

# ASTRA 2023 – SINAV

# INNOVATIVE SOLUTIONS FOR FAST AUTONOMOUS NAVIGATION



# SINAV STUDY

SINAV explores the domain of co-operative agents for planetary exploration, enabling faster rover navigation with the help of new onboard technologies and data provided by drones & satellites.

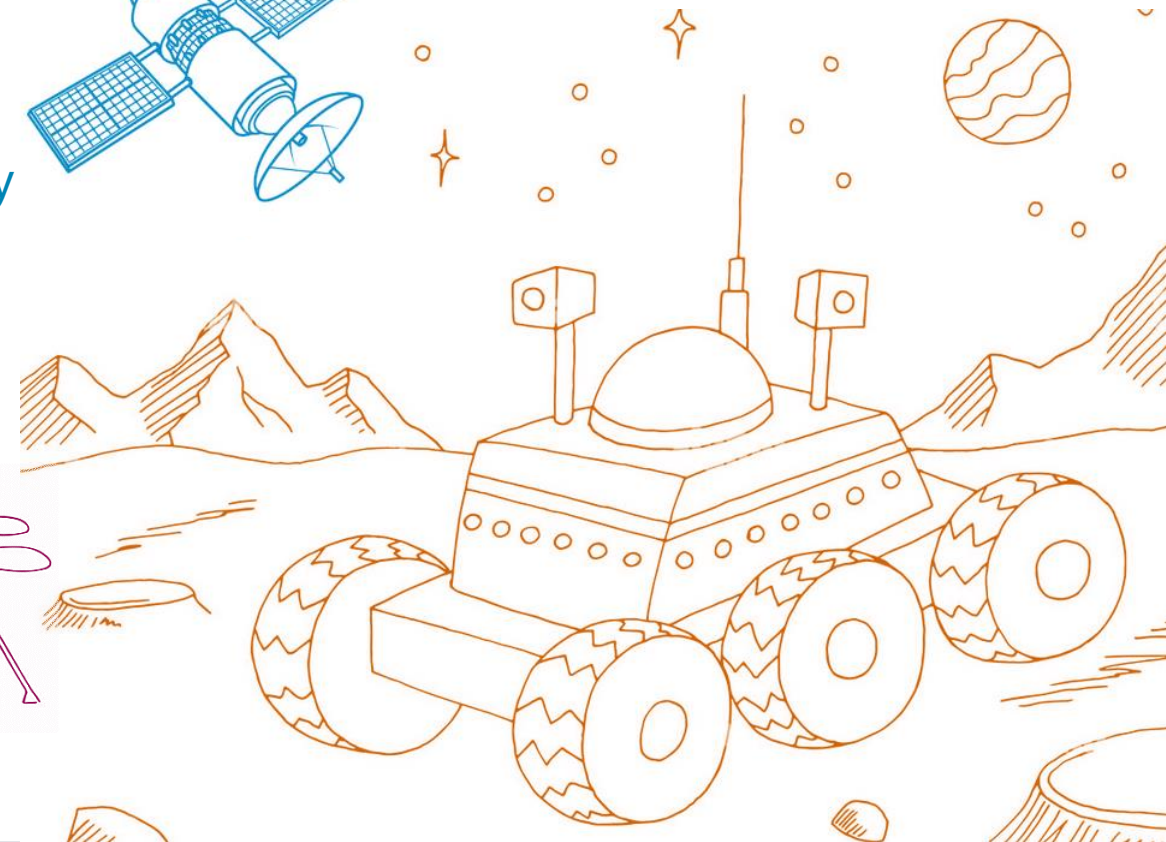
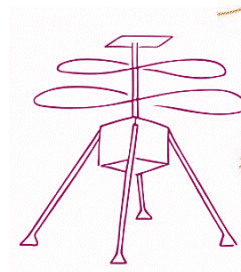
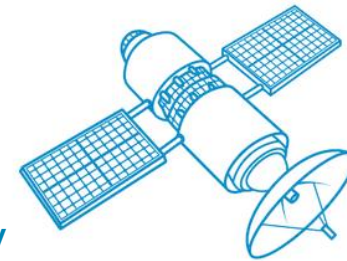
/// Co-founded by Italian Space Agency

/// ALTEC as Prime Contractor

/// TAS-I responsible for Rover Testbed & Rover Autonomy

/// Autonomous Navigation SW goals:

- ! Average linear speed greater than 6 cm/s
- ! Navigation in dark & shadowed environments
  - Active sensors
- ! Continuous navigation
  - Replanning



# HW PLATFORM - VEHICLE

/// SINAV Rover Testbed is a custom robotic platform, based on a COTS MobileRobots Seekur Jr.

/// Retrofitted with:

- ! Intel Mainboard + Nvidia Jetson Xavier
- ! High capacity LiFePo battery
- ! Direct control of factory actuators (via CANopen)
- ! Networking (internal GigE switch + AirMax PtP wireless link)

/// Skid-steered robot:

- ! Simple to control (SINAV is not a locomotion study!)
- ! Difficult to track (wheel odometry from slipping wheels...)



