 2001



Why do we care? Larger user bases

Critical mass of skilled contributors has been shown to make open source projects successful [1]

[1] H. Bruyninckx, "Open robot control software: the orocos project," in Robotics and Automation, 2001. Proceedings 2001 ICRA. IEEE International Conference on, vol. 3.

[2] D. C. Schmidt, "Why software reuse has failed and how to make it work for you," C++ Report, vol. 11, no. 1, p. 1999

[3] D. C. Schmidt and A. Porter, "Leveraging open-source communities to improve the quality & performance of open-source software," in Proceedings of the 1st Workshop on Open Source Software Engineering, 2001

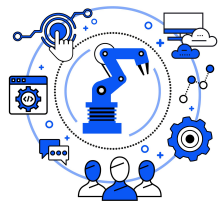


Why do we care? Education / Hiring / Innovation.

Increase number of creative minds working on
today's robotic challenge



The 6 Entry Barrier Design Principles



The 6 Entry Barrier Design Principles

Immediacy

Minimize the amount of time to accomplish the most basic task.

```
>hello  
world
```

- Quick start demo
- Cursory feedback to new user that software is worth investing in
- Combat the paradox of the active user

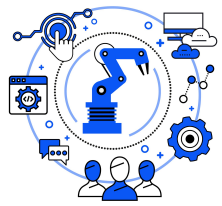
Paradox of the Active User



Users never read manuals



The paradox is that the users would actually save time in the long run if they learned more about the system before attempting to use it, but these studies showed that in reality people do not tend to invest time upfront into learning a new system.



The 6 Entry Barrier Design Principles

Transparency



Configuration steps are performed automatically for the user while at the same time being as visible as possible

- Understand what parameters are specific to their robot
- "layered" approach of quick initial setup while allowing later customization as needed



Installation type

This computer currently has no detected operating systems. What would you like to do?

Erase disk and install Ubuntu

Warning: This will delete all your programs, documents, photos, music, and any other files in all operating systems.

Encrypt the new Ubuntu installation for security

You will choose a security key in the next step.

Use LVM with the new Ubuntu installation

This will set up Logical Volume Management. It allows taking snapshots and easier partition resizing.

Something else

You can create or resize partitions yourself, or choose multiple partitions for Ubuntu.

Quit

Back

Install Now





The 6 Entry Barrier Design Principles

Reconfigurable



The automatically generated parameters and default values for the initial setup of a robot should be easy for the user to modify at a later time.

- Typically chosen to work with the largest number of robots
- Not optimal for any robot
- Varying applications require different configurations

The 6 Entry Barrier Design Principles

Intuitive



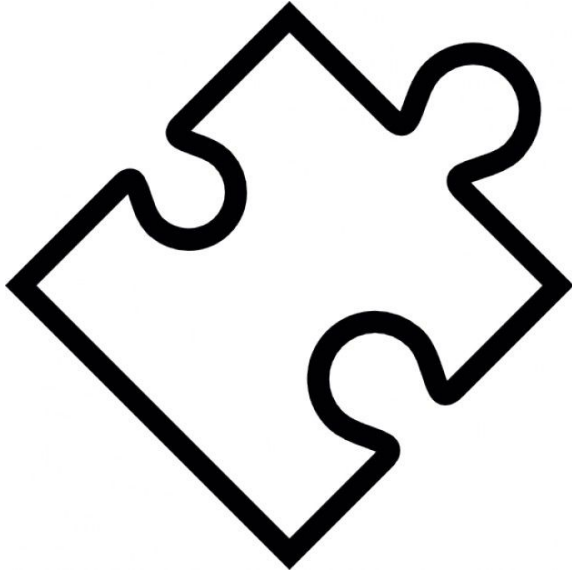
The need to read accompanied documentation, and the amount of required documentation, should be minimized.

- Follow standard design patterns
- Provide interface context clues
- Ideally an interface does not require additional documentation



The 6 Entry Barrier Design Principles

Extensible



The user should be enabled to customize as many components and behaviors as possible within the reasonable scope of the software.

- Makes the software far more powerful and re-usable for varying use cases
- Plugin interface

The 6 Entry Barrier Design Principles

Documented



The amount of reference material explaining how to use the software should be maximized for as many aspects and user levels as possible.

