Tutorial on ROS

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Outline

1. Our first node in ROS;
2. Our second node in ROS;
3. Compile and run nodes.

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Our first node

- Edit *laser_text_display_node.cpp* in *~/catkin_ws/src/tutorial_ros*;

```cpp
class laser_text_display {

private:
    ros::NodeHandle n;

    ros::Subscriber sub_scan;

    // to store, process and display laserdata
    int nb_beams;
    float range_min, range_max;
    float angle_min, angle_max, angle_inc;
    float r[1000], theta[1000];
    geometry_msgs::Point current_scan[1000];

    bool new_laser;//to check if new data of laser is available or not
```

I declare a node

This node will subscribe to one type of messages

Variables to store and process the laser data

Our first node

- Our first node will subscribe to the message called « scan »;

- « scan » is the message published by the laser and containing the laser data;

- Each time a new message « scan » is published, our first node will receive and store this message with the method « scanCallback »

```
sub_scan = n.subscribe("scan", 1, &laser_text_display::scanCallback, this);
```

Our first node

```
void scanCallback(const sensor_msgs::LaserScan::ConstPtr& scan) {

    new_laser = true;
    // store the important data related to laserscanner
    range_min = scan->range_min;
    range_max = scan->range_max;
    angle_min = scan->angle_min;
    angle_max = scan->angle_max;
    angle_inc = scan->angle_increment;
    nb_beams = ((-1 * angle_min) + angle_max)/angle_inc;


    // store the range and the coordinates in cartesian framework of each hit
    float beam_angle = angle_min;
    for ( int loop=0 ; loop < nb_beams; loop++, beam_angle += angle_inc ) {
        if ( ( scan->ranges[loop] < range_max ) && ( scan->ranges[loop] > range_min ) )
            r[loop] = scan->ranges[loop];
        else
            r[loop] = range_max;
        theta[loop] = beam_angle;

        //transform the scan in cartesian framework
        current_scan[loop].x = r[loop] * cos(beam_angle);
        current_scan[loop].y = r[loop] * sin(beam_angle);
        current_scan[loop].z = 0.0;
    }

}//scanCallback
```

The type of messages published by the laser

Our first node

- Our first node is an infinite loop that will run at 10 hz

1. It will check if a new message from the laser has been published;

2. It will call the method scanCallback to collect the data of the laser;

3. The method « update » will proceed the data of the laser

```
//INFINTE LOOP TO COLLECT LASER DATA AND PROCESS THEM
ros::Rate r(10);// this node will run at 10hz
while (ros::ok()) {
    ros::spinOnce();//each callback is called once to collect new data: laser
    update();//processing of data
    r.sleep();//we wait if the processing (ie, callback+update) has taken less than 0.1s (ie, 10 hz)
}
```

Our first node

- The method « update » will check if new message of the laser has arrived with *new_laser*;

- It will perform a loop over the beams to display the laser data published;

```
void update() {

    // we wait for new data of the laser
    if ( new_laser )
    {

        ROS_INFO("New data of laser received");

        for ( int loop=0 ; loop < nb_beams; loop++ )
            ROS_INFO( r[%i] = %f, theta[%i] (in degrees) = %f, x[%i] = %f, y[%i] = %f", loop, r[loop], loop, theta[loop]*180/M_PI, loop, current_scan[loop].x, loop, current_scan[loop].

        new_laser = false;

    }
}// update
```

ROS command to have a display in a terminal

Our first node

- Save *laser_text_display_node.cpp* and compile it with catkin_make in ~/catkin_ws

- Run it: rosrun *tutorial_ros laser_text_display_node* in ~/catkin_ws

- Do not forget to run a rosbag to play laser data

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Outline

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Our second node

- Edit *laser_graphical_display_node.cpp* in *~/catkin_ws/src/tutorial_ros*;

```cpp
class laser_graphical_display {

private:
    ros::NodeHandle n;          // I declare a node

    ros::Subscriber sub_scan;   // This node will subscribe to one kind of messages

    ros::Publisher pub_laser_graphical_display_marker;   // This node will publish one kind of messages

    // to store, process and display laserdata
    int nb_beams;
    float range_min, range_max;
    float angle_min, angle_max, angle_inc;
    float r[1000], theta[1000];
    geometry_msgs::Point current_scan[1000];

    bool new_laser;//to check if new data of laser is available or not

    // GRAPHICAL DISPLAY
    int nb_pts;
    geometry_msgs::Point display[1000];
    std_msgs::ColorRGBA colors[1000];   // New variables to store and graphically display the laser data
```

Our second node

- Our second node will publish a message called « laser_graphical_display_marker »;

- The type of this message is a marker used by rviz to have a graphical display;

```
laser_graphical_display() {

    sub_scan = n.subscribe("scan", 1, &laser_graphical_display::scanCallback, this);

    pub_laser_graphical_display_marker = n.advertise<visualization_msgs::Marker>("laser_graphical_display_marker", 1); // Preparing a topic to publish our results.

    new_laser = false;
```