# HW PLATFORMS - SENSORS

## /// Stereolabs ZED 2i Stereo Camera

- / Passive sensor, used in daylight conditions
- / SDK outputs:
  - 3D Point Clouds (PC) – also as 2D Depth Images
  - Visual Odometry (VO)



## /// Lucid Vision Helios 2+ ToF (Time of Flight) Camera

- / Active sensor(s), used in dark conditions
- / Sensor outputs:
  - 3D Point Clouds (PC) – also as 2D Depth Images

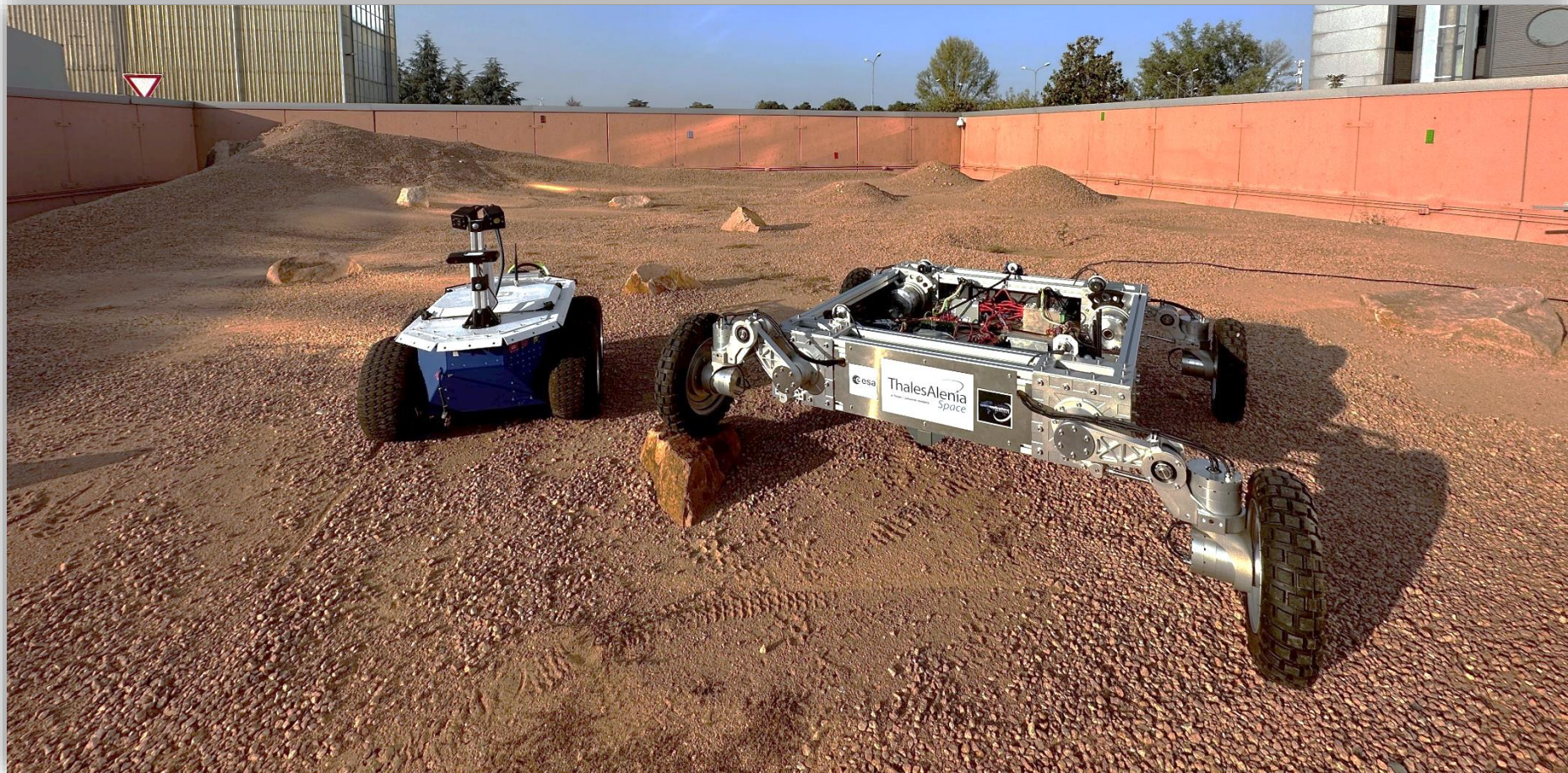


## /// Movella Xsens 620 VRU (Vertical Reference Unit)

- / 3 DoF accelerometers
- / 3 DoF gyroscopes
- / NO magnetometer



# ROXY FACILITY



/// TAS-I Rover eXploration facility (RoXY) – 500m<sup>2</sup> outdoor area with rocks, small craters, slopes

/// Nearby offices / control center & support workshop with rapid prototyping capabilities.

# AUTONAV DEVELOPMENT

SINAV AutoNav leverages open-source libraries and tools at its core.

/// TAS-I Robotic R&D Team uses **C++** ROS 2 Framework in every major TRL  $\leq 5$  activity

/// In particular:

- ! Motion control: **ros2-canopen**
- ! Locomotion: **ros2-controls**
- ! Path planning: **nav2**
- ! Path tracking: **nav2**
- ! Localization: **robot\_localisation** / now upgrading to **fuse**

/// Certain subsystems are custom:

- ! Perception: custom HALs
- ! Mapping: **Traversability Toolkit**

# WHY ROS 2

ROS 2 is a framework abstracting common utilities useful when building complex robotic SW.

