

EMC 2013 Software Design

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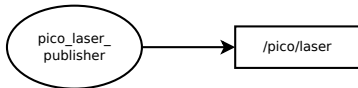
September 18, 2013

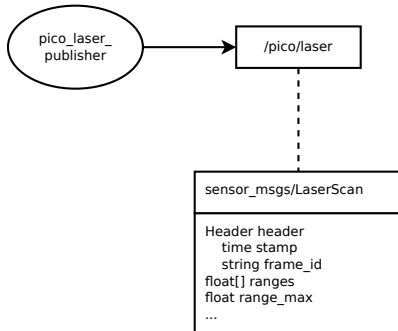
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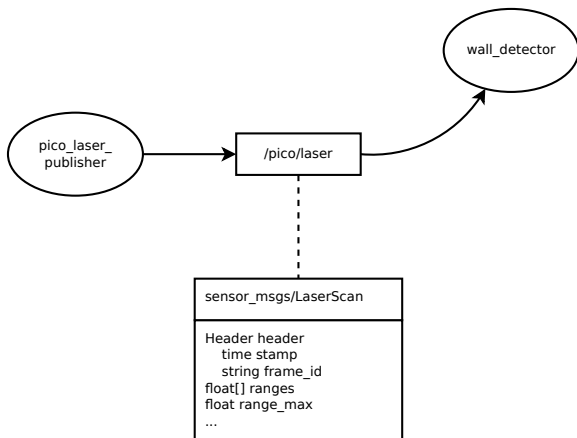
Where innovation starts

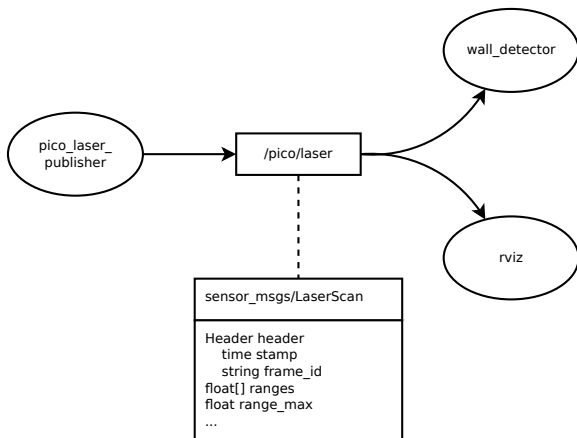


pico_laser_
publisher









sensor_msgs/LaserScan

Header header
 time stamp
 string frame_id
float[] ranges
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    Header header;
    float range_max;
    std::vector<float> ranges;
}

struct Header {
    std::string frame_id;
    Time stamp;
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struct Time {
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- ▶ This **function** is called every time the node **receives a message**:

```
void callbackFunction(sensor_msgs::LaserScan scan) {  
    // do something  
    std::cout << scan.header.stamp << std::endl;  
}
```

```
// Include ROS framework (Publishers, Subscribers, init, etc)
#include <ros/ros.h>

// Include the LaserScan message type
#include <sensor_msgs/LaserScan.h>

// Include the Twist message type (used for sending velocity
  commands to the base)
#include <geometry_msgs/Twist.h>

// Global variables
bool drive = true;
ros::Publisher cmd_pub;
```

```
int main(int argc, char** argv) {
// Register your ROS node
ros::init(argc, argv, "pico_safe_drive");

// Create node handle
ros::NodeHandle n;

// Subscribe to topic '/pico/laser' topic
ros::Subscriber sub = n.subscribe("/pico/laser",1,laserCallback);

// Create 'cmd_vel' publisher
cmd_pub = n.advertise<geometry_msgs::Twist>("/pico/cmd_vel", 10);

// Program loop
while (ros::ok()) {
    ros::spinOnce(); // Check incoming messages
    sendVelocity(); // Publish velocity
    ros::Duration(0.1).sleep(); // Sleep 0.1 seconds
}

return 0;
}
```

```
void laserCallback(sensor_msgs::LaserScan scan) {  
  
    // Default: drive  
    drive = true;  
  
    // Check all laser points  
    for(unsigned int i = 0; i < scan.ranges.size(); i++) {  
        // Check laser point distance  
        if (scan.ranges[i] > 0.1 && scan.ranges[i] < 0.3) {  
            // Oh no, something is near! Better stop driving...  
            drive = false;  
        }  
    }  
}
```

