

A ROS2-Based Architecture for Indoor 3D Mapping and Autonomous Navigation with Azure Kinect and LiDAR

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Research focus

The research lines focus on the development of intelligent systems based on wireless communications and machine learning. In particular, work has been carried out on indoor localization and detection using Wi-Fi signals, applying fingerprinting techniques and classification methods such as decision trees and neural networks. In addition, IoT architectures and low-cost sensing systems have been developed for environmental monitoring and intelligent assistance applications, together with the use of data mining and computational intelligence techniques for analysis and prediction. Recent work also includes the development of 3D mapping and environment reconstruction systems using ROS 2, LiDAR sensors, and Time-of-Flight (ToF) cameras.

IDeTIC & DRyST division

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Telematic Networks and Services Division (DRyST)



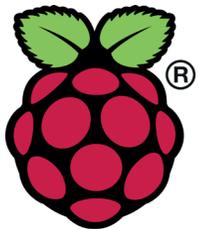
Originated from the Telematic Networks and Services Research Group, created in 2008.

The division specializes in the study and analysis of wireless network protocols and indoor localization.

Previous approach:

Based on two Raspberry Pi 4 Model B devices (low-cost architecture).

Used simple Delta LiDAR 2A and a PMD CamBoard PicoMonstar Time-of-Flight (ToF) camera.



Raspberry Pi



pmd
can you imagine

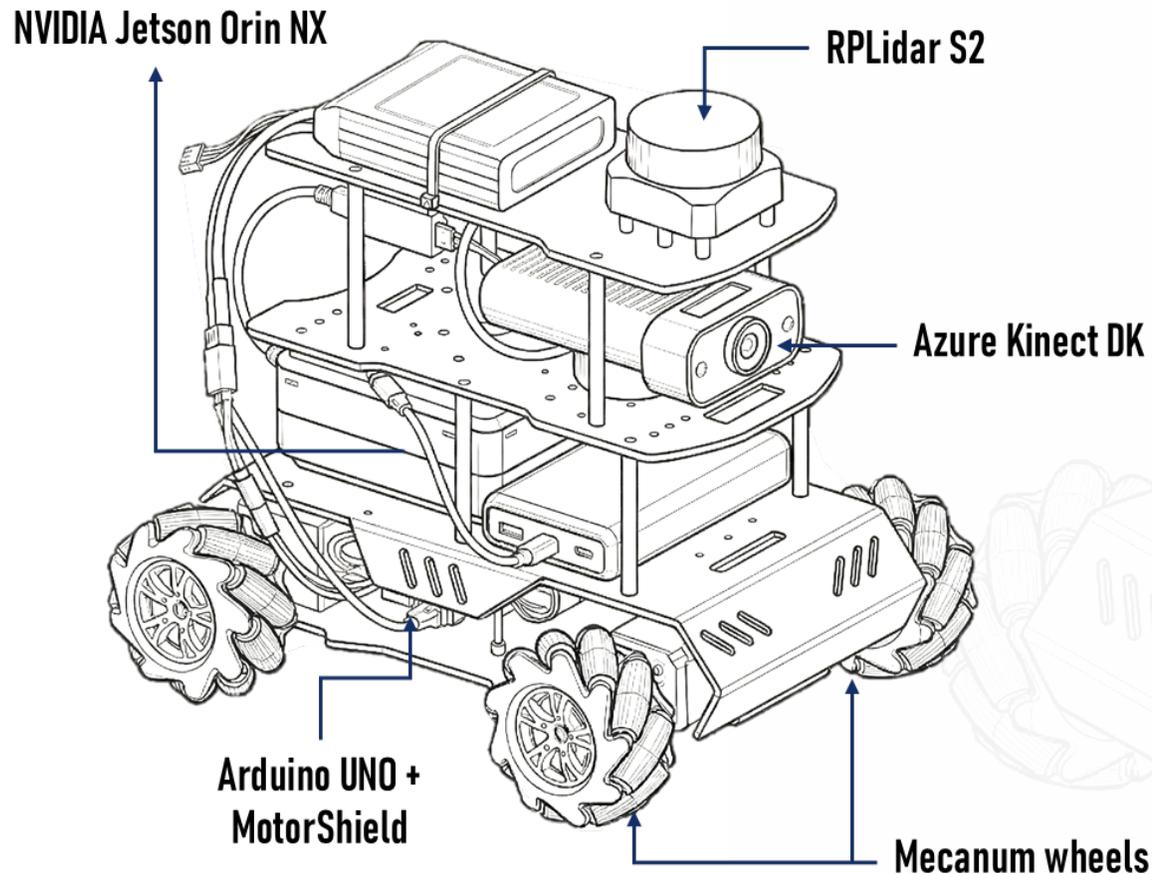
Identified limitations:

Bandwidth Saturation: Simultaneous processing of LiDAR (~70 KB/s) and RGB-D streams saturated the CPU.

Latency Issues: The DDS middleware in ROS2 caused message drops and serialization delays on low-power ARM CPUs.

Lack of Detail: Impossible to perform onboard dense 3D reconstruction or run semantic AI (YOLO) for accessibility.

5 Hardware architecture



Processing Unit: NVIDIA Jetson Orin NX

Selected for its AI capabilities and high I/O bandwidth (~5.7 Mbps throughput handling).

Primary Sensors

RGB-D: Azure Kinect DK. Provides dense point clouds and high-res RGB for 3D mapping (Fixed at 15 FPS to ensure stability).

LiDAR: RPLidar S2. Operates at 10 Hz for precise geometric 2D scanning and obstacle avoidance.

Actuation

Custom base with Mecanum wheels for omnidirectional movement.

Low-level control via Arduino UNO (bridge to ROS2 environment).

Middleware: Migrated to ROS2 Humble

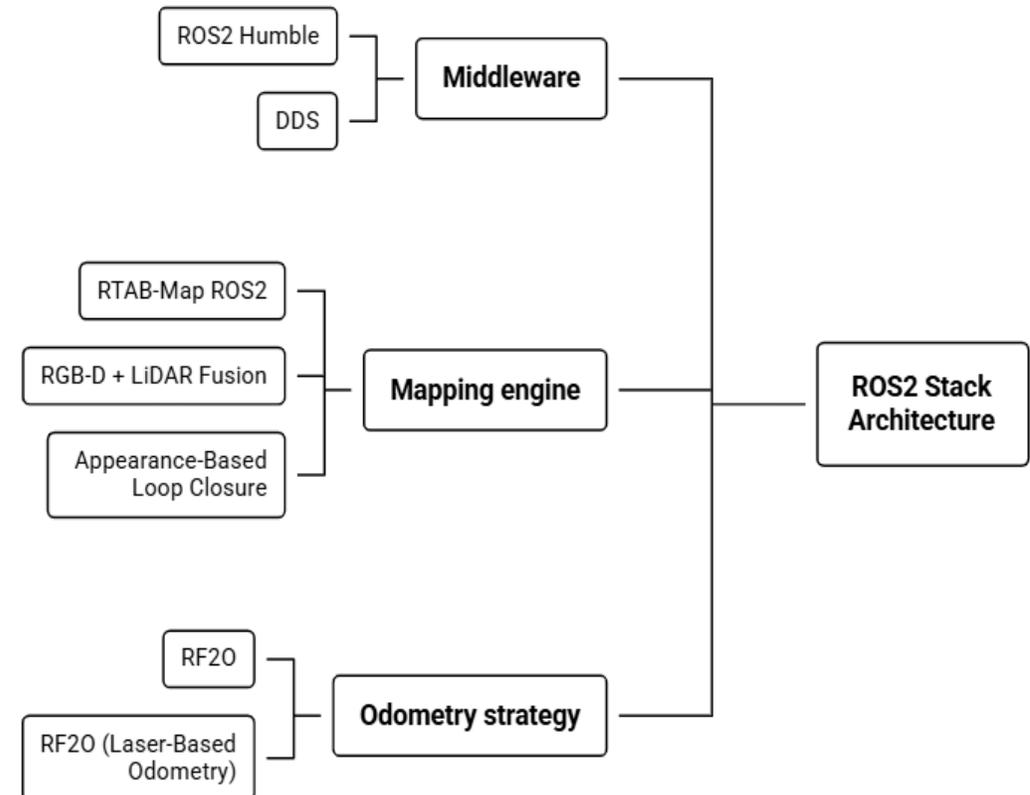
Offers deterministic communication and better data distribution (DDS) for high-bandwidth sensors.

