

INFO 802
Master Advanced Mechatronics
Luc Marechal









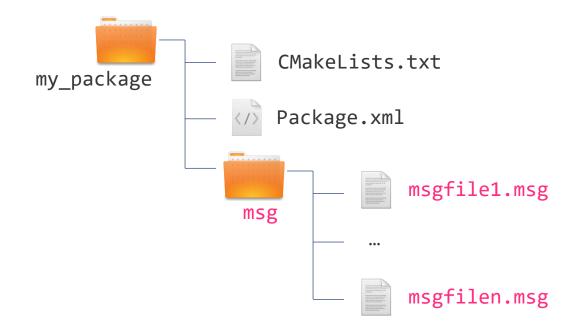




- They are files where we put a specification about the type of data to be transmitted and the values of this data.
- Defined in *.msg files stored in the msg subdirectory of a package

See message definition information with

```
> rosmsg show [message_type]
```







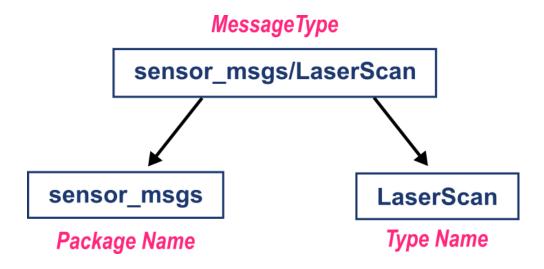


Every message type belongs to a specific package

Message type names always contain a slash, and the part before the slash is the name of the containing package:

```
> package_name/type_name
```

Example:









uint32 seq

time stamp

string frame id

ROS Messages

 msgs are just simple text files with a field type and field name per line. The field types you can use are:

```
    int8, int16, int32, int64 (plus uint*)
    float32, float64
    string
    time, duration
    other msg files
    variable-length array[] and fixed-length array[C]
```

Header: special type in ROS

The header contains a timestamp and coordinate frame information that are commonly used in ROS to communicate timestamped data in a particular coordinate frame.

Standard metadata for higher-level stamped data types.
This is generally used to communicate timestamped data
in a particular coordinate frame.
sequence ID: consecutively increasing ID
uint32 seq
#Two-integer timestamp that is expressed as:
* stamp.sec: seconds (stamp_secs) since epoch (in Python the variable is called 'secs')
* stamp.nsec: nanoseconds since stamp_secs (in Python the variable is called 'nsecs')
time-handling sugar is provided by the client library
time stamp
#Frame this data is associated with

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Standard type to use in message

Primitive type	Serialization	C++	Python
bool	Unsigned 8-bit int	uint8_t	bool
int8	Signed 8-bit int	int8_t	int
uint8	Unsigned 8-bit int	uint8_t	int
int16	Signed 16-bit int	int16_t	int
uint16	Unsigned 16-bit int	uint16_t	int
int32	Signed 32-bit int	int32_t	int
uint32	Unsigned 32-bit int	uint32_t	int
int64	Signed 64-bit int	int64_t	long
uint64	Unsigned 64-bit int	uint64_t	long
float32	32-bit IEEE float	float	float
float64	64-bit IEEE float	double	float
string	ASCII string (4-bit)	std::string	string
time	Secs/nsecs signed 32- bit ints	ros::Time	rospy. Time
duration	Secs/nsecs signed 32- bit ints	ros::Duration	rospy. Duration







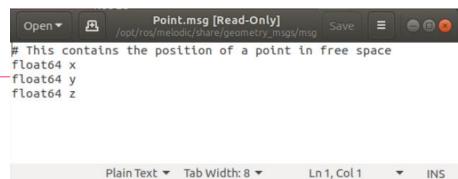
Examples

```
geometry_msgs/Points.msg

float64 x
float64 y
float64 z
```

geometry_msgs/Quaternions.msg

```
float64 x
float64 y
float64 z
float64 w
```







Example geometry_msgs/Points.msg float64 x float64 y float64 z geometry msgs/Pose.msg geometry_msgs/Point position geometry_msgs/Quaternion orientation geometry_msgs/Quaternions.msg float64 x float64 y float64 z float64 w

You can use message type from already existing message







ROS Command Tools

See message definition information:

```
> rosmsg show [message_type]
```

```
luc@USMB: ~
File Edit View Search Terminal Help
luc@USMB:~$ rosmsg show Pose
[turtlesim/Pose]:
float32 x
float32 y
float32 theta
float32 linear velocity
float32 angular velocity
[geometry_msgs/Pose]:
geometry msgs/Point position
 float64 x
 float64 v
  float64 z
geometry_msgs/Quaternion orientation
 float64 x
 float64 y
  float64 z
  float64 w
```

The message of type *Pose* is defined in the package *turtlesim* but also in the package *geometry_msgs* but they are not the sames!