/// In particular, it was born to offer:

- / Message sending via Publish/Subscribe
- / Synchronous & Asynchronous RPCs via Services & Actions

...across a number of standalone processes even across different machines, via DDS protocol

/// Inter-Process Communication is typically slow → Granularity of efficient architectures is limited

/// But ROS 2 evolved to seamlessly support Intra-Process Communication:

- / Nodes can be written as composable components and loaded in a single process
- / Zero-copy message passing via the shared memory space
- / Note: this is not applicable for communication across different machines

# ADVANTAGES OF ROS 2

Runtime Composition and Intra-Process Communication support means that:

/// During development:

- / Nodes can be build & tested as standalone units
- / Debug is easier

/// During deploy:

- / Nodes can be composed inside a single, multi-threaded process
- / Efficiency increases

/// The developer can:

- / write & build code **one** time
- / instantiate different setups & architectures with different launch scripts
- / rely on strong separation of concerns by design
- / compose an highly concurrent architecture without explicitly using synchronization primitives



# TAS-I TRAVERSABILITY TOOLKIT

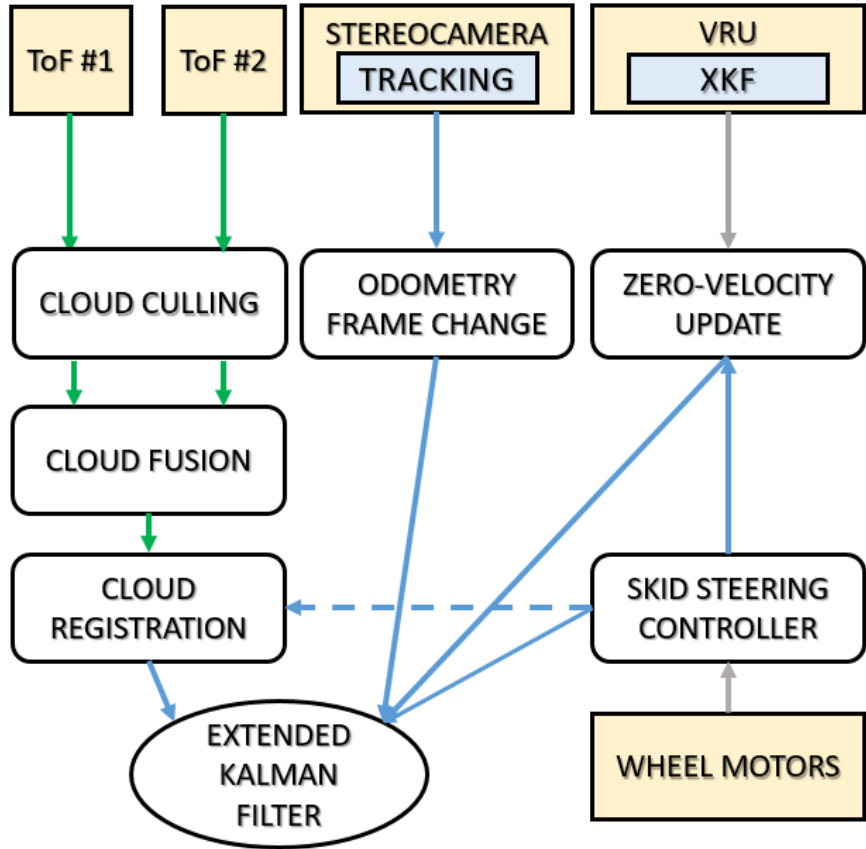
A library comprising a wide set of sources, sinks & operands implemented as ROS 2 components:

<i>CloudAligner</i>	<i>CloudToGrid</i>	<i>DepthCropper</i>	<i>NormalsViewer</i>
<i>CloudCleaner</i>	<i>CloudToImage</i>	<i>DepthLogger</i>	<i>SlopeBinary</i>
<i>CloudCuller</i>	<i>CloudToIntensity</i>	<i>DepthIntensityFilter</i>	<i>SlopeClipper</i>
<i>CloudFusion</i>	<i>CloudToLabelledMap</i>	<i>DepthToCloud</i>	<i>SlopeContours</i>
<i>CloudIntensityFilter</i>	<i>CloudToNormals</i>	<i>DepthToNormals</i>	<i>SlopeErodeDilate</i>
<i>CloudLogger</i>	<i>CloudToSlope</i>	<i>DepthViewer</i>	<i>SlopeLogger</i>
<i>CloudMuxer</i>	<i>CloudTransformer</i>	<i>GridToDem</i>	<i>SlopeServer</i>
<i>CloudPlayer</i>	<i>CloudVoxelizator</i>	<i>ImageCompressor</i>	<i>SlopeSmoother</i>
<i>CloudStitcher</i>	<i>DemLogger</i>	<i>ImageDecompressor</i>	<i>SlopeTransformer</i>
<i>CloudTagger</i>	<i>DemServer</i>	<i>ImageViewer</i>	<i>SlopeTrimmer</i>
<i>CloudToDepth</i>	<i>DemToGrid</i>	<i>NormalsRefiner</i>	<i>SlopeWalls</i>

/// It comprises utilities to work with (or convert between):

- / Point Clouds (also with surface normals and intensity)
- / Depth Maps
- / Images
- / Digital Elevation Maps
- / Traversability maps (encoding slopes, obstacles...)

