

前面一部分个人认为是像 `mkdir` 创建目录，`cd` 到目录下后利用 `touch` 创建文件并利用 `echo` 进行编辑修改（应该还有 `nano` 工具和 `vim` 工具也可以达成类似的效果）而后是运行文件时出现了运行问题 `sh` 应该是强制运行，而 `chmod` 应该是修改其为可执行文件后有运行能力（？）

[illegible]

P3

1. 先是创建 ROS 包:

```
cd ~/catkin_ws/src
```

```
catkin_create_pkg my_msgs std_msgs message_generation
```

这个命令应该是在 ~/catkin_ws/src 目录下创建一个名为 my_msgs 的 ROS 包

2. 创建消息文件夹和定义消息:

bashCopy Code

```
mkdir -p ~/catkin_ws/src/my_msgs/msg
```

```
nano ~/catkin_ws/src/my_msgs/msg/ThreeInts.msg
```

在 my_msgs 包内创建一个 msg 目录, 并在其中创建 ThreeInts.msg 文件。

然后编辑入文件:

```
int64 a
```

```
int64 b
```

```
int64 c
```

3. 修改 CMakeLists.txt 文件:

```
find_package(catkin REQUIRED COMPONENTS
```

```
  message_generation
```

```
  std_msgs
```

```
)
```

```
add_message_files(
```

```
  FILES
```

```
  ThreeInts.msg
```

```
)
```

```
generate_messages(
```

```
  DEPENDENCIES
```

```
  std_msgs
```

```
)
```

```
catkin_package(
```

```
  CATKIN_DEPENDS message_runtime std_msgs
```

```
)
```

分别作用如下:

1. find_package(catkin REQUIRED COMPONENTS message_generation std_msgs): 查找 message_generation 和 std_msgs 包。

2. add_message_files(FILES ThreeInts.msg): 添加自定义消息文件。

3. generate_messages(DEPENDENCIES std_msgs): 生成自定义消息文件, 并指定依赖的标准消息包。

4. catkin_package(CATKIN_DEPENDS message_runtime std_msgs): 定义依赖关系。

4. 修改 xml 文件:

```
<build_depend>message_generation</build_depend>
```

```
<exec_depend>message_runtime</exec_depend>
```

(message_generation: 构建依赖, 用于生成消息代码)

(message_runtime: 运行时依赖, 用于处理消息)

接着编译工作区

```
cd ~/catkin_ws
```

```
catkin_make
```

接着再创建新包名 publisherandsubscriber 存放发布者和订阅者的节点

~发布者节点:

```
#include <ros/ros.h>
```

```
#include <my_msgs/ThreeInts.h>
```

```
int main(int argc, char** argv) {
    ros::init(argc, argv, "publisher_node");
    ros::NodeHandle nh;
    ros::Publisher pub = nh.advertise<my_msgs::ThreeInts>("three_ints_topic", 10);

    ros::Rate rate(1); // 1 Hz
    while (ros::ok()) {
        my_msgs::ThreeInts msg;
        msg.a = 1;
        msg.b = 2;
        msg.c = 3;

        pub.publish(msg);
        ros::spinOnce();
        rate.sleep();
    }

    return 0;
}
```

~订阅者节点:

```
#include <ros/ros.h>
```

```
#include <my_msgs/ThreeInts.h>
```

```
void callback(const my_msgs::ThreeInts::ConstPtr& msg) {
    ROS_INFO("Received: a=%ld, b=%ld, c=%ld", msg->a, msg->b, msg->c);
}
```

```
int main(int argc, char** argv) {
    ros::init(argc, argv, "subscriber_node");
    ros::NodeHandle nh;
    ros::Subscriber sub = nh.subscribe("three_ints_topic", 10, callback);
}
```

```

    ros::spin();
    return 0;
}

```

接着在对应位置修改 CMakeLists.txt 文件（添加可执行文件，依赖和库）：

```

add_executable(publisher_node src/publisher_node.cpp)
add_executable(subscriber_node src/subscriber_node.cpp)

```

```

target_link_libraries(publisher_node ${catkin_LIBRARIES})
target_link_libraries(subscriber_node ${catkin_LIBRARIES})

```

```

add_dependencies(publisher_node    ${${PROJECT_NAME}_EXPORTED_TARGETS}
${catkin_EXPORTED_TARGETS})
add_dependencies(subscriber_node    ${${PROJECT_NAME}_EXPORTED_TARGETS}
${catkin_EXPORTED_TARGETS})

```

重复编译工作区后就创见 launch 文件（启动节点并显示输出）：

```

<launch>
  <node          name="publisher_node"          pkg="my_publisher_subscriber"
type="publisher_node" output="screen"/>
  <node          name="subscriber_node"          pkg="my_publisher_subscriber"
type="subscriber_node" output="screen"/>
</launch>