Mapping engine: RTAB-Map ROS2

Fused RGB-D + LiDAR for Graph-Based SLAM. Handles loop closure detection visually (Appearance-Based).

Odometry Strategy: RF20 (Range Flow-based 2D Odometry)

We replaced unreliable wheel encoders with laser-based odometry. Estimates planar motion (x, y, yaw) purely from consecutive LiDAR scans at 10 Hz.



7 Odometry & synchronization

The mechanical failure

Mecanum wheels suffered from severe wiring issues and slippage, rendering standard wheel odometry unusable for SLAM. This forced the system to rely entirely on the 10 Hz LiDAR scans for localization (RF2O).

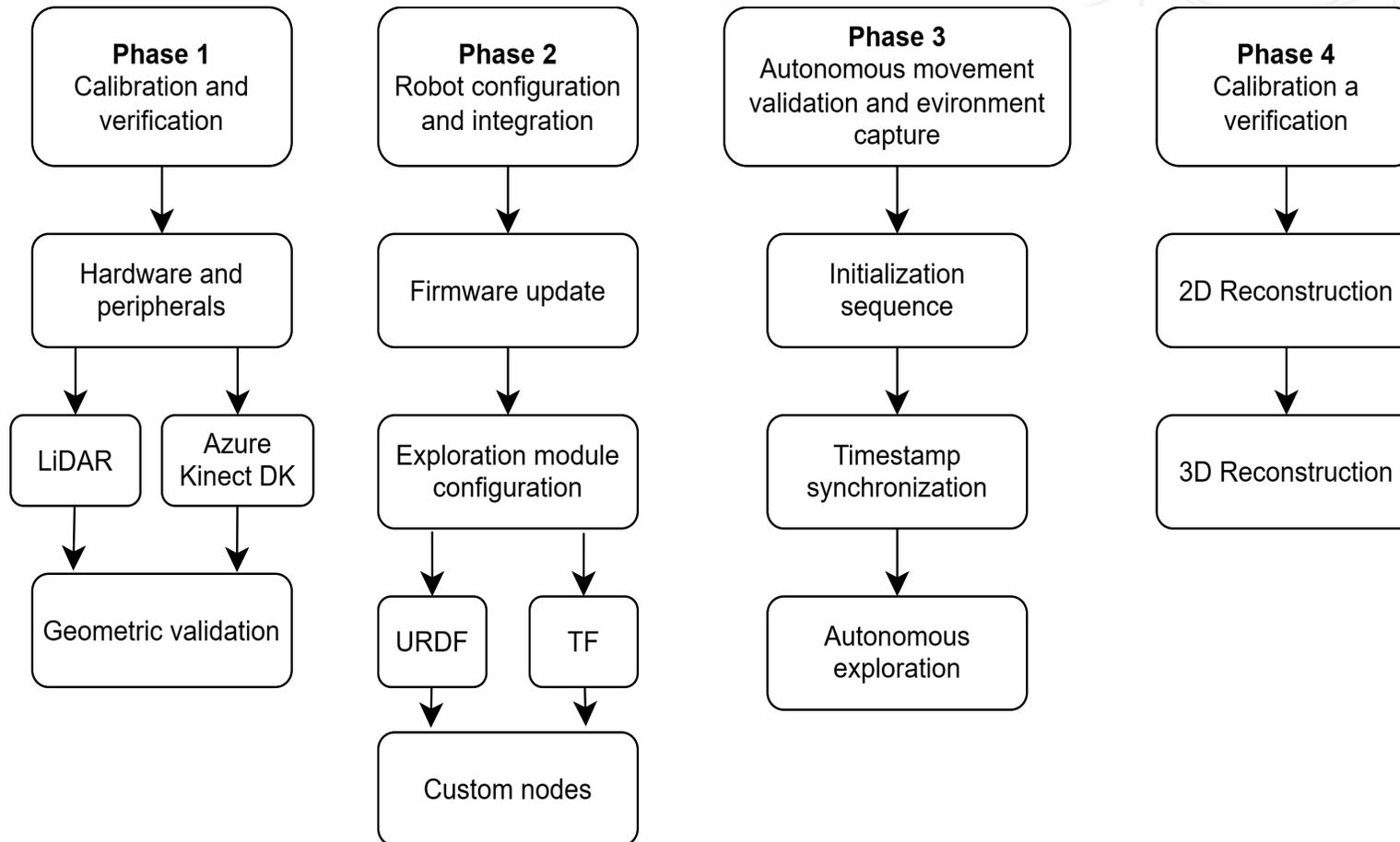
Sensor synchronization & TF Tree

Without wheel encoders, maintaining a consistent transformation tree (TF) required strict synchronization between the `robot_state_publisher` and sensor timestamps. Simulated joint states had to be published at 10 Hz to prevent errors in RViz2 and Foxglove.

Bandwidth management

The DDS middleware can easily saturate under high data loads. To prevent message drops, the Azure Kinect DK was capped at 15 FPS (depth-only), maintaining system-wide bandwidth at a stable ~5.7 Mbps.

Operational workflow



Phase 1. Calibration & verification
Ensures TF tree consistency and synchronizes sensor timestamps (RGB-D @ 15 FPS, LiDAR @ 10 Hz).

Phase 2. System launch
Initializes the ROS2 computation graph without Nav2 (to avoid wheel odometry dependency).

Phase 3. Autonomous exploration
Drives the robot to unexplored areas while avoiding obstacles using raw LiDAR data.

Phase 4. Reconstruction
Generates the final dense 3D map and semantic data offline.

9 System performance

Stable ROS2 pipeline

The ROS2 communication pipeline demonstrated stable performance under sustained operation, without message loss or DDS instability.