# LOCALIZATION



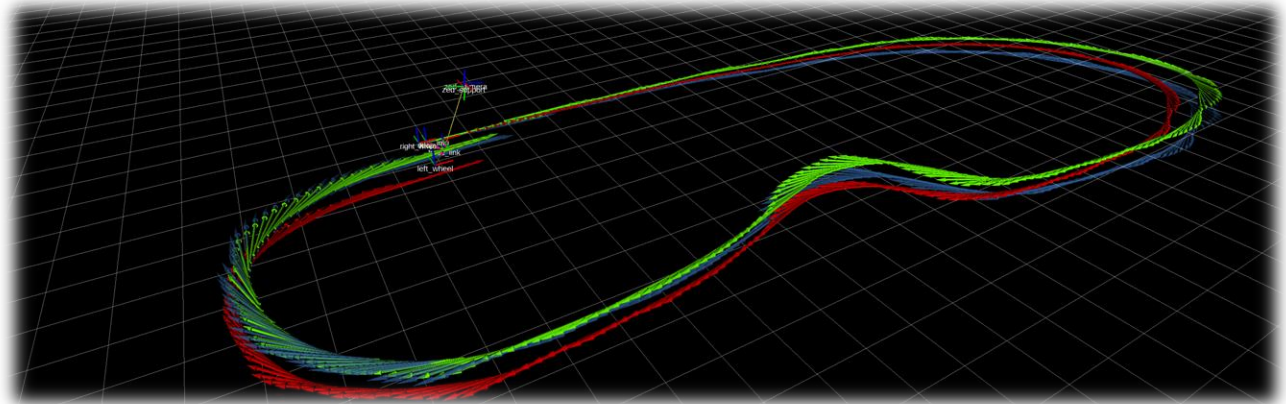
/// Relative localization only, without magnetometer & GNSS

/// An EKF fuses three sources:

- /// Visual Odometry
- /// Inertial measurements
- /// Mechanical Odometry

/// Zero Velocity Update is implemented on VRU:

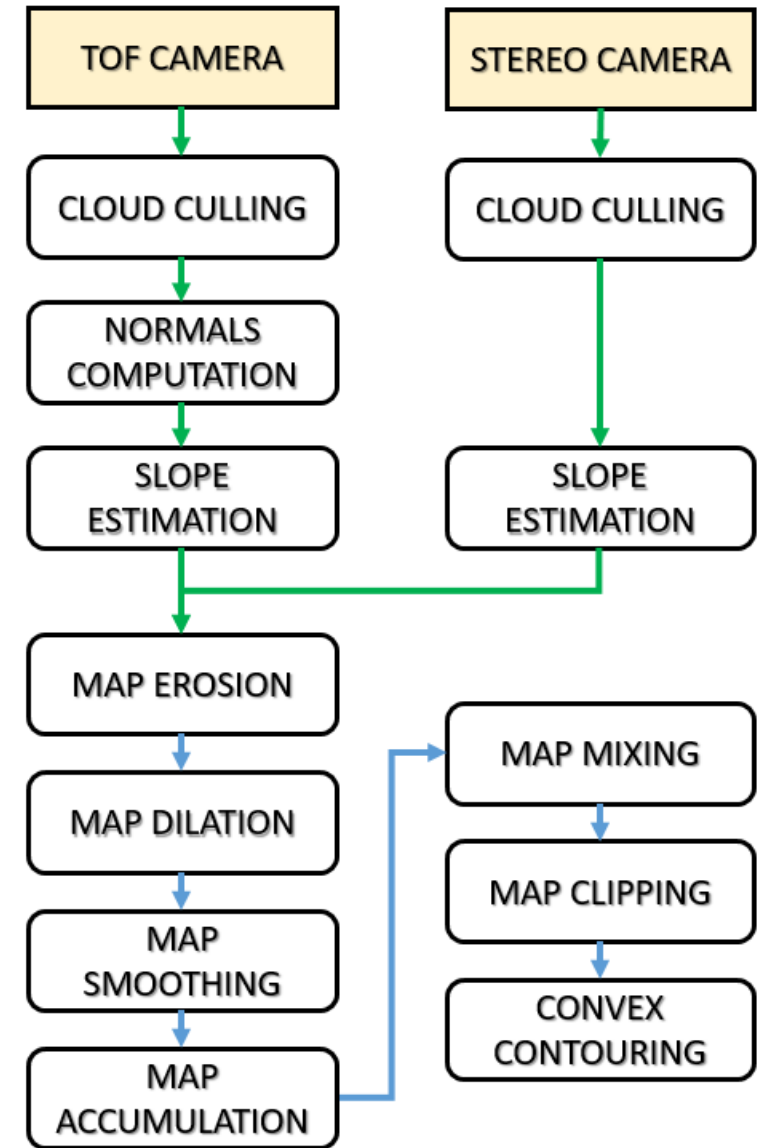
- /// To suppress VRU drift due to absence of magnetometer
- /// When the rover is steady, lock the yaw angle by subtracting the drift



# MAPPING: TRAVERSABILITY TOOLKIT SETUP

/// Pipelined execution of filtering and transformation stages:

