

# Converting 3D Point Cloud Data into 2D Occupancy Grids suitable for Robot Applications

Jacob Huesman

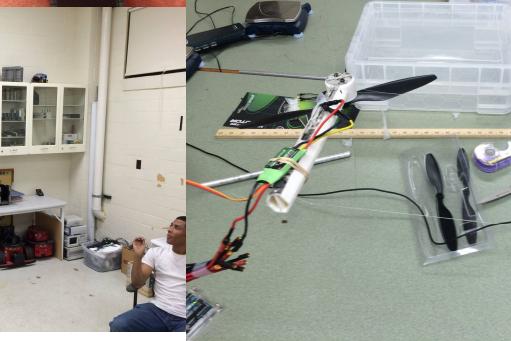
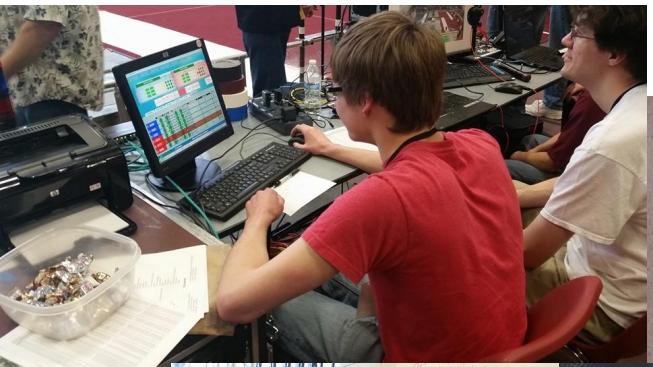


# BISON

ROBOTICS







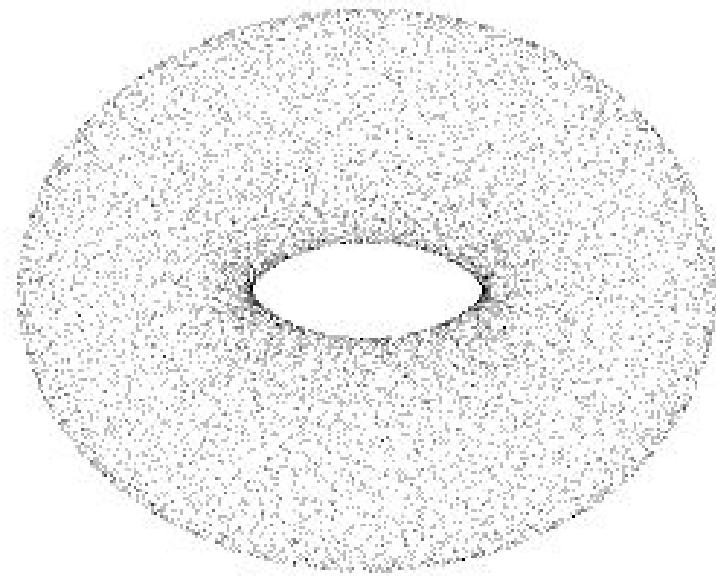
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ROS