```

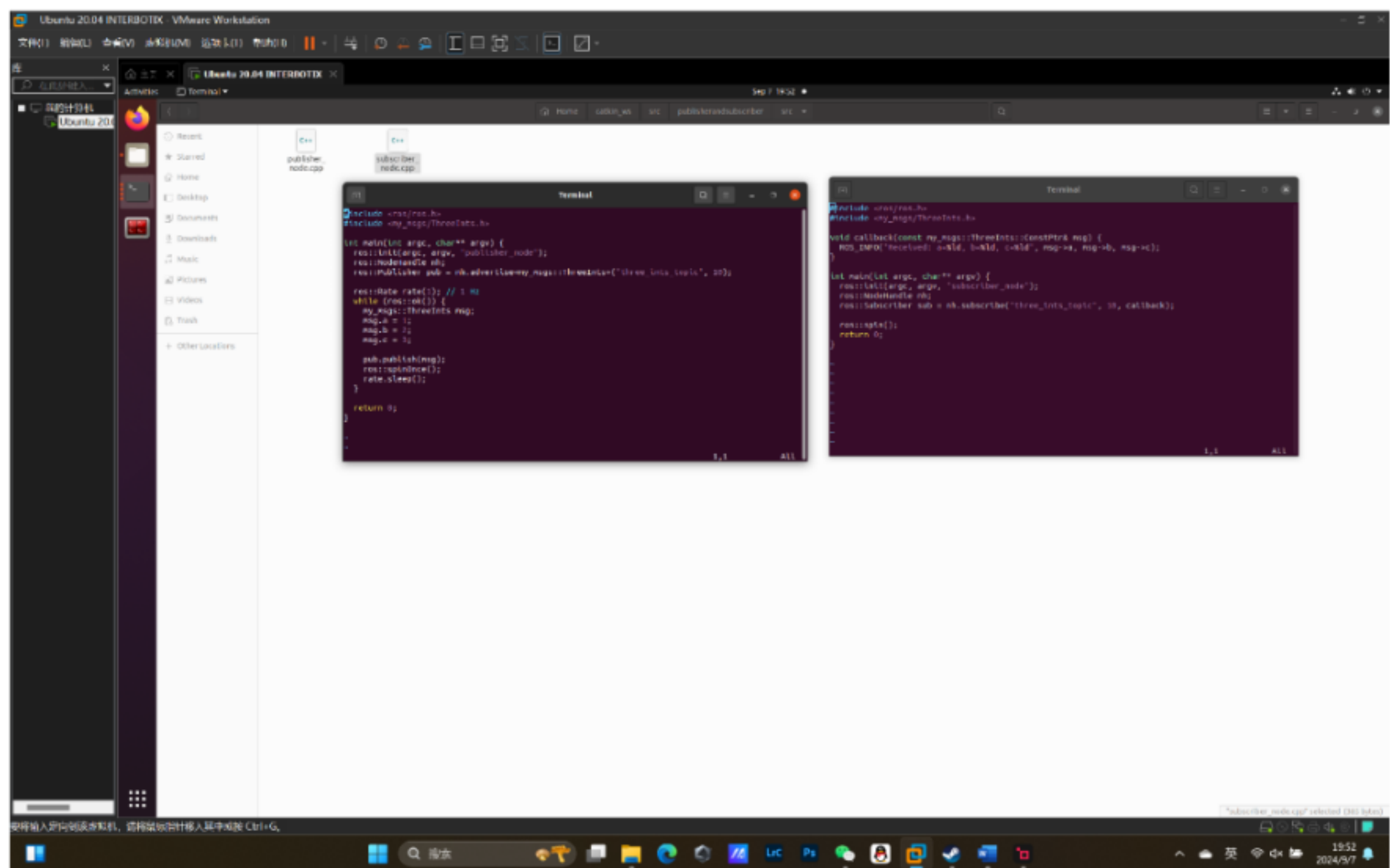
键入 roscore 回车

再在一个新的 terminal 中输入：

roslaunch my_publisher_subscriber publish_subscribe.launch 开始运行



4c7672d2527f6cd96641d45d7d02a38a.mp4



P4

先是配置环境，python, pytorch, pycocotools, pycharm 以及像 cuda, cudnn 等驱动，在一个选定文件夹里面创建虚拟环境并完成对应的环境配置，而后在 pycharm 中对应载入虚拟环境，下载一些预训练模型和源码并结合 python 版本和项目需要进行更改。接下来写一个爬虫程序爬取需要的图片，并分为测试集，训练集和验证集，最后再下载 labeling 进行数据标注就可以交给 pycharm 进行训练

其余代码和 pt 文件在目录可见