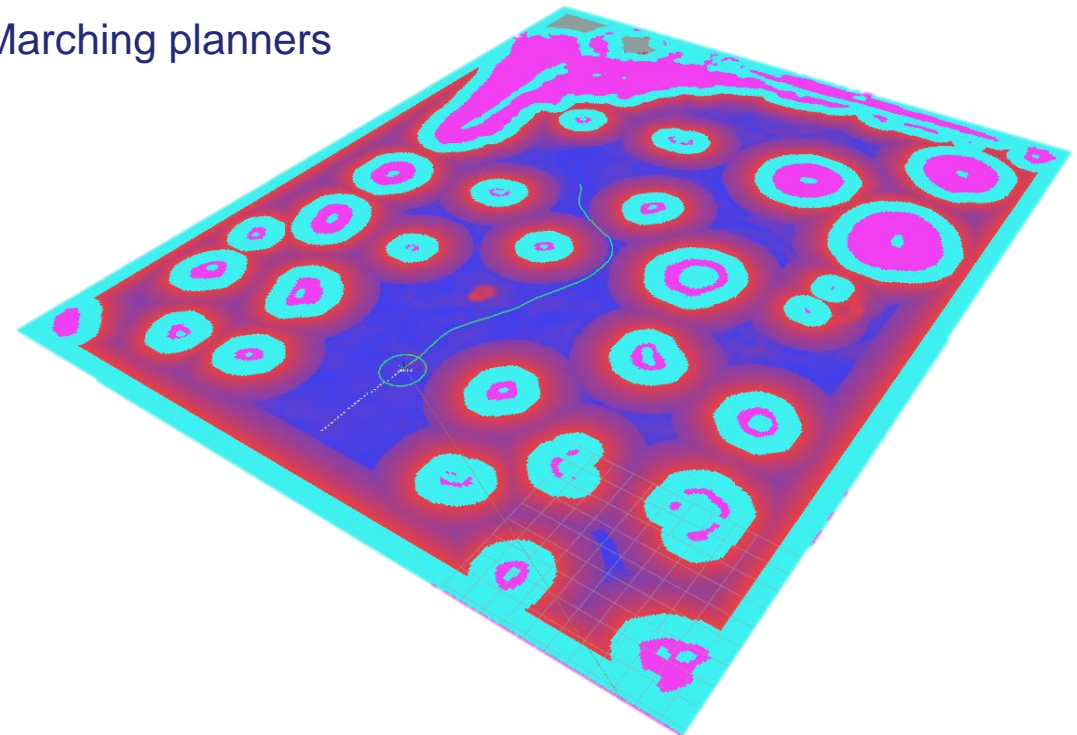
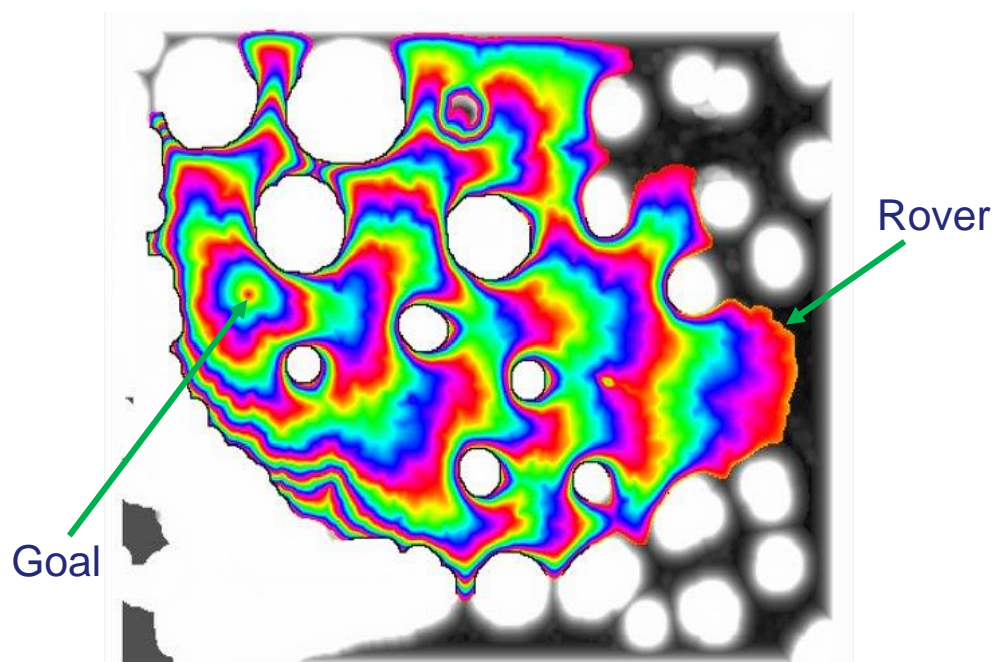
- / Input: *structured* Point Clouds
- / Points belonging to the border of the sensor are discarded
  - “Frustum culling” discards points with potential distortion due to imprecise calibration
- / Normals to each point are computed (if not provided by sensor SDK)
  - Algorithm complexity is reduced by spatial locality of nearby points in memory
- / Points are binned on a 2D grid, average slope and height are computed
  - SINAV does not rely on DEMs but only Slopes Maps
- / 2D slope info is scaled between absolute values (-1, 100)
  - This is a traversability map
- / Map is filtered via erosion, dilation (salt & pepper noise removal) and smoothed
- / Subsequent map updated are merged
- / Different kind of semantic maps can be overlaid and mixed
- / Value clipping is done to enhance “free” and “obstacle” levels
- / Obstacles are contoured to discard cul-de-sac topologies