ROS Command Tools

See message definition information:

> rosmsg show [message_type]

See active topics:

> rostopic list

See node information:

> rosnode info [message_type]







How to use ROS Messages in code?

geometry_msgs/Quaternion orientation

float64 x float64 y float64 z float64 w

```
#!/usr/bin/env python
       Import the message type from the msg library
                                                          -from geometry_msg.msg import Pose
                                                          from beginner_tutorials.msg import My_Custom_Message
                                                          # without creating an object
Use the message directly with an oriented object way
                                                          Pose.position.x = 1.0
                                                          # by creating an object
                                                          My_Object = Pose()
                   Use the message with an Object
                                                          My Object.position.x = 1.0
                                                          My_Object.orientation.y = My_Object.position.x + 43.2
           [geometry_msgs/Pose]:
           geometry_msgs/Point position
             float64 x
             float64 y
             float64 z
```





Edit *.msg file

When Should You Make a New Message Type?

Only when you absolutely have to (check before with *rosmsg* to see if there is already something there that you can use instead).

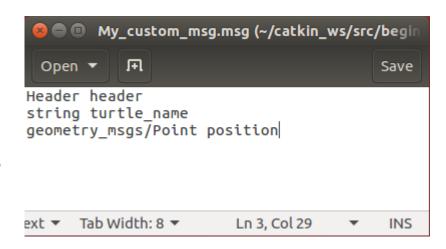
However, there are times when the built-in message types are not enough, and we have to define our own messages

Create a subfolder named msg in your package folder

```
> cd ~/catkin_ws/src/beginner_tutorials
> mkdir msg
```

Create a new my_custom_msg.msg file and add the following lines

```
> gedit msg/my_custom_msg.msg
```







Modifify package.xml file

 We need to make sure that the msg files are turned into source code for C++, Python, and other languages

uncomment those two lines in the package.xml file

```
<build_depend>message_generation</build_depend>
<run_depend>message_runtime</run_depend>
```

 Note that at build time, we need "message_generation", while at runtime, we need "message_runtime"







Modifify CMakefile.txt file

 In CMakeLists.txt add the message_generation dependency to the find package call so that you can generate messages:

```
find_package(catkin REQUIRED COMPONENTS
  roscpp
  rospy
  std_msgs
  message_generation
}
```

Also make sure you export the message runtime dependency:





Modifify CMakefile.txt file

Find the following block

```
## Generate messages in the 'msg' folder
# add_message_files(
# FILES
# Message1.msg
# Message2.msg
# )
```

 Uncomment it by removing the # symbols and then replace the stand in Message*.msg files with your .msg file, such that it looks like this:

```
add_message_files(
   FILES
   my_custom_msg.msg
)
```







Modifify CMakefile.txt file

ensure the generate messages() function is called: uncomment this lines

```
# generate_messages(
# DEPENDENCIES
# std_msgs
# )
```

So it looks like:

```
generate_messages(
  DEPENDENCIES
  std_msgs
)
```

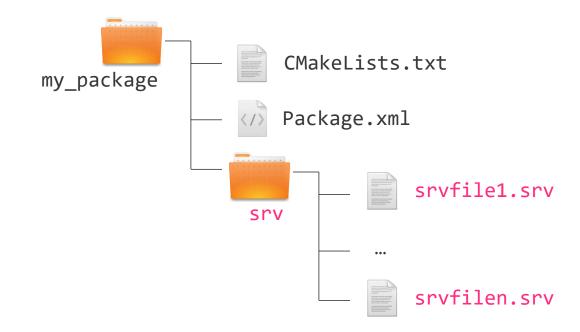
cmake will then know that the project needs to be reconfigurated with the addition of msg files





- Defined in *.srv files stored in the srv subdirectory of a package
- srv files are just like msg files, except they contain two parts: a request and a response.
 The two parts are separated by a '---' line.











