



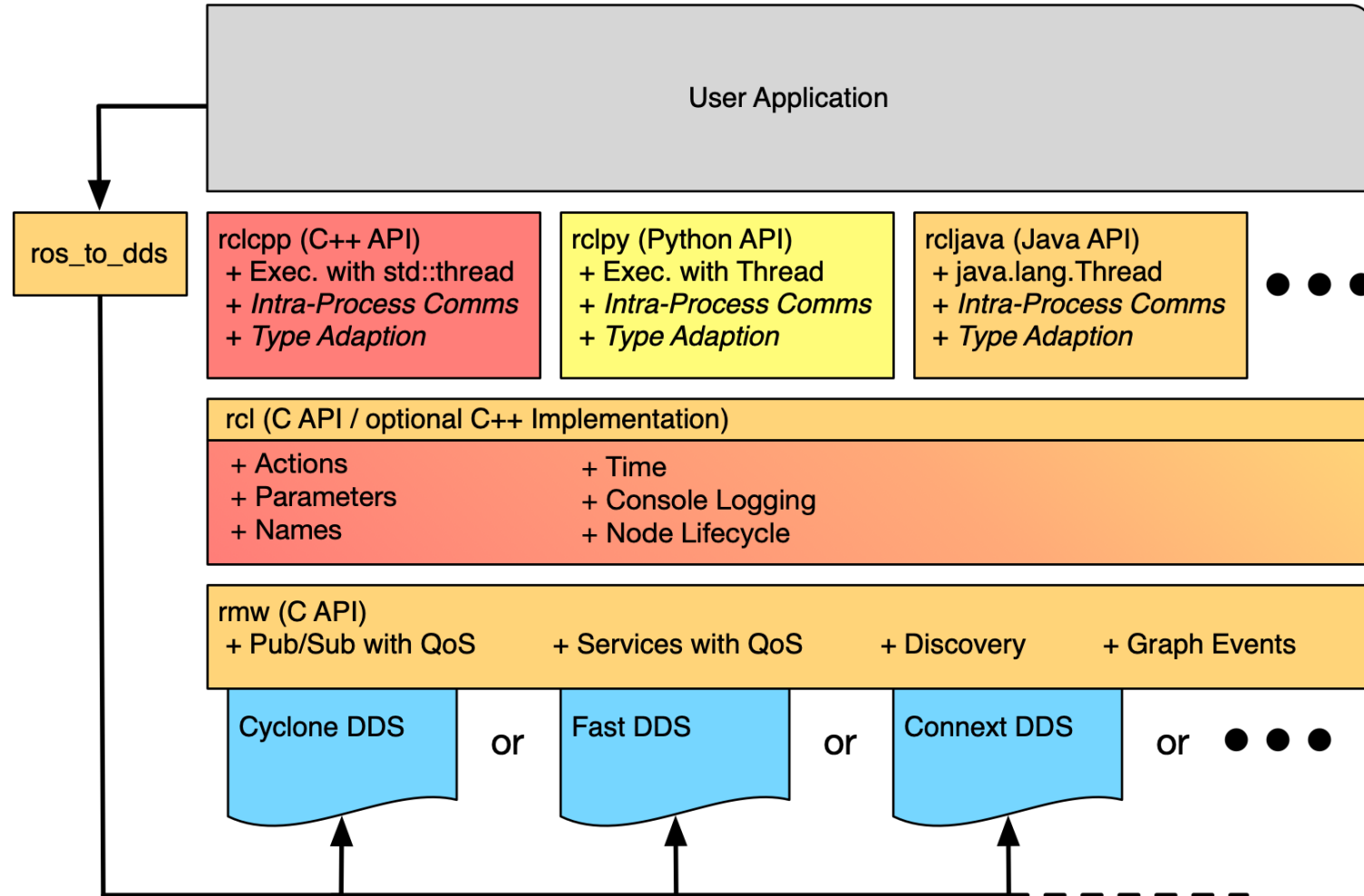
ROS2 – Part 2

Robotics and Computer Vision
BPC-PRP

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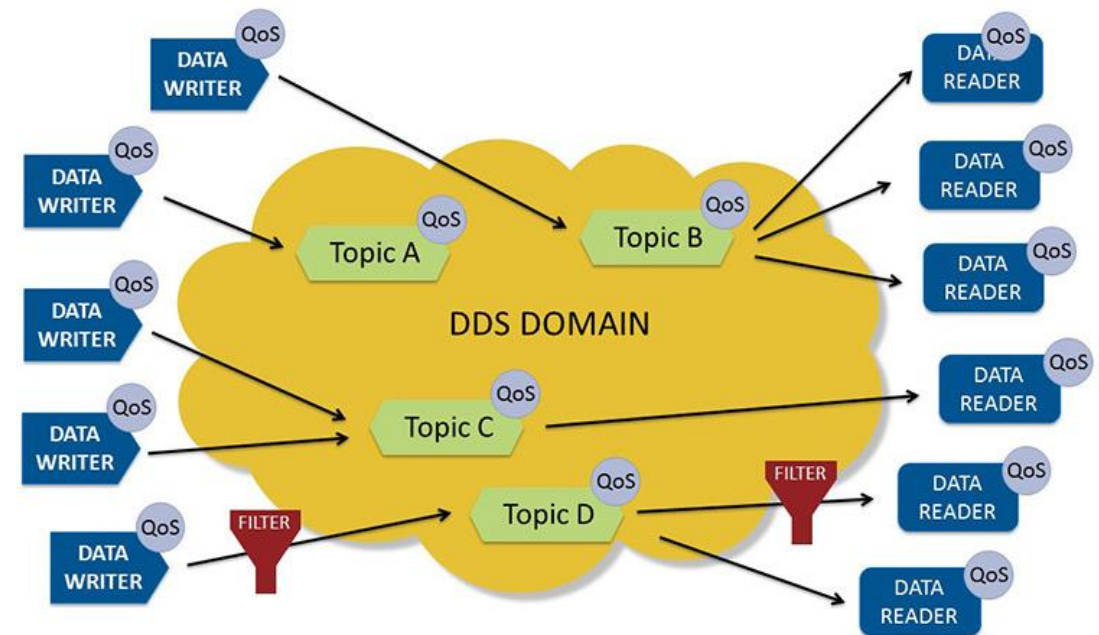


- DDS, Node Discovery, QoS
- Node Life Cycles, Parameters, Launchfiles, Executors
- ROS2 Packages
- RViz
- URDF
- TF2
- Simulators – Gazebo, Webots
- Bagfiles
- ROS2 Security



* *Intra-Process Comms* and *Type Adaption* could be implemented in the client library, but may not currently exist.

- Middleware protocol and API standard
- Real-time data exchange, data-centric
- Publisher subscriber architecture
- Decentralized
- Quality of Service – QoS
- Multiple implementations - Fast DDS, Cyclone DDS, and RTI Connex...





- Handled by DDS implementation
- Basic idea:
 - When a node is started, it advertises its presence to other nodes on the network with the same ROS domain.
 - Nodes respond to this advertisement with information about themselves so that the appropriate connections can be made and the nodes can communicate.
 - Nodes periodically advertise their presence so that connections can be made with new-found entities, even after the initial discovery period.
 - Nodes advertise to other nodes when they go offline.
- Nodes make connection only if they have compatible QoS settings



- History
 - Keep last – store up to N samples
 - Keep all – depends on underlying middleware
- Depth
 - Queue size – only when "Keep last" is set
- Reliability
 - Best effort – may lose samples
 - Reliable – may retry multiple times
- Durability
 - Transient local – publisher persist samples
 - Volatile – no attempt to persist samples
- Deadline
 - Duration – max time between messages
- Lifespan
 - Duration – max time message is considered valid
- Liveliness
 - Automatic – all publisher on one node are alive if one publish message
 - Manual by topic – only the publisher
- Lease Duration
 - Duration – max period of time publisher has to indicate its alive