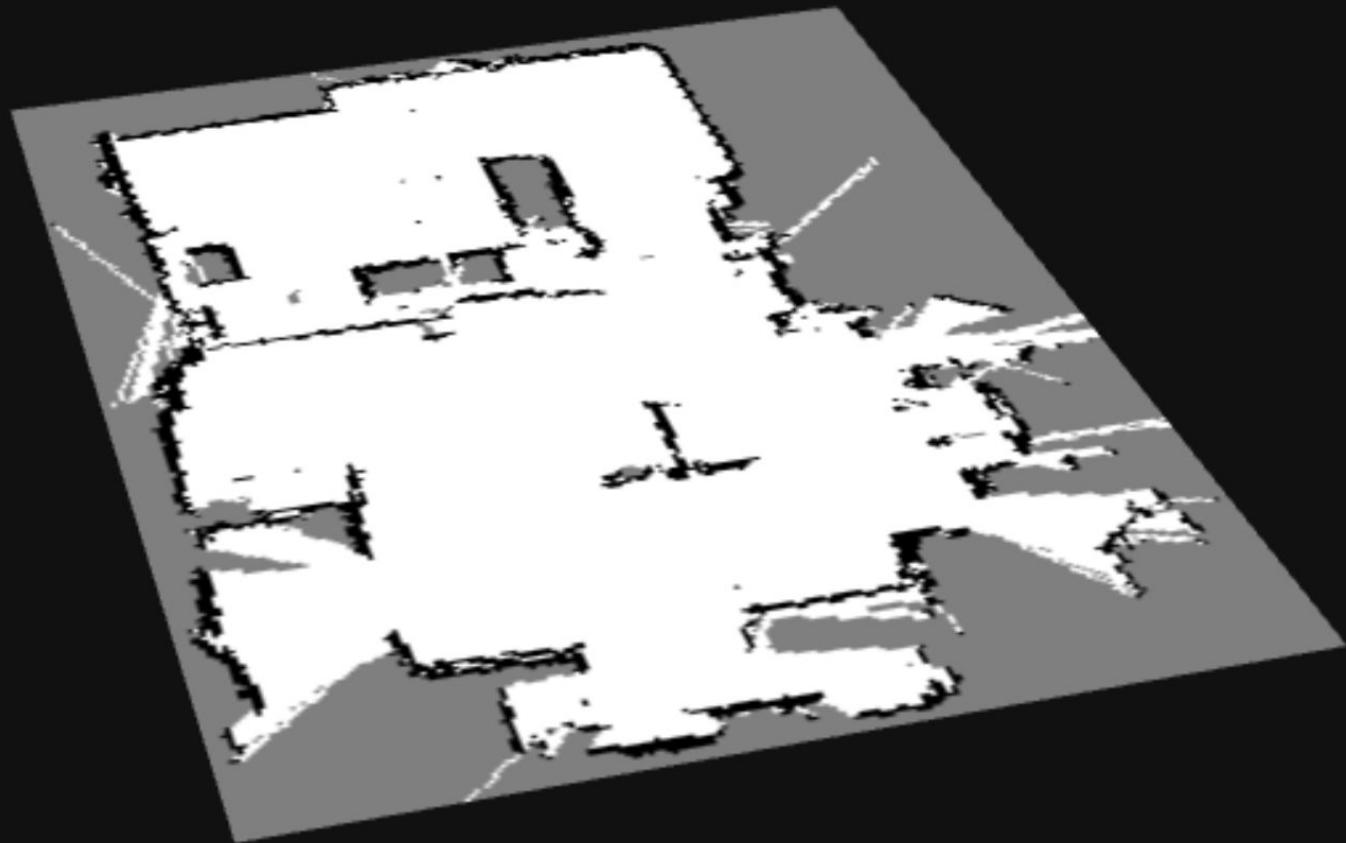






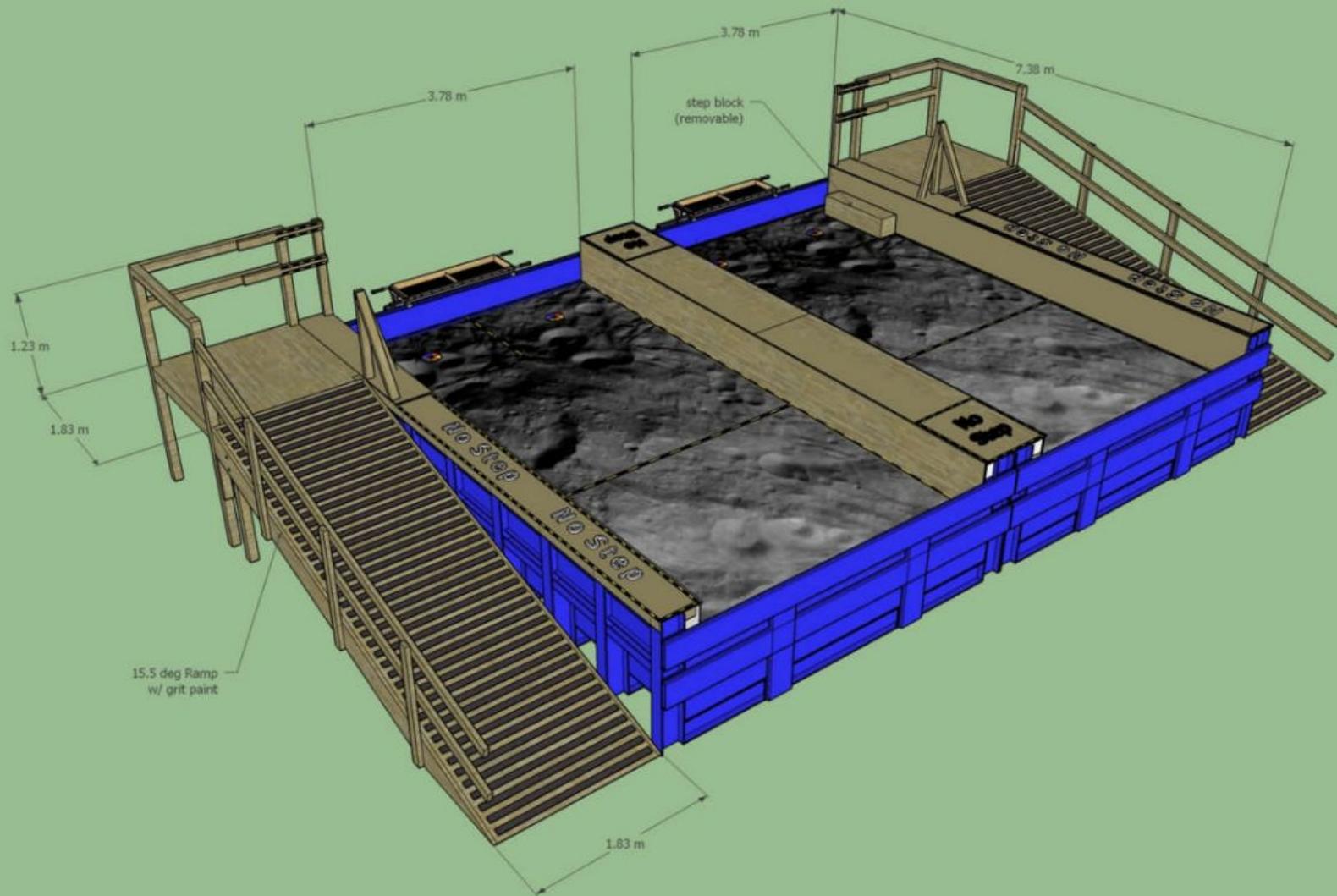