Modifify package.xml file

Create a subfolder named srv in your package folder

```
> cd ~/catkin_ws/src/beginner_tutorials
```

> mkdir srv

Example: create AddTwoInts.srv file and add the following lines

> gedit srv/AddTwoInts.srv







Modifify package.xml file

 We need to make sure that the srv files are turned into source code for C++, Python, and other languages

uncomment those two lines in the package.xml file

```
<build_depend>message_generation</build_depend>
<run_depend>message_runtime</run_depend>
```

 Note that at build time, we need "message_generation", while at runtime, we need "message runtime"





Modifify CMakefile.txt file

• In CMakeLists.txt add the message_generation dependency to the find package call so that you can generate messages:

(Despite its name, message_generation works for both msg and srv.)

```
find_package(catkin REQUIRED COMPONENTS
  roscpp
  rospy
  std_msgs
  message_generation
}
```





Modifify CMakefile.txt file

Find the following block

```
## Generate messages in the 'msg' folder
# add_service_files(
# FILES
# Service1.msg
# Service2.msg
# )
```

 Uncomment it by removing the # symbols and then replace the stand in Service*.msg files with your .srv file, such that it looks like this:

```
add_service_files(
   FILES
   AddTwoInts.srv
)
```



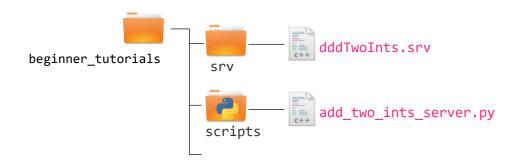




Writing the Service Node

Edit a py file in scripts folder

```
> cd ~/catkin_ws/beginner_tutorials/src/scripts
> sudo gedit Add_two_ints_server.py
```



... and make it executable

```
> chmod +x scripts/add_two_ints_server.py
```

```
#!/usr/bin/env python
from beginner tutorials.srv import *
import rospy
def handle add two ints(req):
   print "Returning [%s + %s = %s]"%(req.a, req.b, (req.a + req.b))
    return AddTwoIntsResponse(req.a + req.b)
def add two ints server():
    rospy.init node('add two ints server')
   s = rospy.Service('add two ints', AddTwoInts,
handle_add_two_ints)
   print "Ready to add two ints."
    rospy.spin()
if name == " main ":
   add two ints server()
```



Examining the Service Node

```
#!/usr/bin/env python
  The service file has been defined and is located in the srv folder
                                                                    from beginner tutorials.srv import *
                                                                    import rospy
                                                                    def handle add two ints(req):
                                                                        print "Returning [%s + %s = %s]"%(req.a, req.b, (req.a + req.b))
                                                                        return AddTwoIntsResponse(req.a + req.b)
                                                                    def add two ints server():
                                                                        rospy.init_node('add_two_ints_server')
                                init node(): declare the node
                                                                        s = rospy.Service('add two ints', AddTwoInts, handle add two ints)
                                                                        print "Ready to add two ints."
        This declares a new service named add two ints with the
                                                                        rospy.spin()
            AddTwoInts service type. All requests are passed to
handle add two ints function. handle add two ints is called with
                                                                    if name == " main ":
         instances of AddTwoIntsRequest and returns instances of
                                                                        add two ints server()
                                       AddTwoIntsResponse.
```



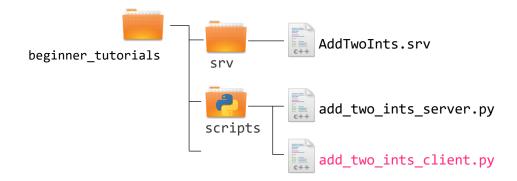




Writing the Client Node

Edit a py file in scripts folder

```
> cd ~/catkin_ws/beginner_tutorials/src/scripts
> sudo gedit Add_two_ints_client.py
```



... and make it executable

```
> chmod +x scripts/Add_two_ints_client.py
```

```
#!/usr/bin/env python
import sys
import rospy
from beginner tutorials.srv import *
def add two ints client(x, y):
    rospy.wait for service('add two ints')
    try:
        add two ints = rospy.ServiceProxy('add two ints', AddTwoInts)
        resp1 = add_two_ints(x, y)
        return resp1.sum
    except rospy.ServiceException, e:
        print "Service call failed: %s"%e
def usage():
    return "%s [x y]"%sys.argv[0]
if name __ == "__main__":
   if len(sys.argv) == 3:
        x = int(sys.argv[1])
        y = int(sys.argv[2])
    else:
        print usage()
        sys.exit(1)
    print "Requesting %s+%s"%(x, y)
    print "%s + %s = %s"%(x, y, add two ints client(x, y))
```