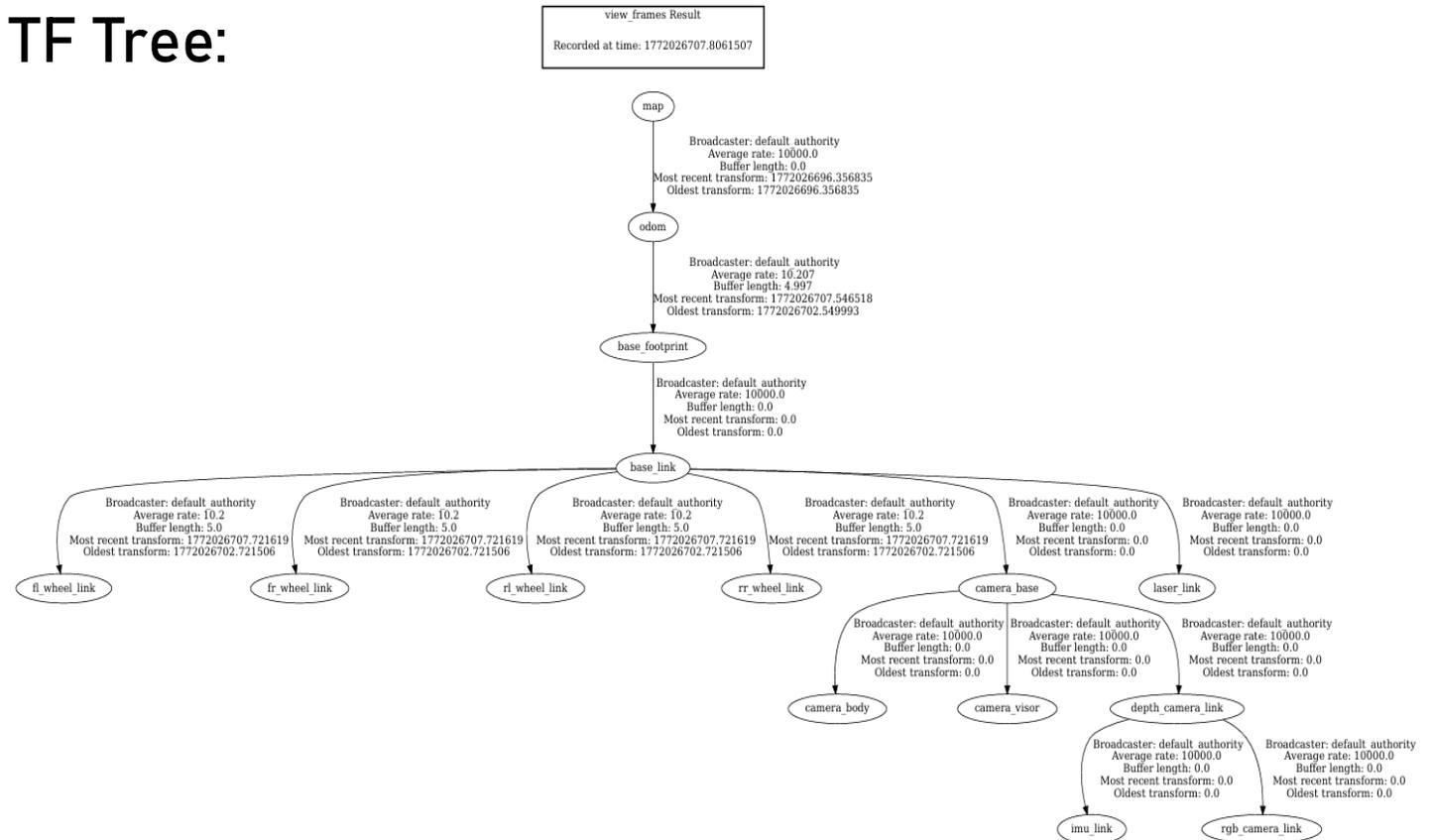
Key stability metrics

LiDAR processing: Stable scans at 10 Hz with an average throughput of 135 KB/s.