- No software is intuitive enough to not require documentation
- Different types of documentation are required for different types of users
 - Developers vs end-users

The 6 Entry Barrier Design Principles Documented



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Package Summary

✓ Released ✓ Continuous Integration ✓ Documented

Interface to the Dataspeed Inc. Power Distribution System (PDS)

- Maintainer status: developed
- Maintainer: Kevin Hallenbeck <khallenbeck AT dataspeedinc DOT com>, Eric Myllyoja <emyllyoja AT dataspeedinc DOT com>
- Author: Kevin Hallenbeck <khallenbeck AT dataspeedinc DOT com>, Eric Myllyoja <emyllyoja AT dataspeedinc DOT com>
- License: BSD
- External website: <http://dataspeedinc.com>
- Bug / feature tracker: https://bitbucket.org/dataspeedinc/dataspeed_pds/issues
- Source: hg https://bitbucket.org/DataspeedInc/dataspeed_pds/ (branch: default)

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Wiki: dataspeed_pds (last edited 2018-07-02 18:43:10 by KevinHallenbeck)

Brought to you by: Open Source Robotics Foundation

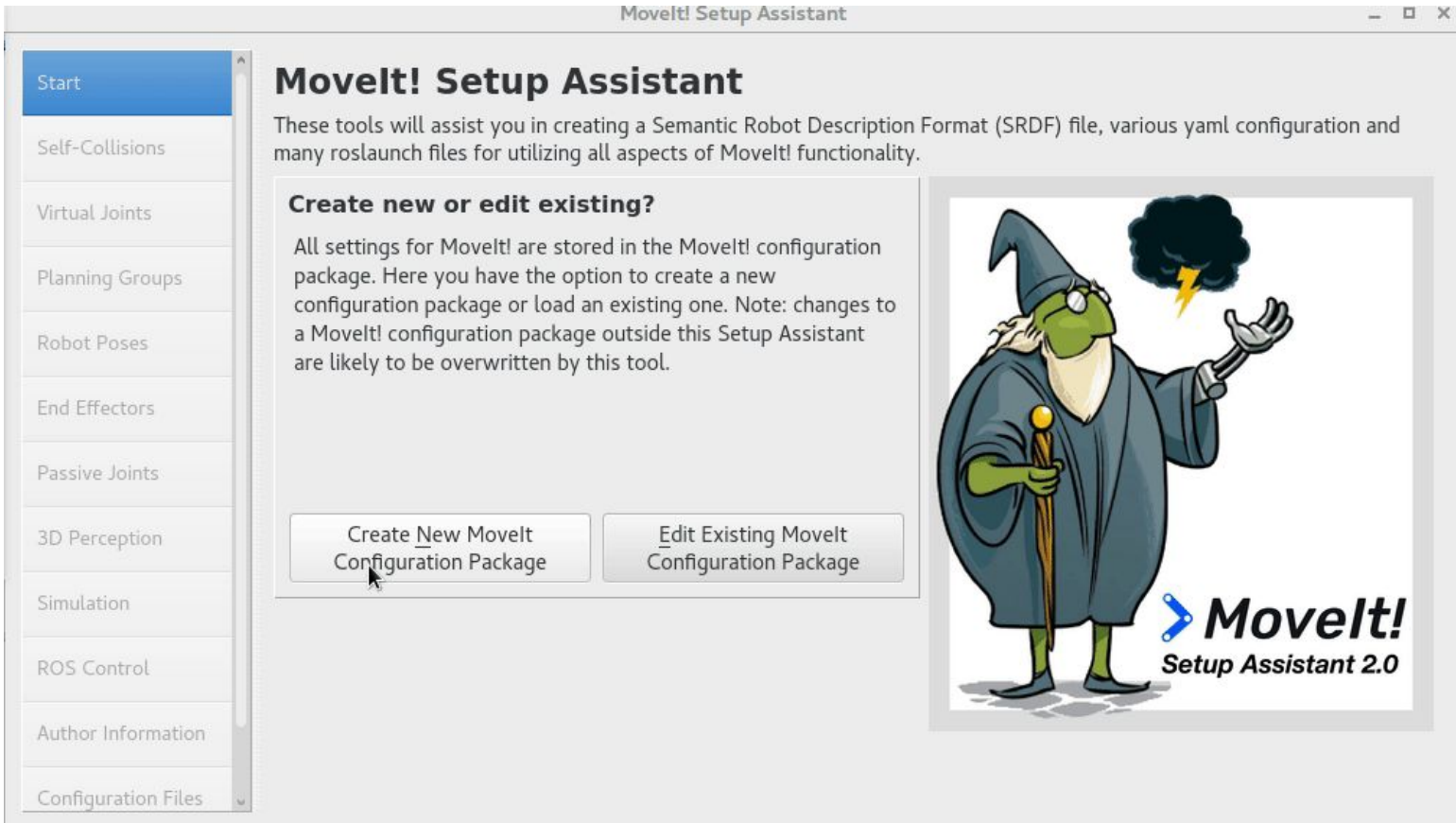
The screenshot shows the ROS Wiki page for the 'dataspeed_pds' package. The left sidebar contains navigation links: Overview, Source (selected), Commits, Branches, Pull requests, Pipelines, Issues, and Downloads. The main content area is divided into two sections: 'Package Links' and 'Dependencies'. The 'Package Links' section includes links to the website, FAQ, Changelog, Change List, and Reviews. The 'Dependencies' section lists 4 dependencies and 11 Jenkins jobs. The right sidebar shows the 'Source' section with a table of files and their sizes and dates. Red arrows point to the 'Documented' badge, the 'Interface to the Dataspeed Inc. Power Distribution System (PDS)' text, the 'Dependencies (4)' link, and the 'dataspeed_pds.rosinstall' file in the source table.