Examining the Client Node

Wait for the service named add_two_ints to be advertised by the server

Once the service is advertised, we can set up a local proxy for it

```
#!/usr/bin/env python
import sys
import rospy
from beginner tutorials.srv import *
def add two ints client(x, y):
    rospy.wait for service('add two ints')
    try:
        add two ints = rospy.ServiceProxy('add two ints', AddTwoInts)
        resp1 = add_two_ints(x, y)
        return resp1.sum
    except rospy. Service Exception, e:
        print "Service call failed: %s"%e
def usage():
    return "%s [x y]"%sys.argv[0]
if name == " main ":
   if len(sys.argv) == 3:
        x = int(sys.argv[1])
        y = int(sys.argv[2])
    else:
        print usage()
        sys.exit(1)
    print "Requesting %s+%s"%(x, y)
    print "%s + %s = %s"%(x, y, add two ints client(x, y))
```







Creating a Publisher and a Subscriber Node (Python)

Building the nodes

If not done yet: make the node executable (for Python only)

```
> chmod +x scripts/add_two_ints_server.py
> chmod +x scripts/add two ints client.py
```

Build package

(we use Cmake as the build system even for Python nodes)

```
> cd ~/catkin ws
> catkin make beginner tutorials
```

Make sure you have sourced your workspace's setup.bash file

```
> cd ~/catkin ws
> source ./devel/setup.bash
```







ROS Bags

- rosbag: set of tools for recording messages and playing back later to ROS topics offline.
- Can be used to mimic real sensor streams for offline debugging.
- Useful for debugging algorithm.
- The file a name is in the format: file_name_YYYY-MM-DD-HH-mm-ss.bag

Record topics with

```
> rosbag record [topic_1] [topic_2] -o [bag_name]
```

Playback messages with

```
> rosbag play [bag_name]
```

Examples

```
> rosbag record -a
> rosbag play --clock mybag.bag
```

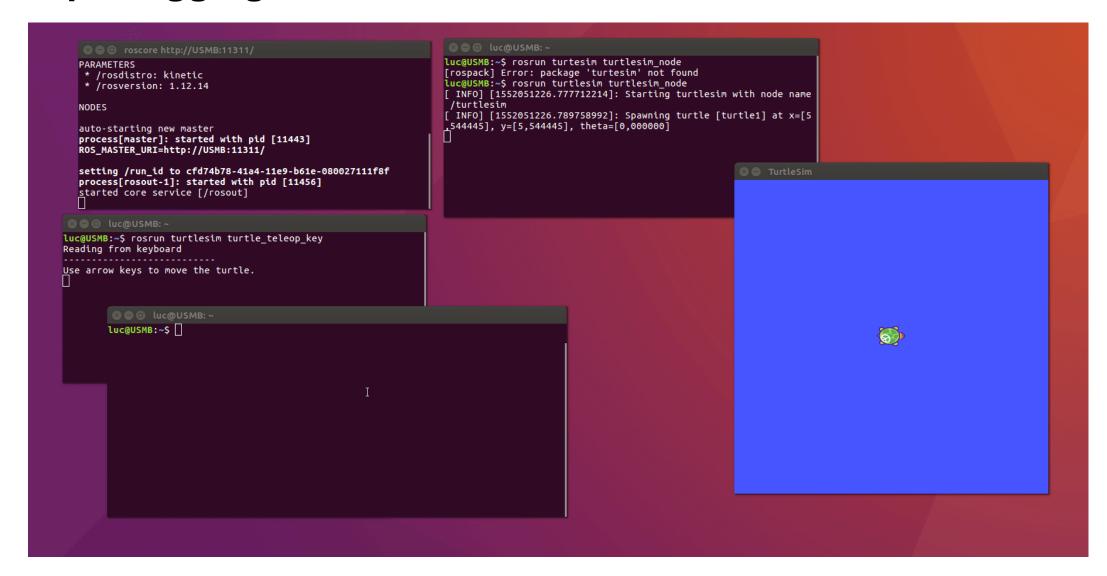
```
🛑 🗊 luc@luc: ~/catkin_ws/bagfiles
luc@luc:~/catkin_ws/bagfiles$ rosbag info 2019-03-07-18-03-41.bag
path:
             2019-03-07-18-03-41.bag
version:
             2.0
             32.5s
duration:
start:
             Mar 07 2019 18:03:41.15 (1551978221.15)
end:
             Mar 07 2019 18:04:13.63 (1551978253.63)
size:
             294.7 KB
             4111
messages:
compression: none [1/1 chunks]
             geometry_msgs/Twist [9f195f881246fdfa2798d1d3eebca84a]
types:
             rosgraph msgs/Log
                                  [acffd30cd6b6de30f120938c17c593fb]
             turtlesim/Color
                                  [353891e354491c51aabe32df673fb446]
             turtlesim/Pose
                                  [863b248d5016ca62ea2e895ae5265cf9]
topics:
             /rosout
                                         4 msgs
                                                   : rosgraph msgs/Log
             /turtle1/cmd_vel
                                        70 msgs
                                                   : geometry_msgs/Twist
             /turtle1/color sensor
                                      2022 msqs
                                                   : turtlesim/Color
             /turtle1/pose
                                      2015 msgs
                                                   : turtlesim/Pose
```