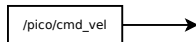
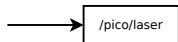
```
void sendVelocity() {
    // Create a ROS Twist message
    geometry_msgs::Twist cmd_msg;

    // Set forward velocity
    if (drive) {
        cmd_msg.linear.x = 0.2;
    } else {
        cmd_msg.linear.x = 0;
    }

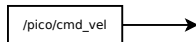
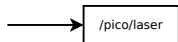
    // Set all the other components to 0
    cmd_msg.linear.y = 0;
    cmd_msg.linear.z = 0;

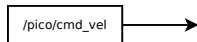
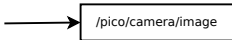
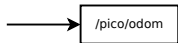
    cmd_msg.angular.x = 0;
    cmd_msg.angular.y = 0;
    cmd_msg.angular.z = 0;

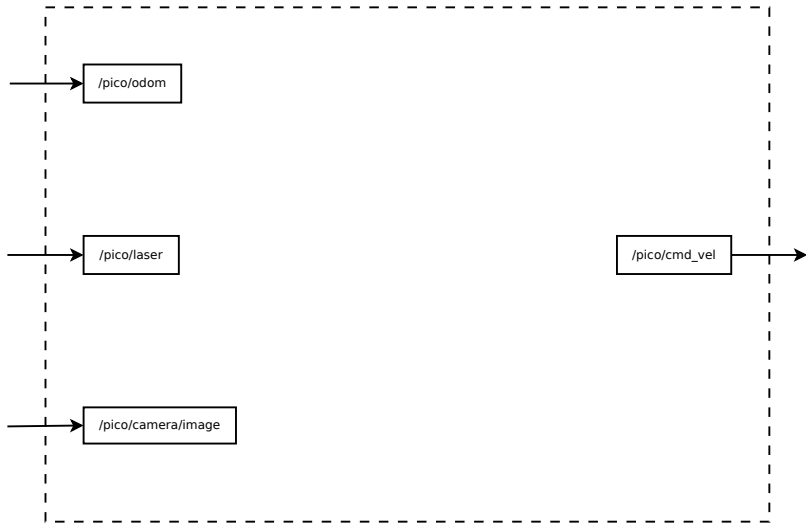
    // Send the command!
    cmd_pub.publish(cmd_msg);
}
```

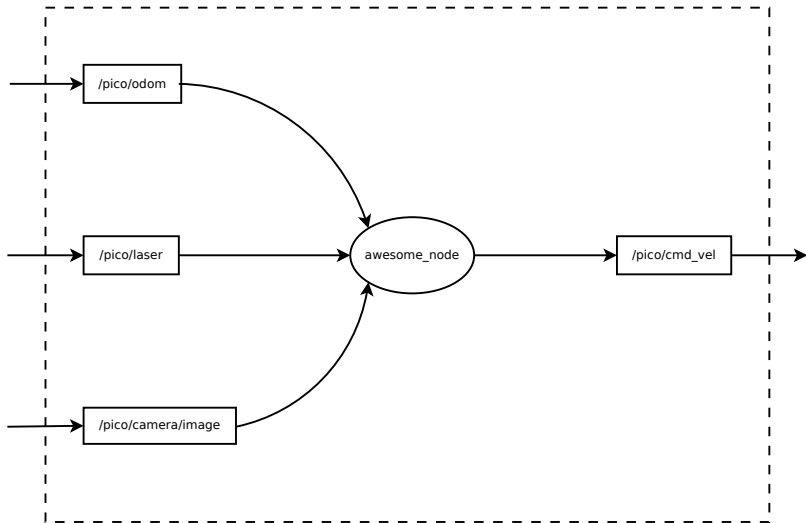












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 - Teamwork becomes hard:
 - No clear division of work
 - Practical example: all editing the same file

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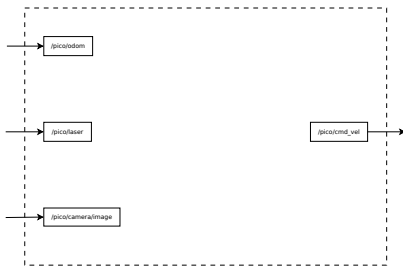
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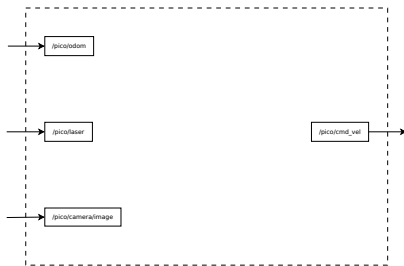
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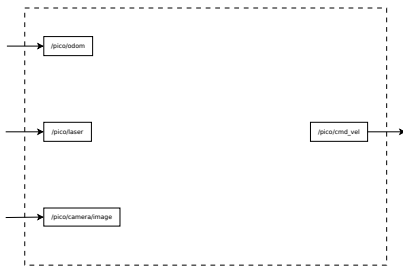
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 - Easier to predict behavior
 - Easier to find errors
 - Easier to add new functionality