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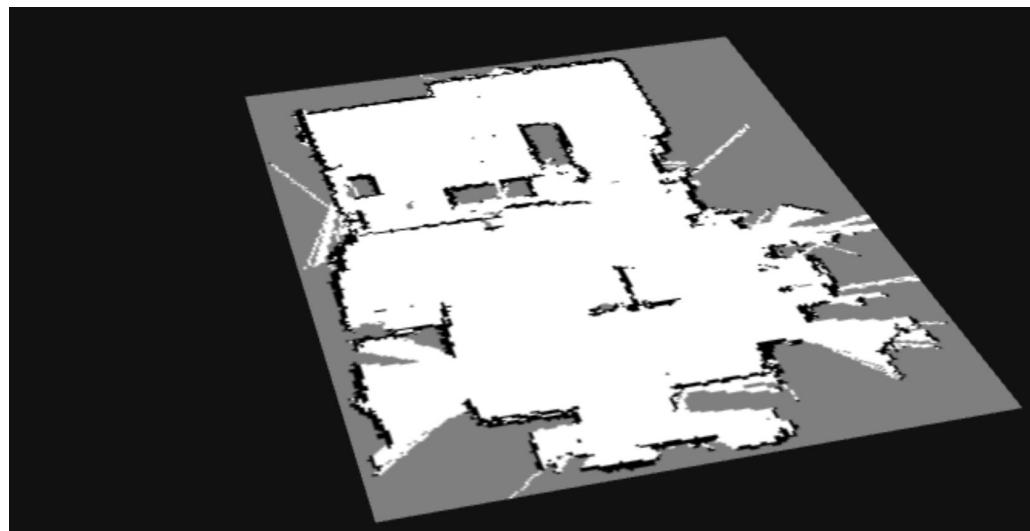
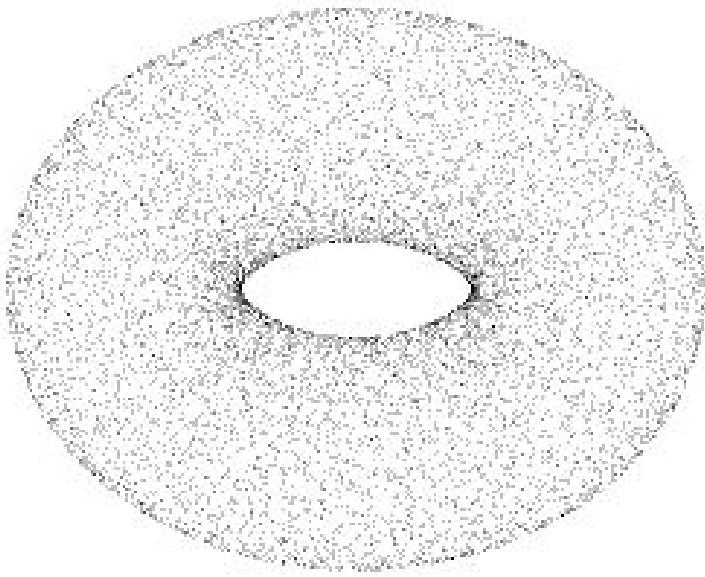