File	Size	Date
dataspeed_pds		
dataspeed_pds_can		
dataspeed_pds_lcm		
dataspeed_pds_msgs		
dataspeed_pds_rqt		
dataspeed_pds_scripts		
.hgignore	377 B	2017-07-26
.hgtags	282 B	2018-06-29
LICENSE	1.6 KB	2018-04-12
bitbucket-pipelines.yml	2.4 KB	2018-06-28
dataspeed_pds.rosinstall	327 B	2017-07-26



Movelt Setup Assistant

Quick Setup of MoveIt



The screenshot shows the MoveIt! Setup Assistant application window. The title bar reads "MoveIt! Setup Assistant". On the left is a vertical sidebar with a list of configuration categories: Start (highlighted in blue), Self-Collisions, Virtual Joints, Planning Groups, Robot Poses, End Effectors, Passive Joints, 3D Perception, Simulation, ROS Control, Author Information, and Configuration Files. The main content area has a heading "MoveIt! Setup Assistant" and a paragraph: "These tools will assist you in creating a Semantic Robot Description Format (SRDF) file, various yaml configuration and many roslaunch files for utilizing all aspects of MoveIt! functionality." Below this is a section titled "Create new or edit existing?" with the text: "All settings for MoveIt! are stored in the MoveIt! configuration package. Here you have the option to create a new configuration package or load an existing one. Note: changes to a MoveIt! configuration package outside this Setup Assistant are likely to be overwritten by this tool." At the bottom of this section are two buttons: "Create New MoveIt Configuration Package" (with a mouse cursor over it) and "Edit Existing MoveIt Configuration Package". On the right side of the main area is a large illustration of a green-skinned wizard with a blue robe and a tall blue hat, holding a wooden staff and gesturing with his other hand. A black cloud with a yellow lightning bolt is above him. Below the illustration is the text "MoveIt! Setup Assistant 2.0" with a blue robot arm icon to the left of the word "MoveIt!".



Optimize Collision Checking

MoveIt! Setup Assistant

Optimize Self-Collision Checking

This searches for pairs of robot links that can safely be disabled from collision checking, decreasing motion planning time. These pairs are disabled when they are always in collision, never in collision, in collision in the robot's default position, or when the links are adjacent to each other on the kinematic chain. Sampling density specifies how many random robot positions to check for self collision.

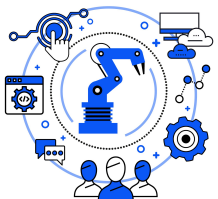
Sampling Density: Low High 100000

Min. collisions for "always"-colliding pairs: 95%

	panda_link0	panda_link1	panda_link2	panda_link3	panda_link4	panda_link5	panda_link6	panda_link7	panda_hand	panda_leftfinger	panda_rightfinger
panda_link0	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
panda_link1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
panda_link2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
panda_link3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
panda_link4	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
panda_link5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
panda_link6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
panda_link7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
panda_hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

link name filter linear view matrix view

Specify Metadata



- Planning Groups
- Robot Poses
- End Effectors
- Passive Joints
- Virtual Joints