Our second node

- The method « update » will check if a new message of the laser has arrived with *new_laser*;

- It will perform a loop over the beams to display the laser data published and store the laser data with a blue color;

```
void update() {

    // we wait for new data of the laser
    if ( new_laser )
    {
        new_laser = false;
        ROS_INFO("New data of laser received");

        nb_pts = 0;
        for ( int loop=0 ; loop < nb_beams; loop++ )
        {
            ROS_INFO("r[%i] = %f, theta[%i] (in degrees) = %f, x[%i] = %f, y[%i] = %f", loop, r[loop], loop, theta[loop]*180/M_PI, loop, current_scan[loop].x, loop, current_scan[loop]

            display[nb_pts] = current_scan[loop];

            colors[nb_pts].r = 0;
            colors[nb_pts].g = 0;
            colors[nb_pts].b = 1;
            colors[nb_pts].a = 1.0;

            nb_pts++;
        }

        populateMarkerTopic();
```
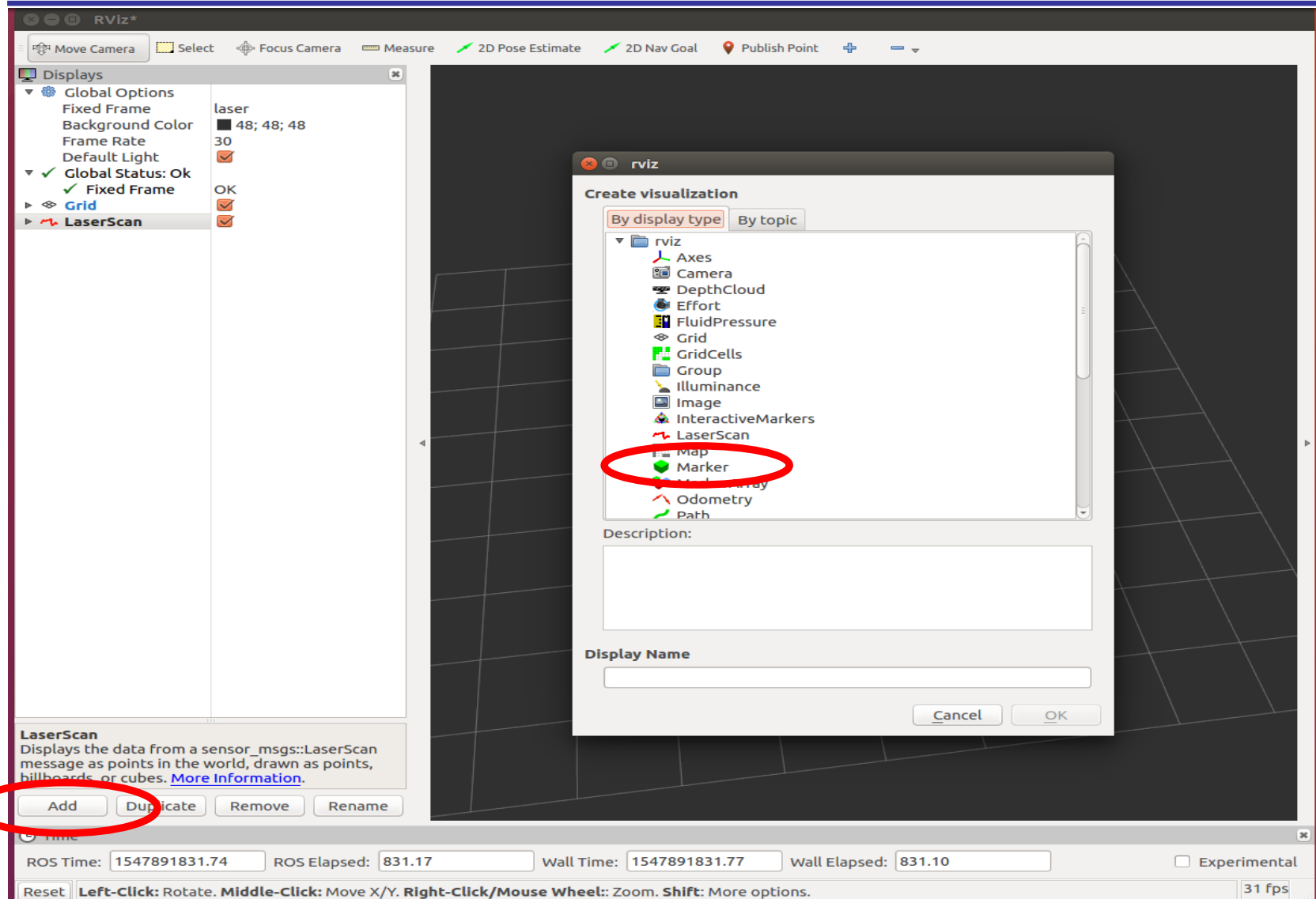
Store the laser data with a blue color