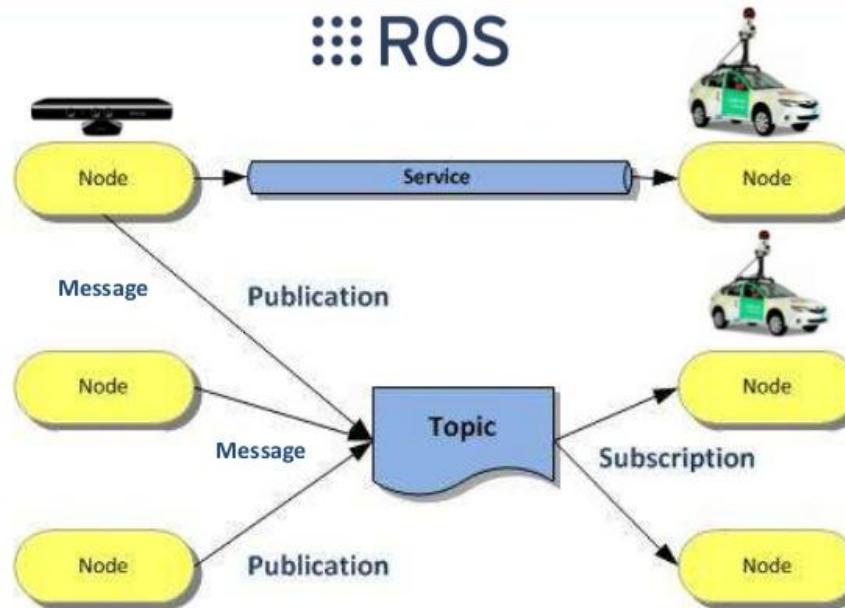


**NORTH DAKOTA**



**SPACE GRANT CONSORTIUM**



 ROS

55.74190000 77.90000000 4.15650000 246 246 246

55.74190000 77.90000000 4.15610000 246 246 246

55.74190000 77.90000000 4.15570000 246 246 246

55.74190000 77.90000000 4.15580000 245 245 245

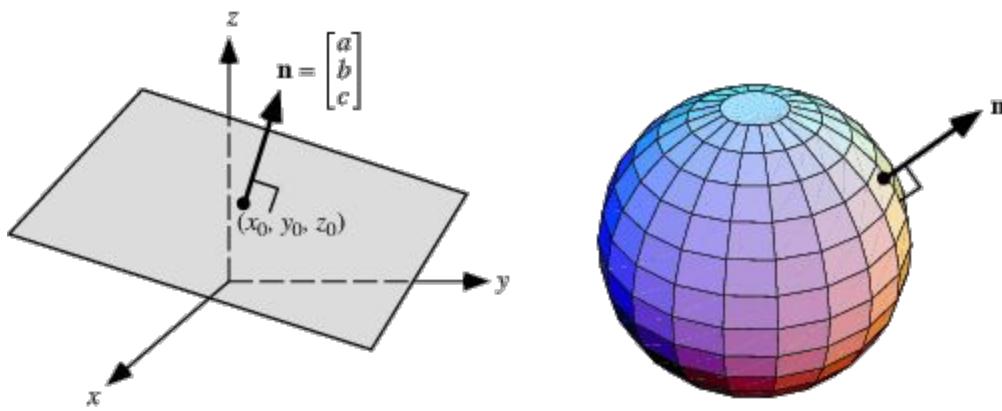
55.74190000 77.90000000 4.15580000 246 246 246

55.74190000 77.90000000 4.15590000 246 246 246

55.74190000 77.90000000 4.15550000 245 245 245

55.74190000 77.89990000 4.15580000 245 245 245





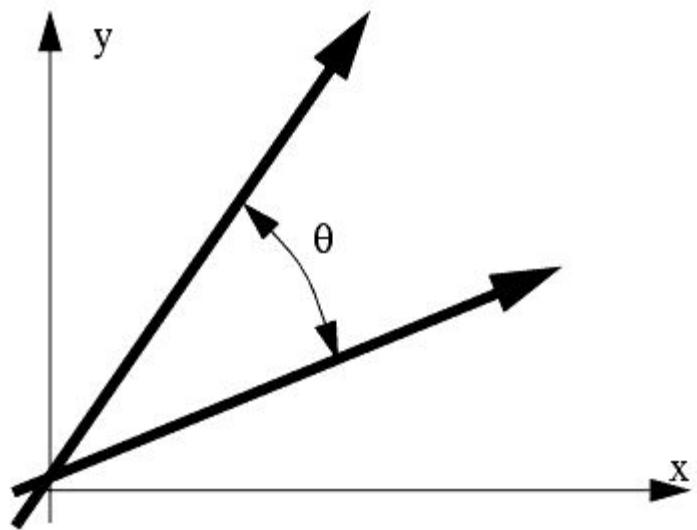
$$\vec{g} \cdot \vec{n} = |\vec{g}| |\vec{n}| \cos\theta$$