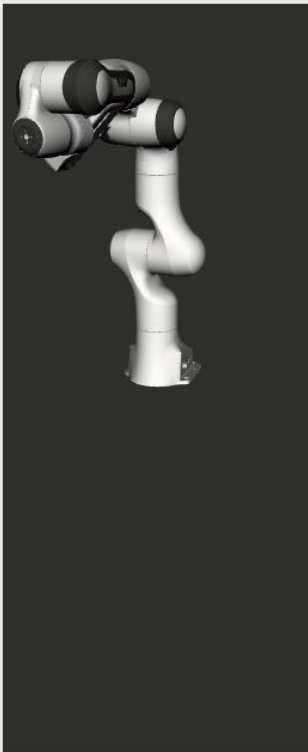
Movel! Setup Assistant

Define Virtual Joints

Create a virtual joint between a robot link and an external frame of reference (considered fixed with respect to the robot).

	Virtual Joint Name	Child Link	Parent Frame	Type
1	virtual_joint	panda_link0	world	fixed

Edit Selected Delete Selected Add Virtual Joint





MoveIt Setup Assistant 2.0

Special thanks to Mohammad El Khzragy, Open Robotics, and GSoC

Auto-configure Depth Sensors



MoveIt! Setup Assistant

Start

Self-Collisions

Virtual Joints

Planning Groups

Robot Poses

End Effectors

Passive Joints

3D Perception

Simulation

ROS Control

Author Information

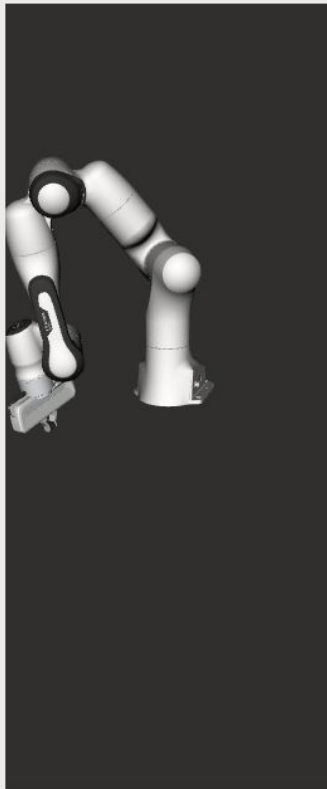
Configuration Files

Setup 3D Perception Sensors

Configure your 3D sensors to work with MoveIt! Please see [Perception Documentation](#) for more details.

Optionally choose a type of 3D sensor plugin to configure:

None



Setup Gazebo Simulation Integration



Movel! Setup Assistant

Simulate With Gazebo

The following tool will auto-generate the URDF changes needed for Gazebo compatibility with ROSControl and Movel!. The needed changes are shown in green.

You can run the following command to quickly find the necessary URDF file to edit:

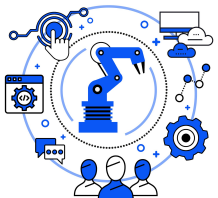
```
roscd franka_description
```

[Generate URDF](#)



The image shows a screenshot of the Movel! Setup Assistant window. The window title is "Movel! Setup Assistant". On the left is a sidebar menu with the following items: Start, Self-Collisions, Virtual Joints, Planning Groups, Robot Poses, End Effectors, Passive Joints, 3D Perception, Simulation (highlighted in blue), ROS Control, Author Information, and Configuration Files. The main content area is titled "Simulate With Gazebo" and contains the following text: "The following tool will auto-generate the URDF changes needed for Gazebo compatibility with ROSControl and Movel!. The needed changes are shown in green." Below this is a text box containing the command "roscd franka_description". Underneath the text box is a button labeled "Generate URDF" with a mouse cursor hovering over it. On the right side of the window is a vertical panel showing a 3D rendering of a white and black Franka Emika Panda robot arm.