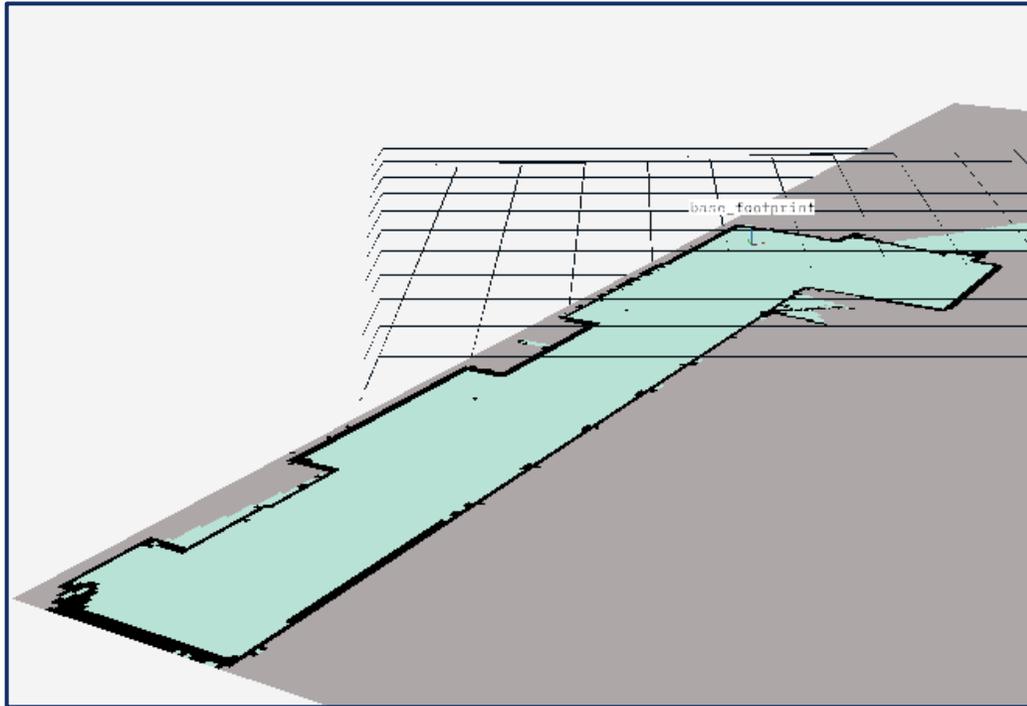
Odometry loop: RF2O generated /odom updates consistently at 10 Hz (~6-7 KB/s), crucial for SLAM convergence.