$$\theta = \arccos \left( \frac{\vec{g} \cdot \vec{n}}{|\vec{g}| |\vec{n}|} \right)$$

$$\theta = \arccos (\vec{g} \cdot \vec{n})$$

$$\theta = \arccos (g_x * n_x + g_y * n_y + g_z * n_z)$$

$$\theta = \arccos (n_z)$$



cloud\_to\_map

```
57 // -----
58 // -----Update current PointCloud if msg is received-----
59 // -----
60 void callback(const PointCloud::ConstPtr& msg) {
61   boost::unique_lock<boost::mutex>(mutex);
62   currentPC = msg;
63   newPointCloud = true;
64 }
```

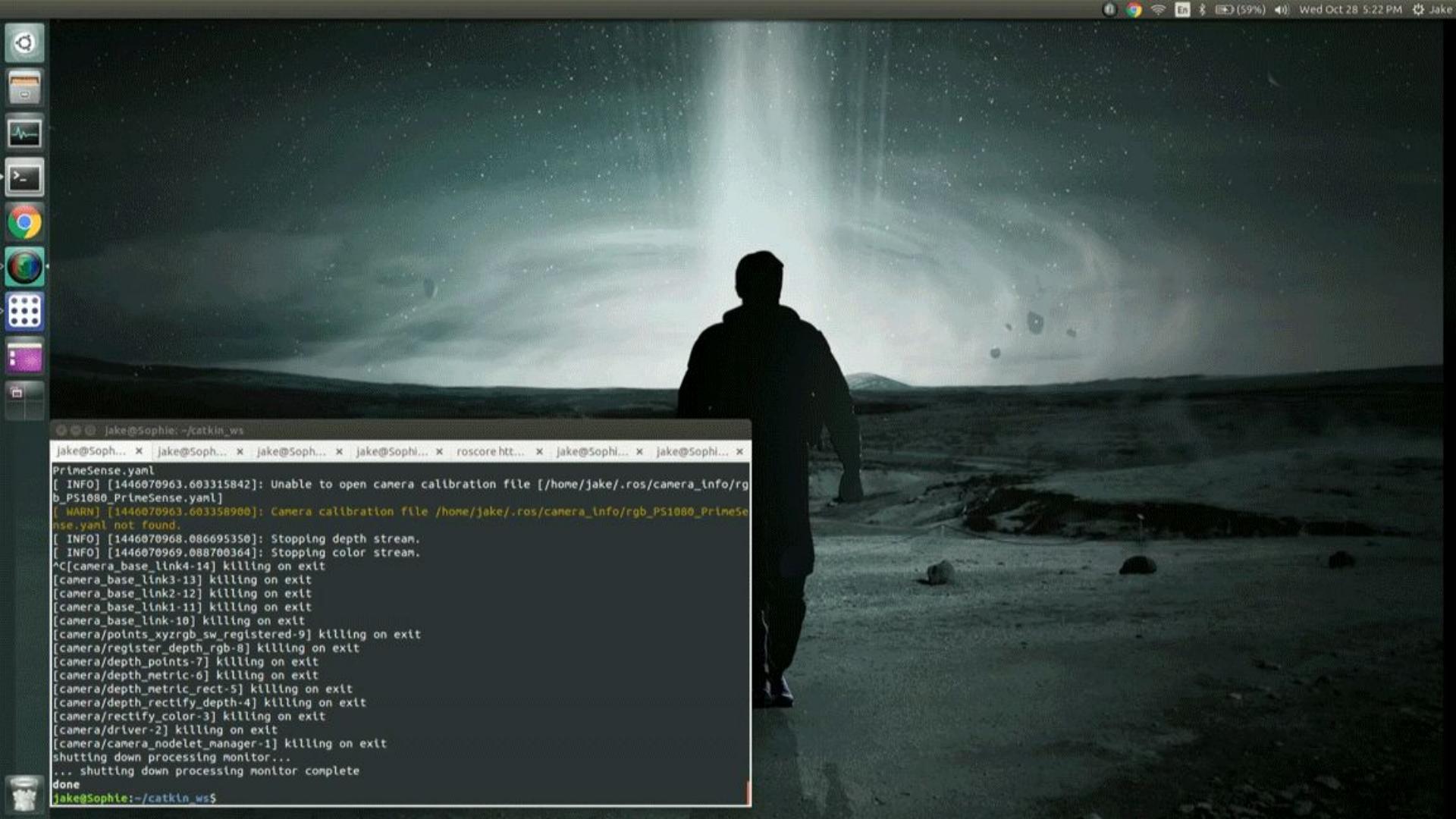
```
82 // -----
83 // -----Calculate surface normals with a search radius of 0.05-----
84 // -----
85 void calcSurfaceNormals(PointCloud::ConstPtr& cloud, pcl::PointCloud<pcl::Normal>::Ptr normals) {
86   pcl::NormalEstimation<pcl::PointXYZRGB, pcl::Normal> ne;
87   ne.setInputCloud(cloud);
88   pcl::search::KdTree<pcl::PointXYZRGB>::Ptr tree(new pcl::search::KdTree<pcl::PointXYZRGB>());
89   ne.setSearchMethod(tree);
90   ne.setRadiusSearch(param.searchRadius);
91   ne.compute(*normals);
92 }|
```

```
124 // -----
125 // -----Calculate size of Occupancy Grid-----
126 // -----
127 void calcSize(double *xMax, double *yMax, double *xMin, double *yMin) {
128     for (size_t i = 0; i < currentPC->size(); i++) {
129         double x = currentPC->points[i].x;
130         double y = currentPC->points[i].y;
131         if (*xMax < x) {
132             *xMax = x;
133         }
134         if (*xMin > x) {
135             *xMin = x;
136         }
137         if (*yMax < y) {
138             *yMax = y;
139         }
140         if (*yMin > y) {
141             *yMin = y;
142         }
143     }
144 }
```