# PLANNING: SHIFTED GRID FAST MARCHING

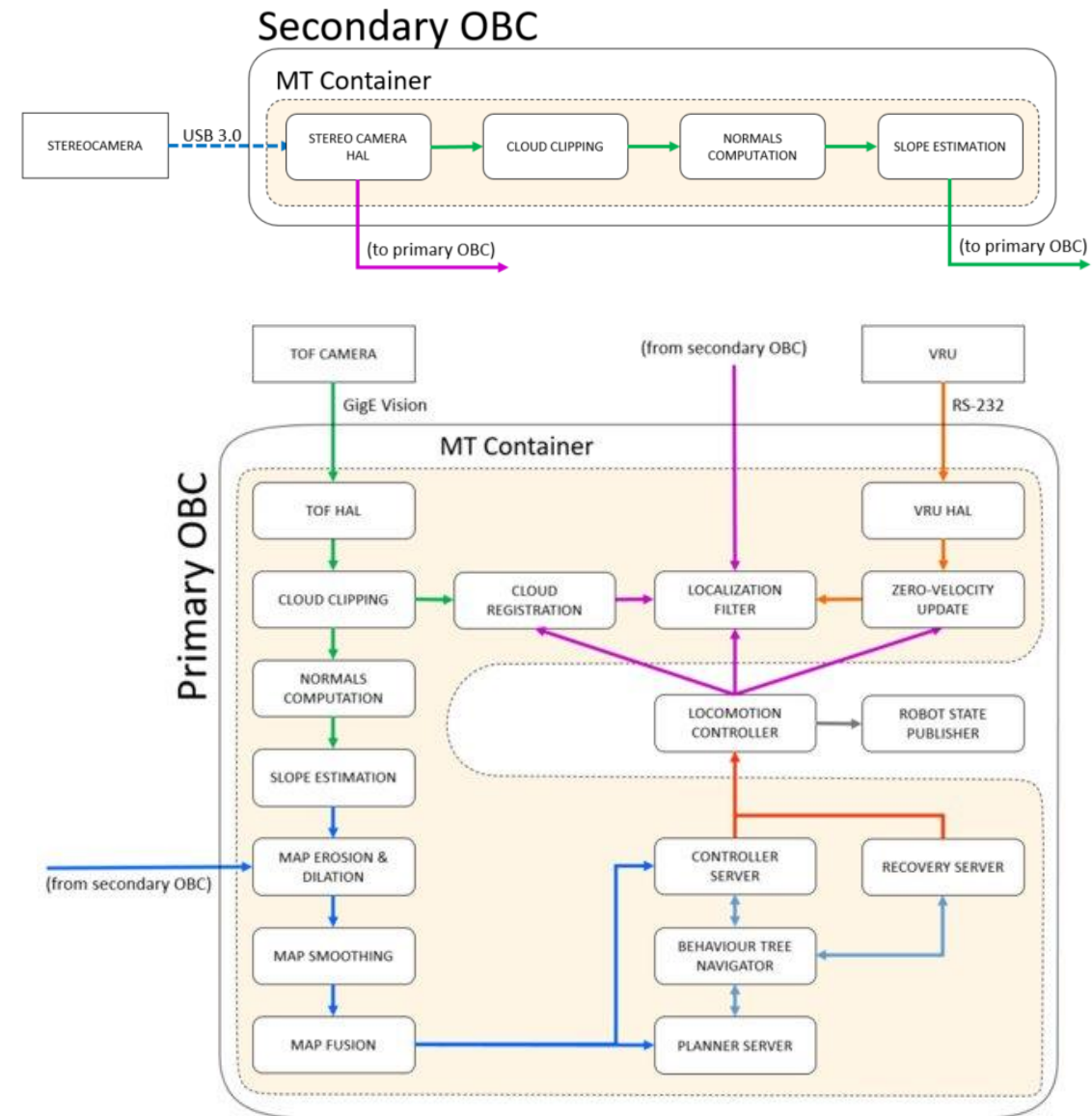
## /// Simplification of Field D\* (NASA replanner for MER rovers)

- Starting from the Goal Point, a frontier is propagated “like a wave”, and the speed of propagation is regulated by the traversability score of the map in each cell.
- The propagation stops whenever the rover position is met.
- The path with the lowest cost is then computed by gradient descent and sent to the controller.
- This FD\* optimization come from the observed dualism with Fast Marching planners



# DISTRIBUTED ARCHITECTURE ISSUES

- /// Intra-process communication not possible across multiple networked machines
- /// The designer must partition tasks so that the data exchange among the different machines is limited
  - ! e.g. Better not to transfer Point Clouds, Depth Maps are better
- /// DDS protocol instantiates N\*N links between each resource (publisher, subscriber) on the network
  - ! By default, it also uses multicast
- /// Zenoh bridges were deployed to use Zenoh among the different machines instead of DDS
  - ! Reduced bandwidth, jitter & packet loss
- /// Next ROS 2 release will include Zenoh as an official alternative to DDS
  - ! Other RMW layers may be implemented to cope with existing (Space-graded) data transfer protocols/frameworks