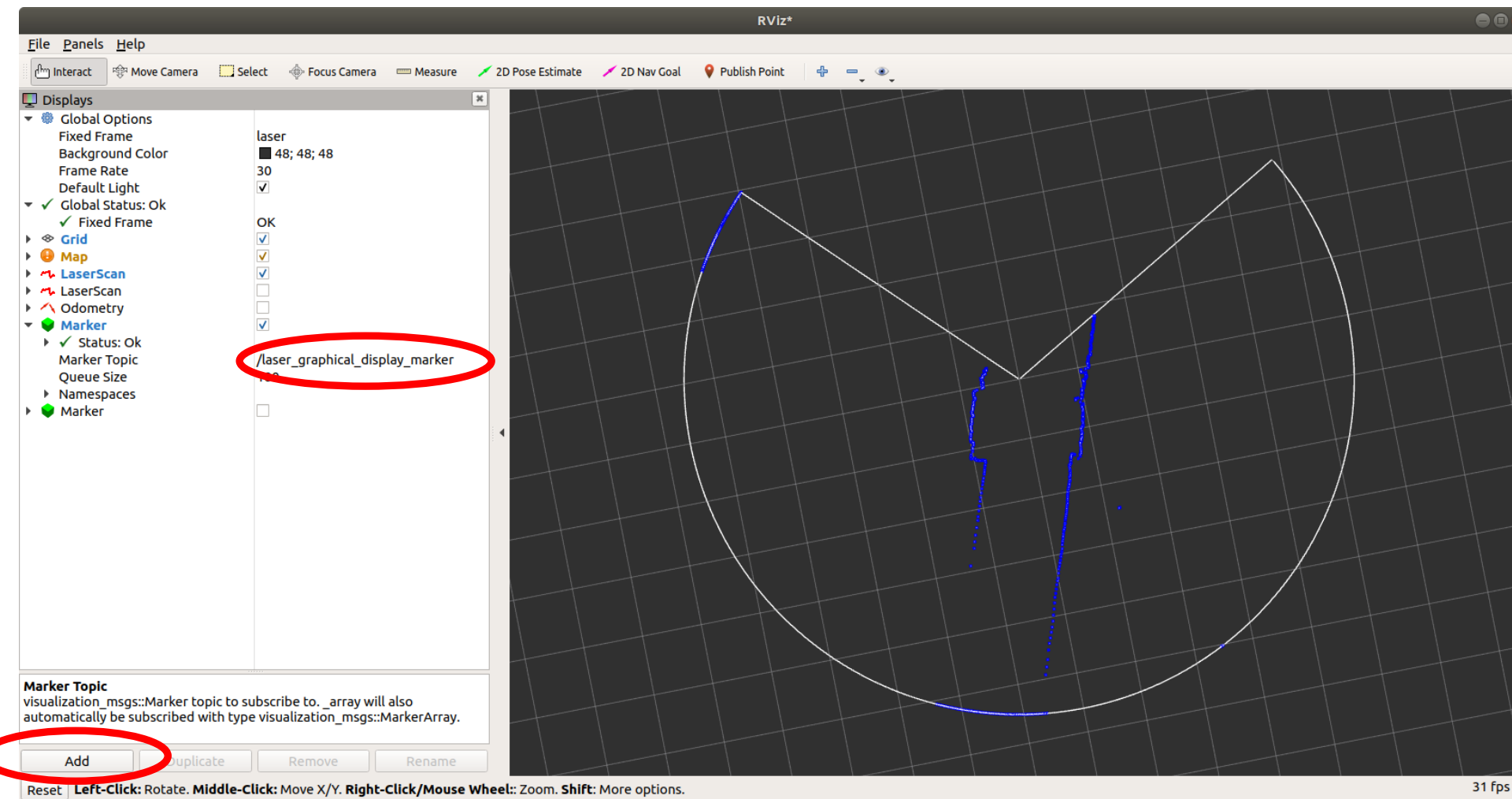This method will build the marker message and publish it

Our second node

- Save *laser_graphical_display_node.cpp* and compile it with catkin_make in ~/catkin_ws

- Run it: rosrun *tutorial_ros laser_graphical_display_node* in ~/catkin_ws

- Do not forget to run a rosbag to play laser data

Our second node

Our second node

Our second node

- Change the color of the laser data in green
- See the difference with rviz

Outline

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Compile and run nodes

- A folder in ~/catkin_ws/src is called a package;
- A package contains some source files;
- These source files will be compiled to create nodes;
- To compile packages: run catkin_make in ~/catkin_ws

- For instance, in the package tutorial_ros, there are 5 source files that will generate 5 nodes

- To run a node: rosrun package_name node_name in ~/catkin_ws
- For instance: rosrun *tutorial_ros laser_text_display_node*
  - Run the node *laser_text_display_node* located in the package *tutorial_ros*

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