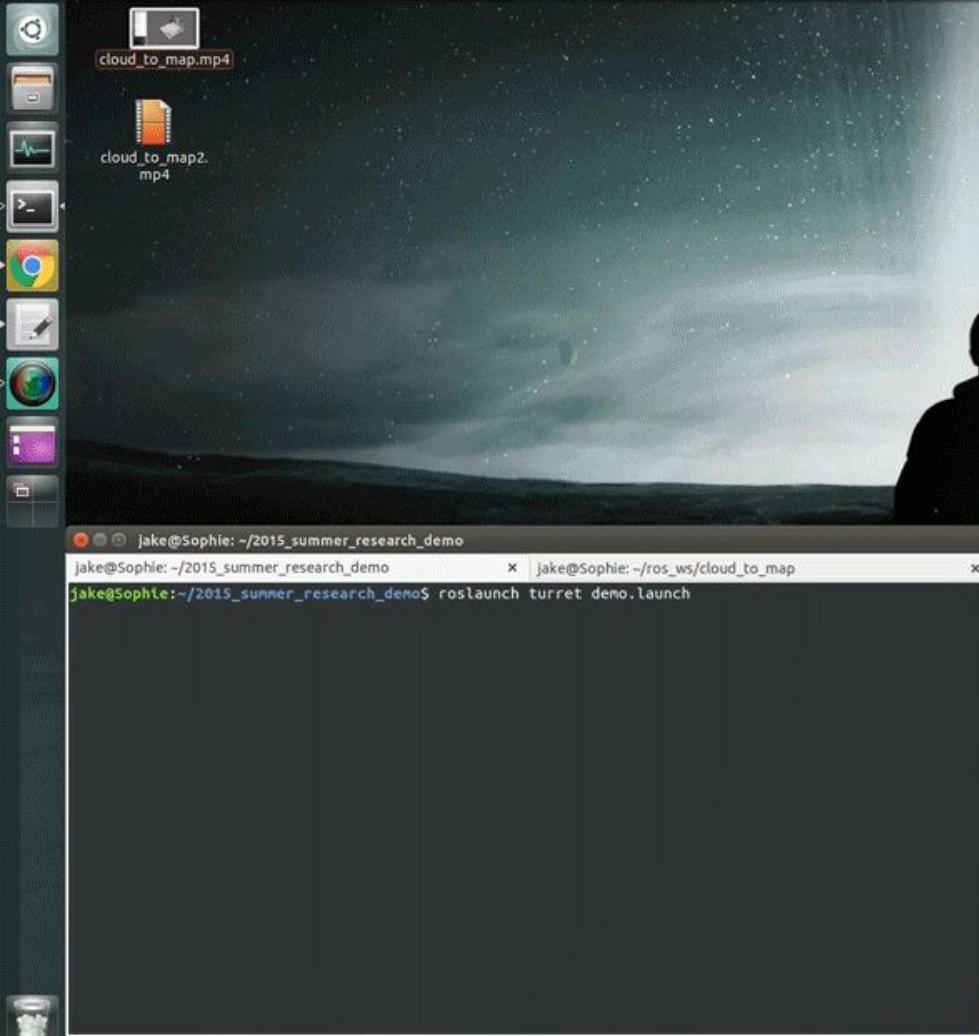
```
146 // -----
147 // -----Populate grid with cost values-----
148 // -----
149 void populateMap(NormalCloud::Ptr cloud_normals, std::vector<int> &map, double xMin, double yMin,
150     double cellResolution, int xCells, int yCells) {
151     double deviation = param.deviation;
152
153     for (size_t i = 0; i < currentPC->size(); i++) {
154         double x = currentPC->points[i].x;
155         double y = currentPC->points[i].y;
156         double z = cloud_normals->points[i].normal_z;
157
158         double phi = acos(fabs(z));
159         int xCell, yCell;
160
161         if (z == z) {
162             xCell = (int) ((x - xMin) / cellResolution);
163             yCell = (int) ((y - yMin) / cellResolution);
164             if ((yCell * xCells + xCell) > (xCells * yCells)) {
165                 std::cout << "x: " << x << ", y: " << y << ", xCell: " << xCell << ", yCell: " << yCell
166                 << "\n";
167             }
168             if (phi > deviation) {
169                 map[yCell * xCells + xCell]++;
170             } else {
171                 map[yCell * xCells + xCell]--;
172             }
173         }
174     }
175 }
```