Setup ROS Control



Movel! Setup Assistant

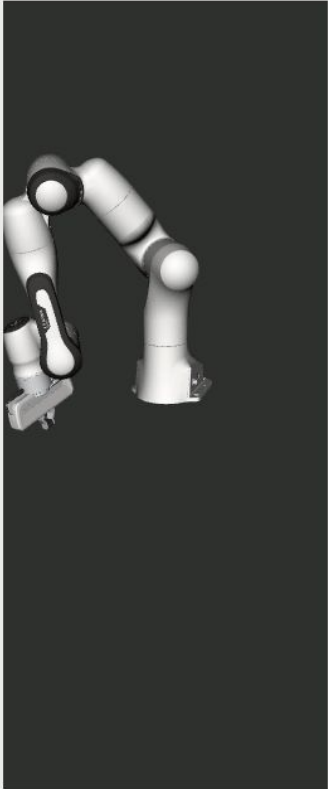
Setup ROS Controllers

Configure Movel! to work with ROS Control to control the robot's physical hardware

Auto Add FollowJointsTrajectory Controllers For Each Planning Group

Controller	Controller Type
------------	-----------------

[Expand All](#) [Collapse All](#)



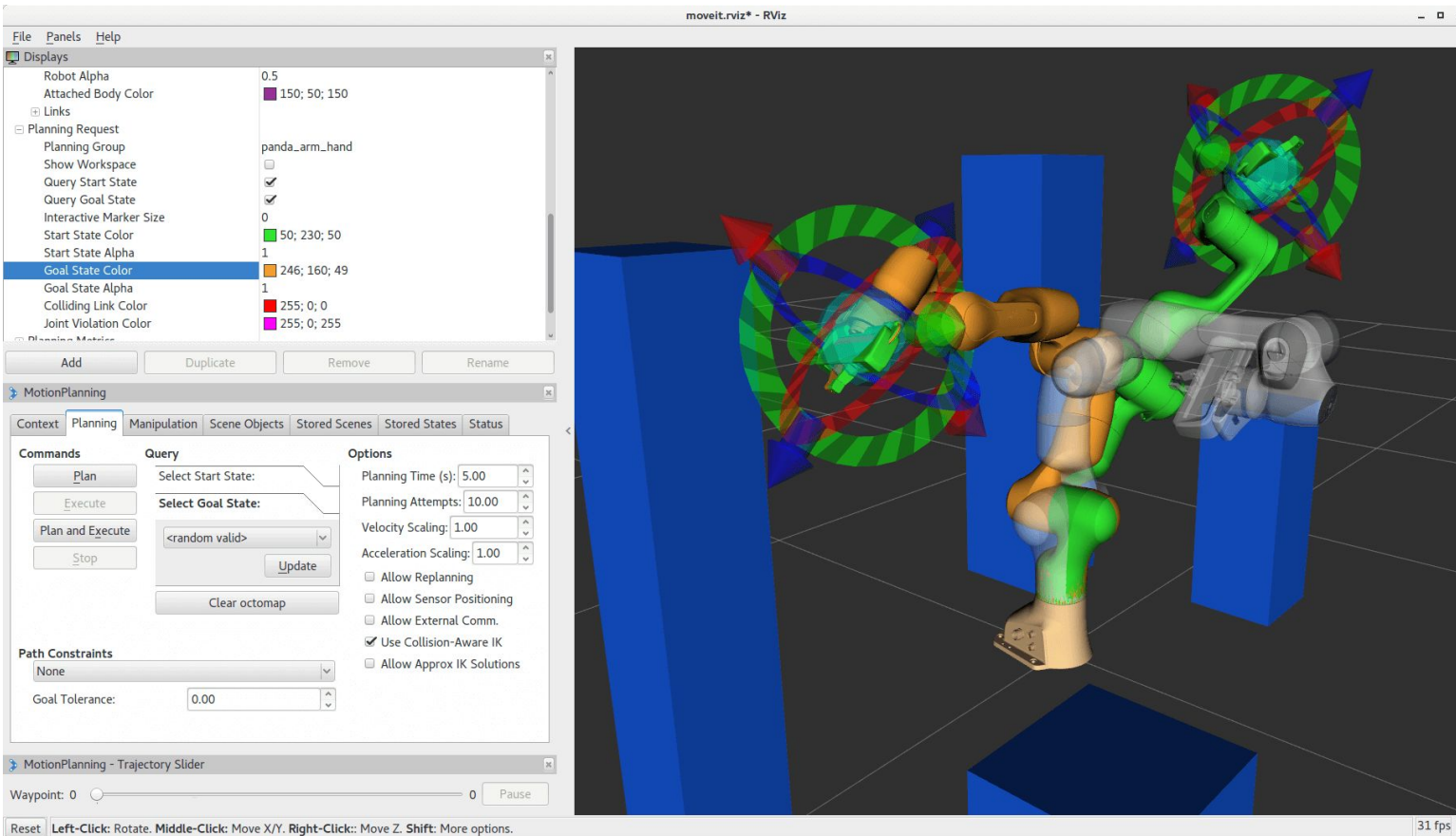
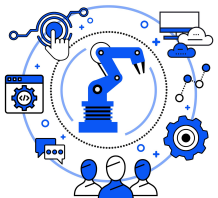