- Starting multiple nodes
- Setting specific parameters on start
- Reproducibility
- Substitutions
- Events
- Python, YAML, XML



```
import launch

from launch_ros.actions import Node

def generate_launch_description():
    return launch.LaunchDescription([
        Node(
            package="turtlesim",
            executable="turtlesim_node",
            name="turtlesim1"
        )
    ])
```



```
Node (  
    package="turtlesim",  
    executable="turtlesim_node",  
    name="turtlesim2",  
    remappings=[  
        ("/turtle2/cmd_vel", "/turtle1/cmd_vel"),  
        ("/turtle2/pose", "/turtle1/pose")  
    ]  
)
```



- Associated with single node
- Configurable settings of node
- Can be changed on runtime
- Some are read-only
- Export/import as YAML
- In code change handled by callbacks



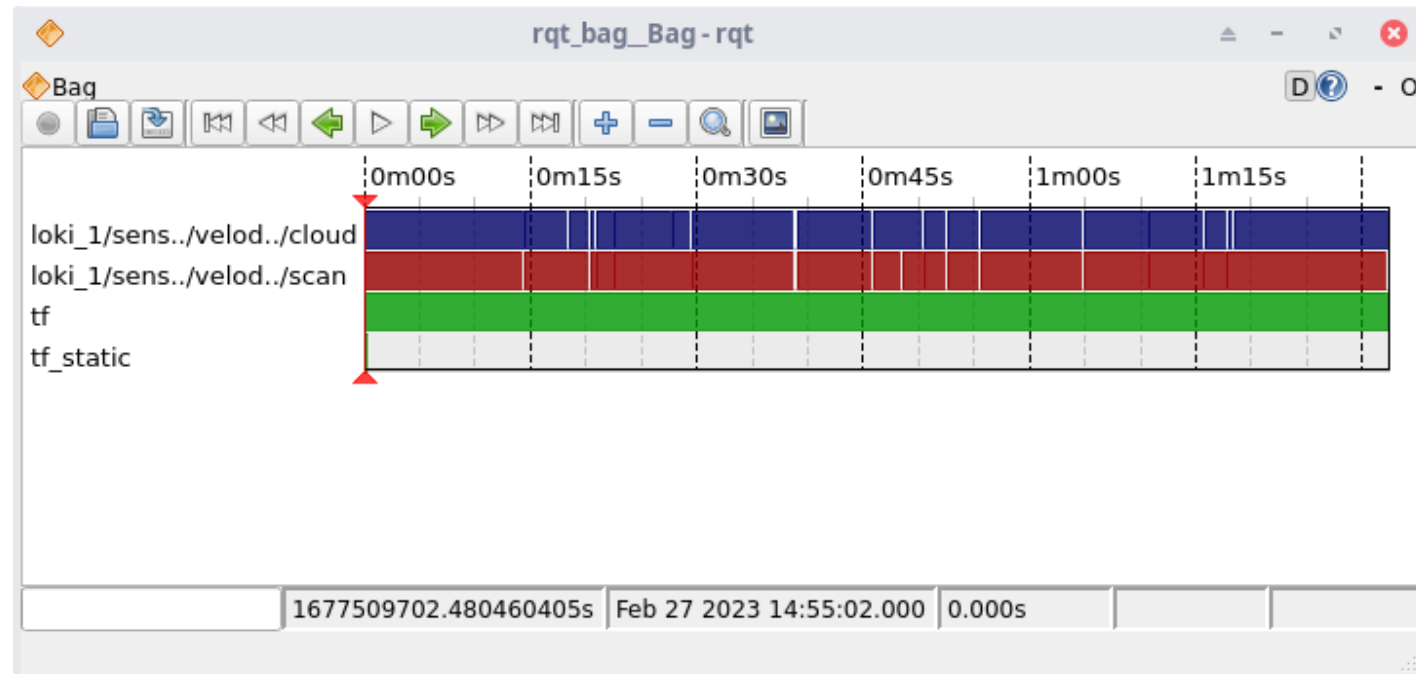
Various param related sub-commands

- options:
 - -h, --help show this help message and exit
- Commands:
 - delete Delete parameter
 - describe Show descriptive information about declared parameters
 - dump Show all of the parameters of a node in a YAML file format
 - get Get parameter
 - list Output a list of available parameters
 - load Load parameter file for a node
 - set Set parameter

Call ``ros2 param <command> -h`` for more detailed usage.