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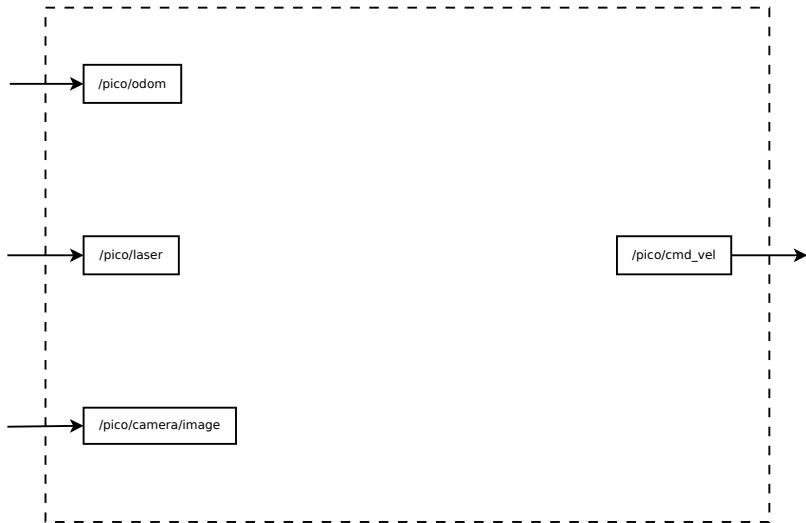
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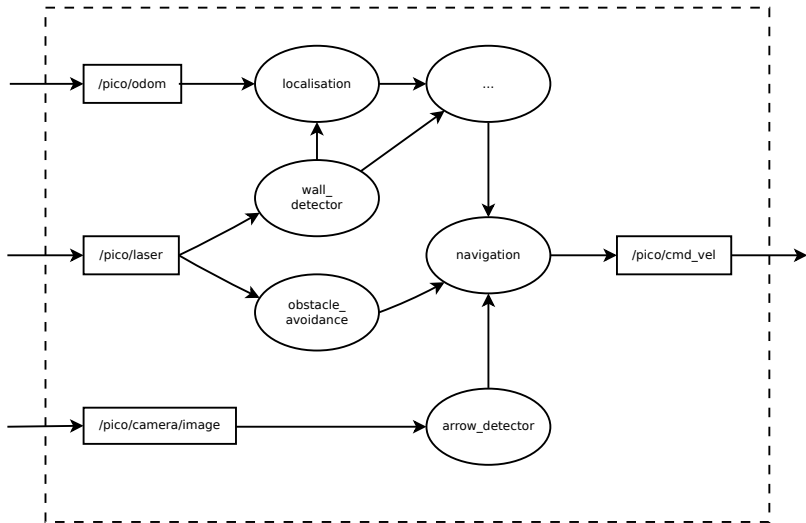
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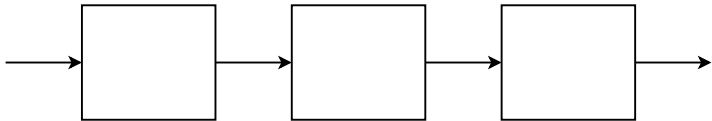
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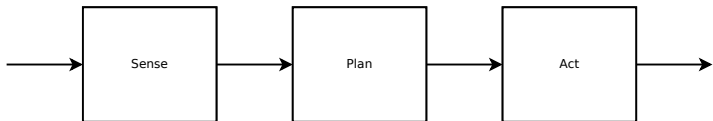
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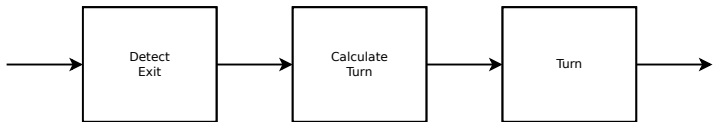
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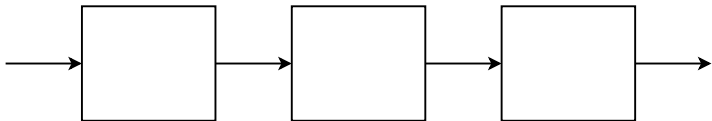