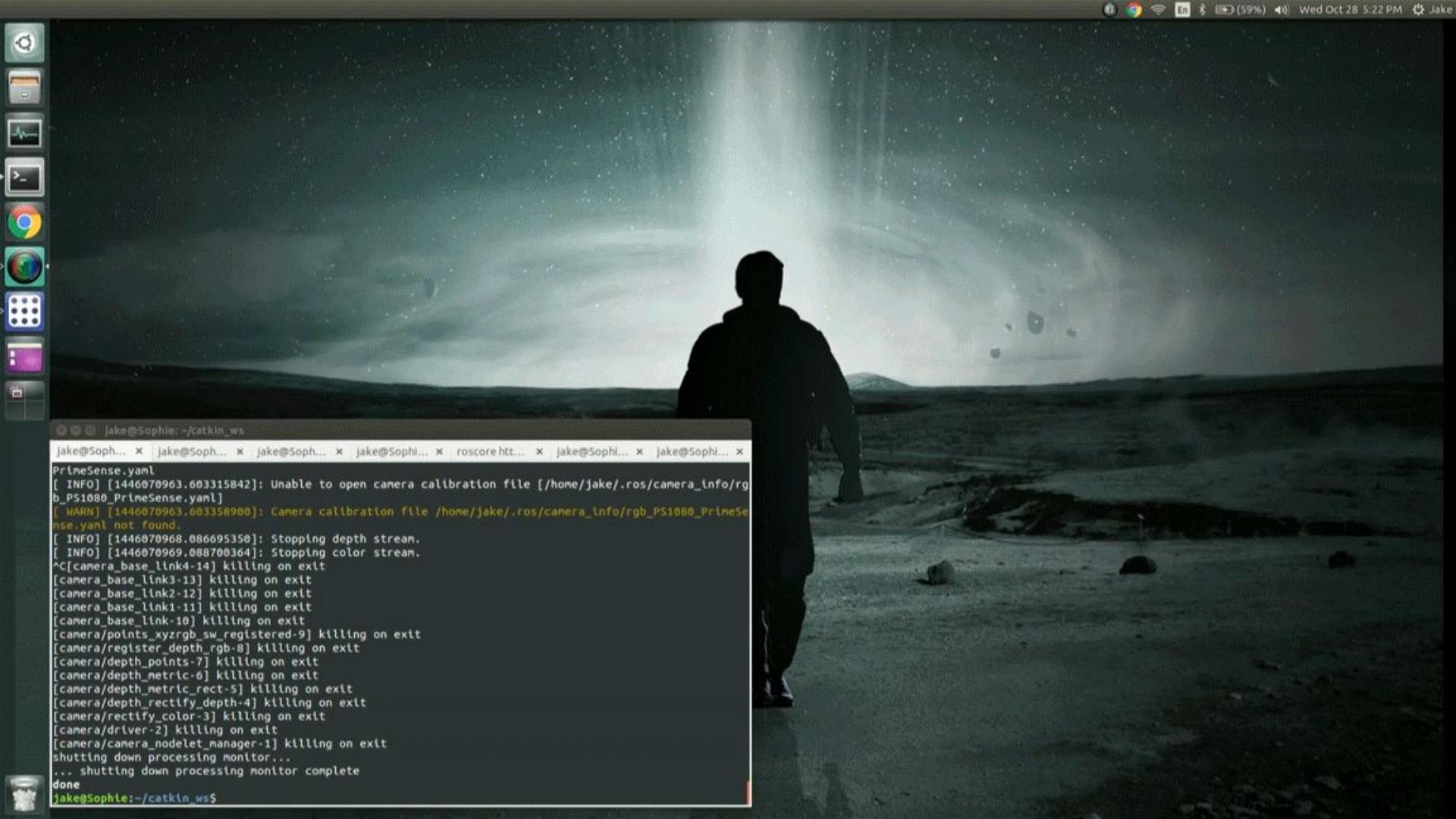
```
177 // -----
178 // ----Generate Occupancy Grid-----
179 // -----
180 void genOccupancyGrid(std::vector<signed char> &ocGrid, std::vector<int> &countGrid, int size) {
181     int buf = param.buffer;
182     for (int i = 0; i < size; i++) {
183         if (countGrid[i] < buf) {
184             ocGrid[i] = 0;
185         } else if (countGrid[i] > buf) {
186             ocGrid[i] = 100;
187         } else if (countGrid[i] == 0) {
188             ocGrid[i] = 0;
189         }
190     }
191 }
```

```
94 // -----
95 // -----Initialize Occupancy Grid Msg-----
96 // -----
97 void initGrid(nav_msgs::OccupancyGridPtr grid) {
98     grid->header.seq = 1;
99     grid->header.frame_id = param.frame;
100    grid->info.origin.position.z = 0;
101    grid->info.origin.orientation.w = 1;
102    grid->info.origin.orientation.x = 0;
103    grid->info.origin.orientation.y = 0;
104    grid->info.origin.orientation.z = 0;
105 }
106
107 // -----
108 // -----Update Occupancy Grid Msg-----
109 // -----
110 void updateGrid(nav_msgs::OccupancyGridPtr grid, double cellRes, int xCells, int yCells,
111     double originX, double originY, std::vector<signed char> *ocGrid) {
112     grid->header.seq++;
113     grid->header.stamp.sec = ros::Time::now().sec;
114     grid->header.stamp.nsec = ros::Time::now().nsec;
115     grid->info.map_load_time = ros::Time::now();
116     grid->info.resolution = cellRes;
117     grid->info.width = xCells;