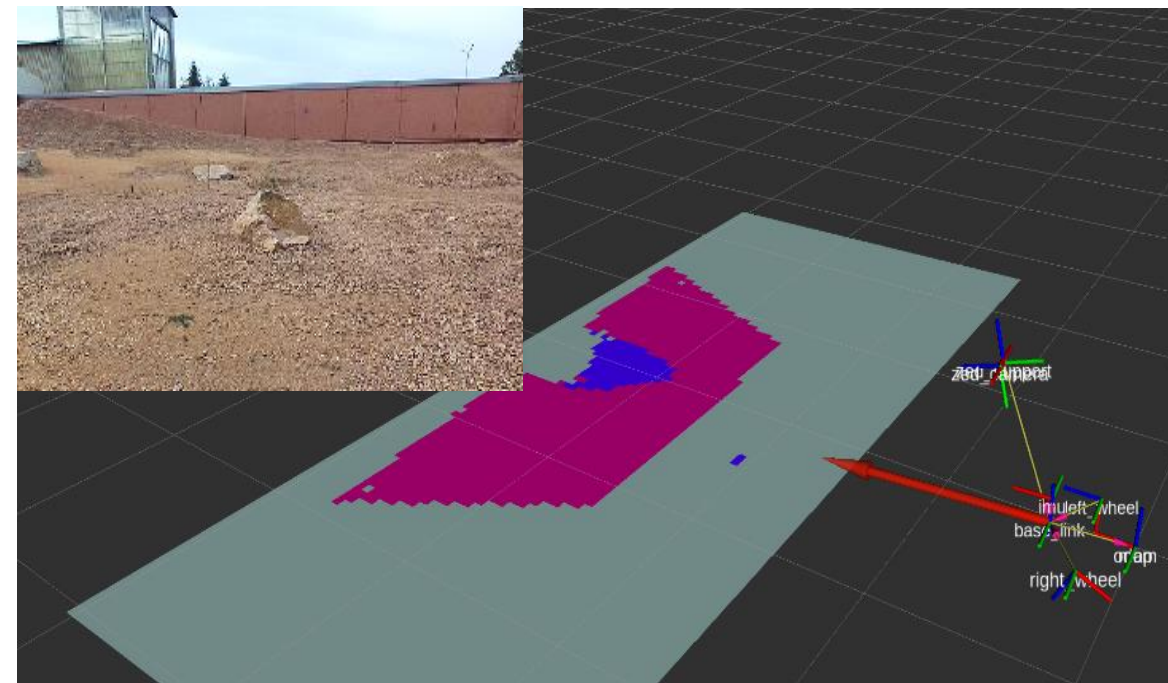
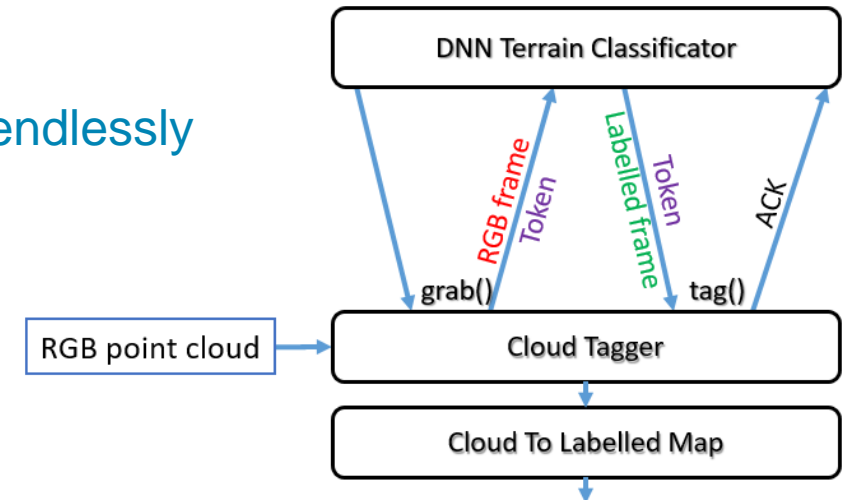


# AI INTEGRATION

/// The flexibility of the ROS 2 – based framework allows to extend it endlessly

/// Example - to inject DL-based online terrain segmentation:

- ! A Tagger component is composed to the stack
- ! DL client request RGB frame from the Point Cloud
- ! The Tagger extracts the RGB frame and replies
- ! The Tagger stores the associated Point Cloud
- ! DL client sends back a level map with classified pixels
- ! The Tagger component adds this info to the Point Cloud
- ! The tagged Point Cloud is released downstream
- ! Another component applies grid binning to obtain the **semantic map**