MoveIt



Hello World

Generated Quick Start Demo



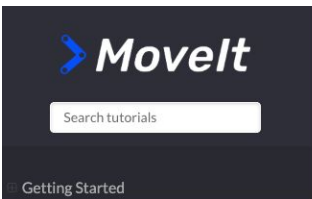
The screenshot displays the MoveIt! RViz interface. The main 3D view shows a robot arm with a green and orange body, positioned in a workspace with several blue rectangular obstacles. The robot's end effector is surrounded by a green and red striped circular area, indicating a planned path or workspace. The interface includes several panels:

- Displays:** A list of visual elements and their properties. The 'Goal State Color' is highlighted in blue.
- MotionPlanning:** A panel with tabs for 'Planning', 'Manipulation', 'Scene Objects', 'Stored Scenes', 'Stored States', and 'Status'. The 'Planning' tab is active, showing 'Commands' (Plan, Execute, Plan and Execute, Stop), 'Query' (Select Start State, Select Goal State, Update, Clear octomap), and 'Options' (Planning Time, Attempts, Velocity Scaling, Acceleration Scaling, and checkboxes for Allow Replanning, Allow Sensor Positioning, Allow External Comm., Use Collision-Aware IK, and Allow Approx IK Solutions).
- MotionPlanning - Trajectory Slider:** A slider for 'Waypoint: 0' with a 'Pause' button.

At the bottom, a legend indicates: **Reset** Left-Click: Rotate. Middle-Click: Move X/Y. Right-Click: Move Z. Shift: More options.



New MoveIt Tutorials



Getting Started

- MoveIt Quickstart in RViz
- Getting Started
 - Step 1: Launch the Demo and Configure the Plugin
 - Step 2: Play with the Visualized Robots
- Step 3: Interact with the Panda
- Step 4: Use Motion Planning with the Panda
- Next Steps

- Move Group C++ Interface
- Move Group Python Interface
- MoveIt Commander Scripting
- Robot Model and Robot State
- Planning Scene
- Planning Scene ROS API
- Motion Planning API
- Motion Planning Pipeline
- Visualizing Collisions
- Time Parameterization
- Planning with Approximated Constraint Manifolds
- Pick and Place

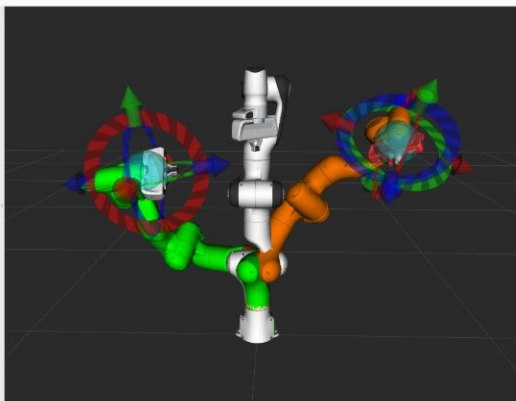
MoveIt » Tutorials » MoveIt Quickstart in RViz

[Edit on GitHub](#)

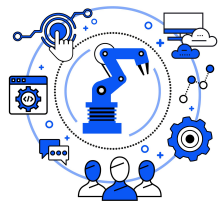
Tutorials Version: Master

This is the latest version, which is actively developed. For beginners, we recommend the stable [ROS Melodic tutorials](#).

MoveIt Quickstart in RViz



This tutorial will quickly get you motion planning using MoveIt via RViz and the MoveIt plugin. RViz is the primary visualizer in ROS and an incredibly useful tool for debugging robotics. The MoveIt RViz plugin allows you to setup virtual environments (scenes), create start and goal states for the robot interactively, test various motion planners, and visualize the output. Let's go!



Conclusion

- Robot software is hard
- Make your software easier to use
- Apply the entry barrier design principles
- By building a community around your software, the software gets better
- The MoveIt Setup Assistant is a good example