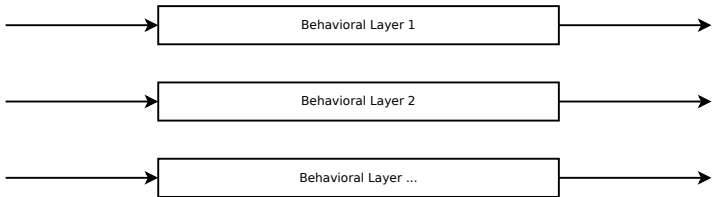
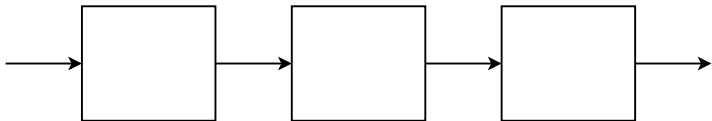


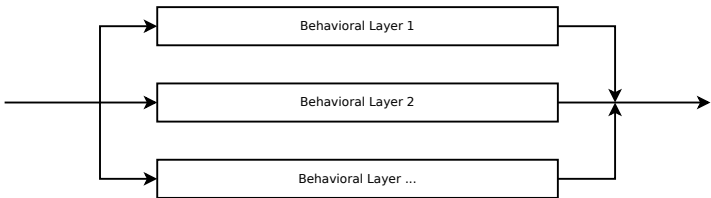
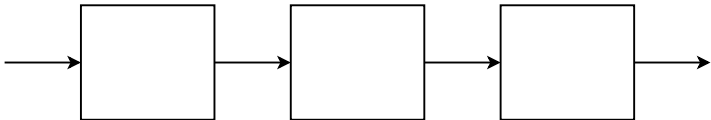


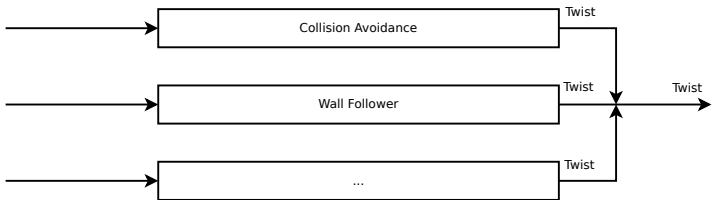
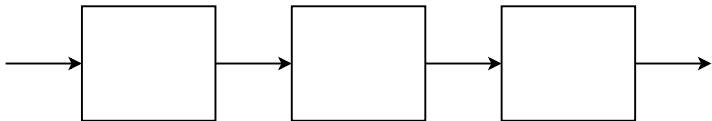


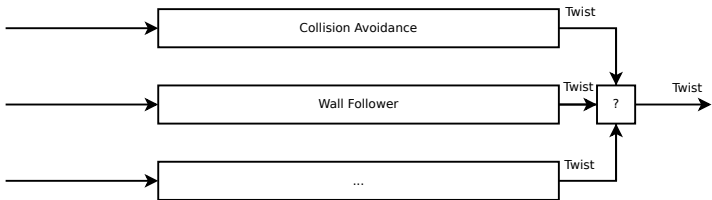
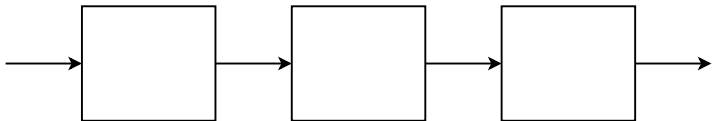












This is all nice and all, but pretty abstract.
How to actually implement this modular design?

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 - Examples: `std::vector`, `ros::Subscriber`, `ros::NodeHandle`

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- ▶ **Disadvantage:**
 - **Overhead** of using Subscribers and Publishers

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- ▶ Interface: ROS messages

Directory Structure

```
src/  
  wall_detector.cpp  
  corner_detector.cpp  
  ...
```

- ▶ One step further: **split up in ROS nodes**
- ▶ Each node has own **main function** and **main loop**
- ▶ Interface: **ROS messages**

Directory Structure

```
src/  
  wall_detector.cpp  
  corner_detector.cpp  
  ...
```

CmakeLists.txt

```
rosbuild_add_executable(wall_detector src/wall_detector.cpp)  
rosbuild_add_executable(corner_detector src/corner_detector.cpp)  
...
```

- ▶ Using ROS in C++

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- ▶ **Corridor Competition: Next week!**
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 - Time: 10.45

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- ▶ **Wiki page:**
 - Document every decision
 - Software design
 - Planning
 - In general: explain how you are going to tackle the problem!