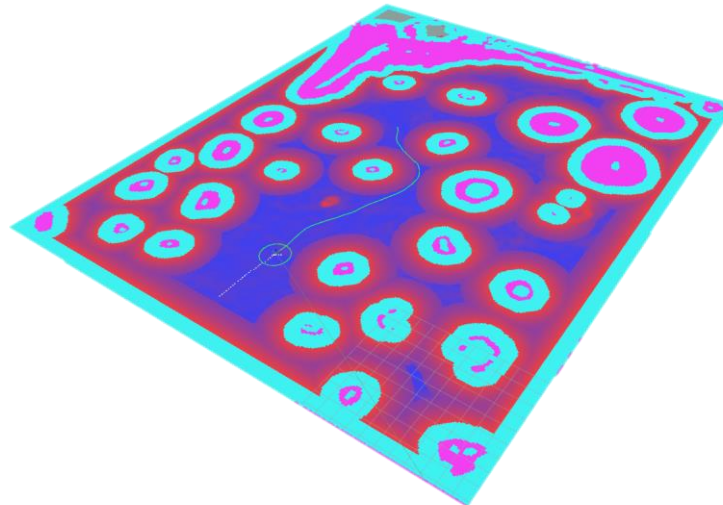
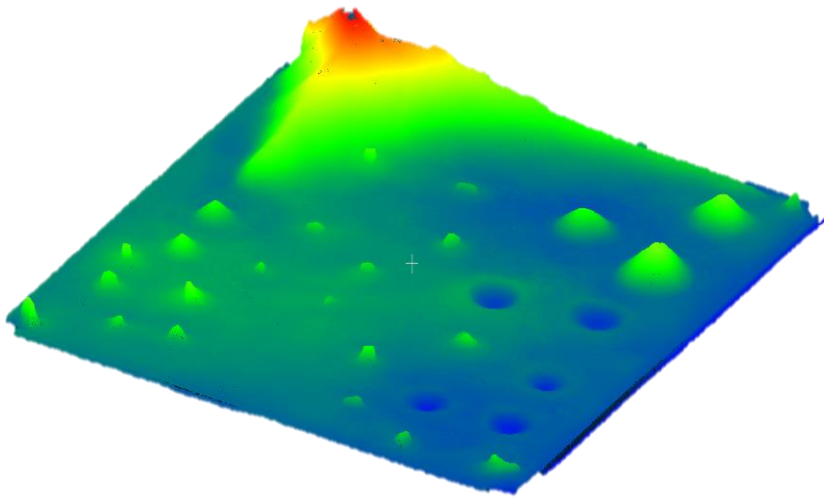
# SIMULATION ASSETS

## /// Closed-loop kinematic simulation:

- ! To validate mapping, planning, tracking
- ! Two variants: map known beforehand, map unknown beforehand

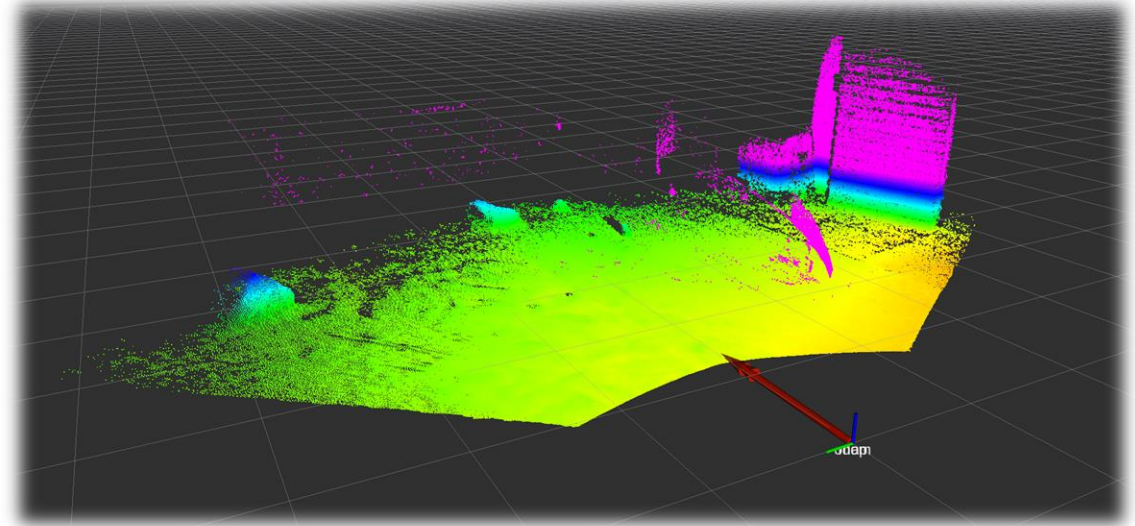
## /// Closed loop dynamic simulation:

- ! To validate localization and end-to-end solution, simulating sensor behaviour



# ACTIVE SENSOR MODE TEST

The integration of the active ToF sensors has been tested in the night case.



The 2 cameras can generate a very dense point cloud of the rovers' surroundings even in no-light condition.

However, visual odometry implemented without color-space descriptors is more prone to errors.



# ACHIEVED PERFORMANCES

## /// AutoNav Configuration:

- /// Map grid tiles: 5 cm<sup>2</sup>
- /// Stereo Camera resolution: 1280 x 720
- /// ToF Camera resolution (x2): 640 x 480
- /// Max slope: 15°
- /// Smoothing kernel size: 7
- /// Map level clipping: 40(free) – 85(obstacle)

/// Navigation speed (day): 10 cm/s

/// Odometry drift (day): 10 cm / 100 m

- /// w/o loop closure

/// Navigation speed (night): 10 cm/s

/// Odometry drift (night): 25 cm / 100 m

- /// w/o loop closure



# FUTURE WORK

/// TAS-I plans to evolve its AutoNav to allow deployment on more complex locomotion platforms:

- /// EMRS (and future iterations) offer multiple types of locomotion maneuvers
- /// EMRS (and future iterations) offer the ability to transit above obstacle of limited height

/// Profiling and optimization targeting space-graded avionics

/// Development of analogous space-graded sensors

/// Participation to Space ROS community:

- /// To align with its static analysis best practices, boost ROS 2 maturity and enable reuse in future projects



## THANKS FOR YOUR ATTENTION!