Vision stream: Azure Kinect DK operated flawlessly at 15 FPS, resulting in a data rate of ~5.2 MB/s.

TF Tree:

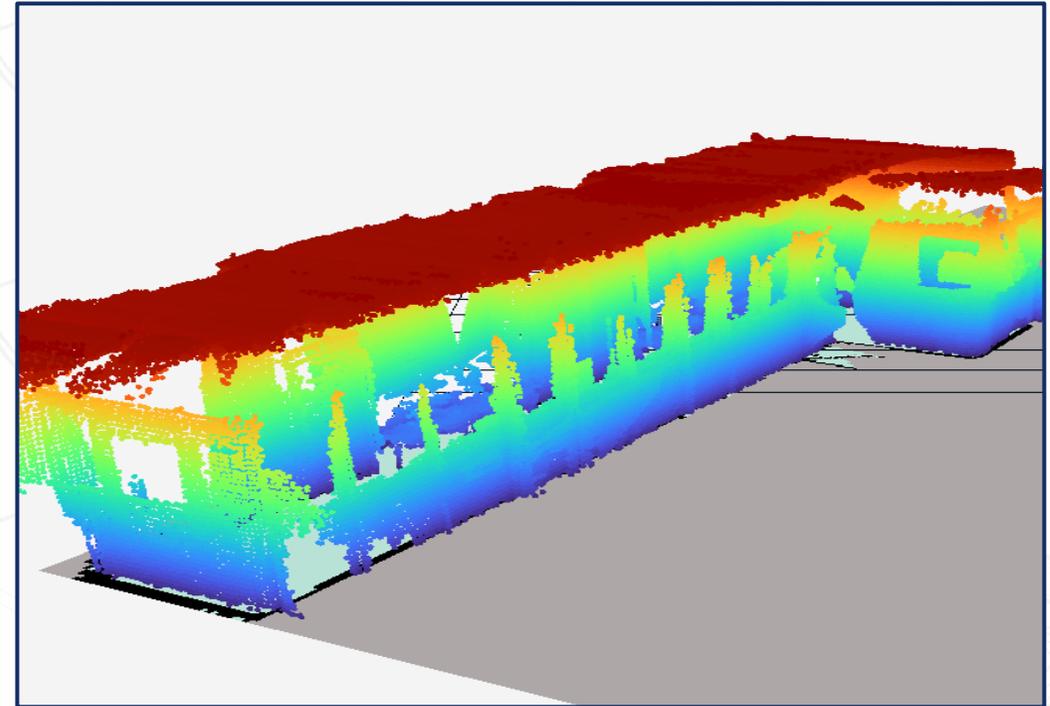


10 Mapping results (2D & 3D)



2D localization & mapping

Generated using SLAM Toolbox with a resolution of 0.05 m/cell.
Maintained global consistency with low drift over short trajectories.