118     grid->info.height = yCells;
119     grid->info.origin.position.x = originX;
120     grid->info.origin.position.y = originY;
121     grid->data = *ocGrid;
122 }
```



```
jake@Sophie: ~/catkin_ws
jake@Sophie: ~ | jake@Sophie: ~ | jake@Sophie: ~ | jake@Sophie: ~ | roscorehtt... | jake@Sophie: ~ | jake@Sophie: ~
PrimeSense.yaml
[ INFO] [1446070963.603315842]: Unable to open camera calibration file [/home/jake/.ros/camera_info/rgb_PS1080_PrimeSense.yaml]
[ WARN] [1446070963.603358900]: Camera calibration file /home/jake/.ros/camera_info/rgb_PS1080_PrimeSense.yaml not found.
[ INFO] [1446070968.086695350]: Stopping depth stream.
[ INFO] [1446070969.088700364]: Stopping color stream.
^C[camera_base_link4-14] killing on exit
[camera_base_link3-13] killing on exit
[camera_base_link2-12] killing on exit
[camera_base_link1-11] killing on exit
[camera_base_link-10] killing on exit
[camera/points_xyzrgb_sf_registered-9] killing on exit
[camera/register_depth_rgb-8] killing on exit
[camera/depth_points-7] killing on exit
[camera/depth_metric-6] killing on exit
[camera/depth_metric_rect-5] killing on exit
[camera/depth_rectify_depth-4] killing on exit
[camera/rectify_color-3] killing on exit
[camera/driver-2] killing on exit
[camera/camera_nodelet_manager-1] killing on exit
shutting down processing monitor...
... shutting down processing monitor complete
done
jake@Sophie:~/catkin_ws$
```





```
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?