Example logging turtlesim







ROS computation graph rqt

- rqt_graph creates a dynamic graph of what's going on in the system
- rqt_console attaches to ROS's logging framework to display output from nodes. rqt_logger_level allows us to change the verbosity level (DEBUG, WARN, INFO, and ERROR) of nodes as they run.
- Prerequisit: Install rqt package

```
> sudo apt-get install ros-kinetic-rqt ros-kinetic-rqt-common-plugins
```

Launch rqt_console

```
> rosrun rqt_console rqt_console
```

Launch rosrun rqt_logger_level rqt_logger_level (in an other terminal)

```
> rosrun rqt_logger_level rqt_logger_level
```







ROS computation graph rqt

Visualize running topics and nodes

> rosrun rqt_graph rqt_graph

Visualize running topics and nodes

> rosrun rqt_plot rqt_plot







Further References

- ROS Wiki
 - http://wiki.ros.org/
- Installation
 - http://wiki.ros.org/ROS/Installation
- Tutorials
 - http://wiki.ros.org/ROS/Tutorials
- Available packages
 - http://www.ros.org/browse/

ROS Cheat Sheet

- https://www.clearpathrobotics.com/ros-robotoperating-system-cheat-sheet/
- https://kapeli.com/cheat_sheets/ROS.docset/

ROS Best Practices

https://github.com/leggedrobotics/ros_best_pra ctices/wiki

ROS Package Template

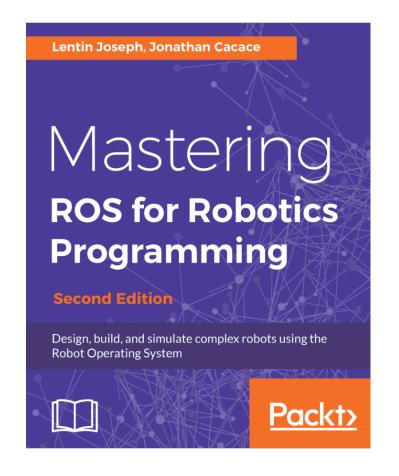
 https://github.com/leggedrobotics/ros_best_pra ctices/tree/master/ros_package_template

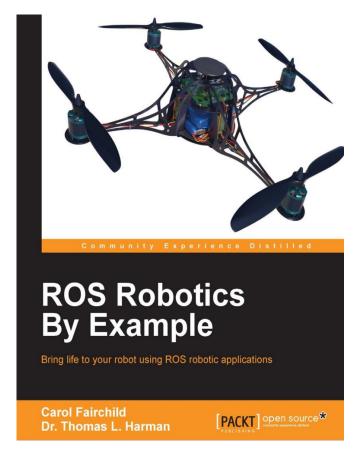






Relevant books









A Handbook Written by TurtleBot3 Developers







Contact Information

Université Savoie Mont Blanc

Polytech' Annecy Chambery Chemin de Bellevue 74940 Annecy France

https://www.polytech.univ-savoie.fr





Lecturer

Luc Marechal (luc.marechal@univ-smb.fr)
SYMME Lab (Systems and Materials for Mechatronics