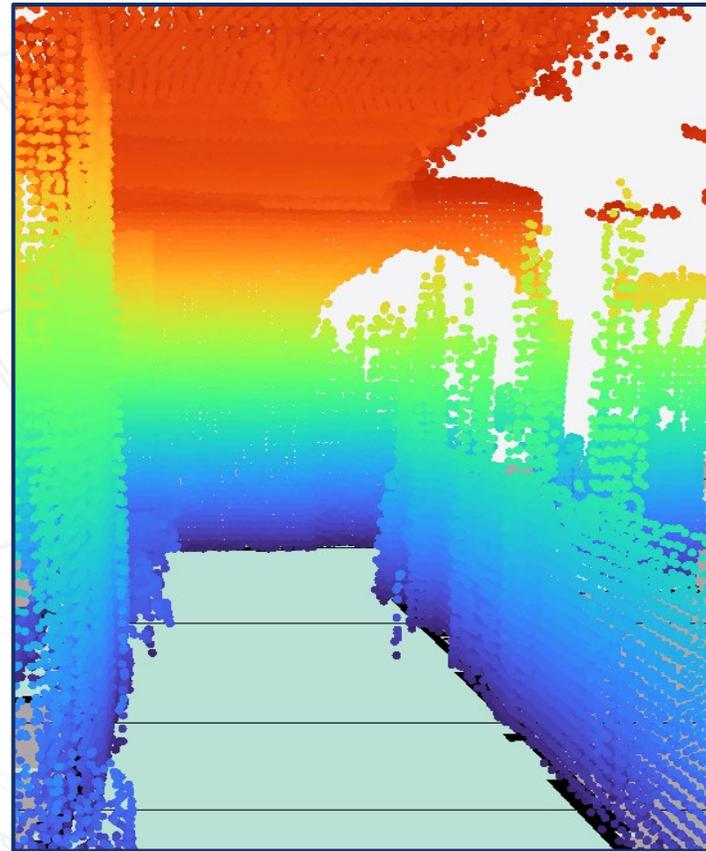


3D perception pipeline

RTAB-Map successfully generated local point clouds aligned with
RF2O odometry data. Registered valid loop-closure hypotheses.



Original environment



3D Map

Redefining the “robot”

This robot is designed to create the essential facility maps once. It does not need to be a low-cost device for every user; it's the professional tool for building the infrastructure.

The data asset

High-density point clouds allow offline semantic identification and barrier classification (doors, ramps, stairs) that cheap sensors simply cannot detect.

Eliminates wheel encoder dependency and localization drift, ensuring that the generated map is globally consistent for precise positioning.

Long-term cost efficiency

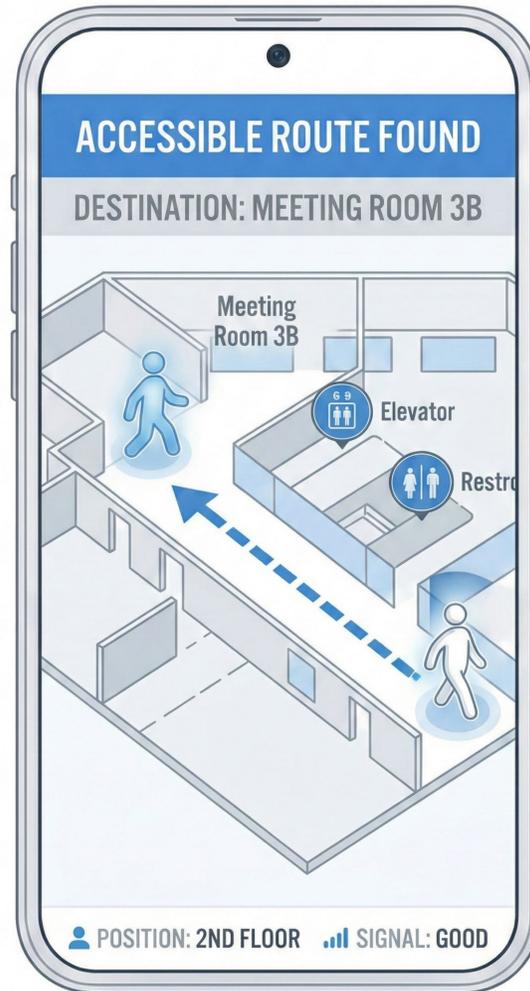
The high-fidelity map generated by this platform reduces the computational load and complexity of the mobile end-user application. All semantic barriers are already pre-labeled and perfectly aligned. Future user devices can be low-cost (e.g., standard smartphones).

Conclusions

The migration to ROS2 Humble on the Jetson Orin NX is a strategic response to the limitations of DIY architectures.

Successfully distributed the workload across 18 active ROS2 nodes, eliminating computational bottlenecks.

Demonstrated that lightweight autonomous navigation is viable using only LiDAR and RF2O, without wheel odometry.



Future work

Semantic map processing: Investigate advanced AI techniques (e.g., computer vision, image-based RAG) to automatically extract, classify, and label architectural barriers from the generated 3D data.

Mobile app integration: Deploy this semantically optimized map into a future indoor positioning mobile application, enabling accessible and barrier-aware navigation for end-users.

Acknowledgements

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