Robotics - Assignment 2

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1 How to run

1.1 Gazebo

1.2 Code

Assuming you are in the correct working repo. If needed, uncomment the first exercise code and run

\$ python3 main.py

2 Exercise 1

Since we believe that composition is better than inheritance, we implemented a callback approach to add functionality to the BasicThymio class. We created the following 'abstract' class:

```
class Hook:
    def __init__(self):
        pass

def on_update_pose(self, thymio):
        pass
```

We changed the constructor in the following way:

```
def __init__(self, thymio_name, hooks=[]):
    # ...
    self.hooks = hooks
    # ...
```

Then, in the update_state function we iterate trough the hooks and call the on_update_pose passing the thymio instance. In this way, we can dynamically switch the robot's behaviour.

```
class EigthWriter(Hook):
   def __init__(self, linear_vel=0.1, angular_vel=0.5, tol=10
                                    **(-3)):
        self.initial_pose = None
        self.has_move = False
        self.linear_vel = linear_vel
        self.angular_vel = angular_vel
        self.tol = tol
        self.has_finished = False
        self.count = 0
   def on_update_pose(self, thymio):
        if thymio == None: return
        if self.has_finished:
            thymio.vel_msg.linear.x = 0
            thymio.vel_msg.angular.z = 0
            return
        if self.initial_pose == None: self.initial_pose =
                                        from_pos_to_np(thymio.
                                        current_pose)
        current_pose = thymio.current_pose
        pose = from_pos_to_np(current_pose)
        thymio.vel_msg.linear.x = self.linear_vel
        thymio.vel_msg.angular.z = self.angular_vel
        err = np.mean(np.abs(self.initial_pose - pose))
        is_far_from_start = err > self.tol
        self.has_move = self.has_move or is_far_from_start
        if self.has_move and not is_far_from_start:
            self.initial_pose = pose # reset pose to calibrate
            self.angular_vel = -1 * self.angular_vel
            self.count += 1
        self.has_finished = self.count == 2
```

Basically, we check when we start to move and, after we reach again the initial position, we change the angular velocity to draw the second zero. You can find the video of the rviz at the following link (it was too big for iCorsi):

3 Exercise 2

Before doing anything, we need to get the data from the sensor. Using some python tricks, we define a callback function that is able to take the sensor data, its id and its name. The callback function looks like:

After that, similar to what we did before, we create a new hook, GoCloseTurnAndGoForward, that will be response to actually move the robot.

```
class GoCloseTurnAndGoForward(Hook):
   def __init__(self):
       self.stable = False
        self.approach_wall = True
        self.should_turn = False
        self.forward = False
   def done_on_align(self):
        self.thymio.vel_msg.angular.z = 0.0
        self.thymio.vel_msg.linear.x = 0.0
        self.approach_wall = False
        self.should_turn = True
        print('aligned')
        self.thymio.start = self.thymio.time_elapsed
   def not_touch_align(self):
        self.thymio.vel_msg.linear.x = 0.1
   def has_touched_align(self):
        self.thymio.vel_msg.linear.x = 0.0
        self.thymio.vel_msg.angular.z = 0.0
        print('touched')
   def turn_until(self, data,name, name1, name2, not_touch,
                                    has_touch, done):
        if name != name1 and name != name2: return
        has_touched = np.abs(data.max_range - data.range) > 0.
                                        02
```

```
e = np.abs(self.thymio.sensors_cache[name1].range -
                                     self.thymio.
                                     sensors_cache[name2].
                                     range)
    print e
    self.stable = e < 0.015
    if not has_touched:
        not_touch()
    if self.stable and has_touched:
        done()
    if has_touched and not self.stable:
        has_touch()
        step = self.thymio.pid.step(e, 0.01)
        if name == name1:
            if data.range < self.thymio.sensors_cache[</pre>
                                             name2].range:
                self.thymio.vel_msg.angular.z = step
        elif name == name2:
            if data.range < self.thymio.sensors_cache[</pre>
                                             name1].range:
                self.thymio.vel_msg.angular.z = -step
def on_receive_sensor_data(self,thymio,data, sensor_id,
                                 name):
    self.thymio = thymio
    if self.approach_wall:
        self.turn_until(data,name,'left','right',self.
                                         not_touch_align,
                                         self.
                                         has_touched_align,
                                         self.done_on_align)
    elif self.should_turn:
        if thymio.time_elapsed - thymio.start < 32 * 10 *</pre>
                                         2 * 2:
            thymio.vel_msg.angular.z = 0.5
        else:
            thymio.vel_msg.angular.z = 0
            self.forward = True
            self.should_turn = False
            thymio.start = thymio.time_elapsed
    elif self.forward:
        # multiply by 9 since the rear sensors are more or
                                         less 10 cm
        if thymio.time_elapsed - thymio.start < 9 * 10 *</pre>
                                         10 * 2 * 2:
            thymio.vel_msg.linear.x = 0.1
        else:
            self.forward = False
```

```
thymio.vel_msg.linear.x = 0
```

We used a PID controller to turn the robot to face the wall. However, the parameters could be tuned better. You can also find a old implementation that uses a bang-bang controller.

4 Exercise 3

We extended the GoCloseTurnAndGoForward to add this functionality, the code is in the previous section. We faced one main problem: the rear sensors were not working. Basically, the range value was always equal to the max_range. So we decide to use an open loop approach and just turn the robot for the correct amount of time.

5 Bonus - Exercise 1