- Recording and replaying data
- Testing, simulations, analyze data
- .db3 - SQLite3 format
- `ros2 bag record /topic_name`
- `ros2 bag play <bagfile_name>`





- Manage execution of callbacks from nodes
- Handle message passing, timers, services, and actions
- Manage multi-threading and parallel execution
- Prevent blocking issues in complex systems
- Ensure efficient processing of node callbacks
- Single-threaded and Multi-threaded



- Complex and mixed scheduling semantics.
- Higher priority callbacks may be blocked by lower priority callbacks.
- No explicit control over the callbacks execution order.
- No built-in control over triggering for specific topics.



```
rclcpp::Node::SharedPtr node1 = ...  
rclcpp::Node::SharedPtr node2 = ...  
  
rclcpp::executors::SingleThreadedExecutor executor;  
  
executor.add_node(node1);  
executor.add_node(node2);  
  
executor.spin();
```



- Top directory `ros2_ws/`
- Source directory containing ROS 2 packages `|— src/`
- Build directory (generated after colcon build) `|— build/`
- Install directory containing installed packages `|— install/`
- Logging directory (stores logs from executions) `|— log/`
- Metadata for colcon build tool (optional) `└— colcon.meta`



- Nodes, launch files, configuration files, message definition and other resources
- Modular, maintainability, colaboration
- Officialy support for c++ and python
- Create package for c++
 - `cd ~/ros2_ws/src`
 - `ros2 pkg create my_package --build-type ament_cmake --dependencies rclcpp std_msgs`



--build-type ament_cmake

```
my_package/  
├─ CMakeLists.txt  
├─ include/my_package/  
├─ package.xml  
└─ src/
```

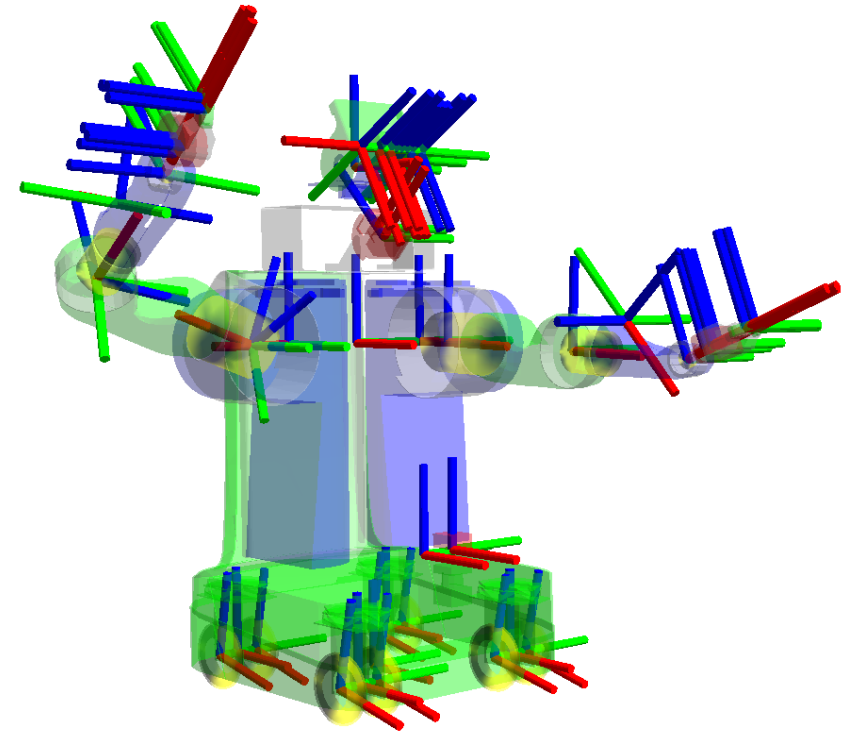
--build-type ament_python

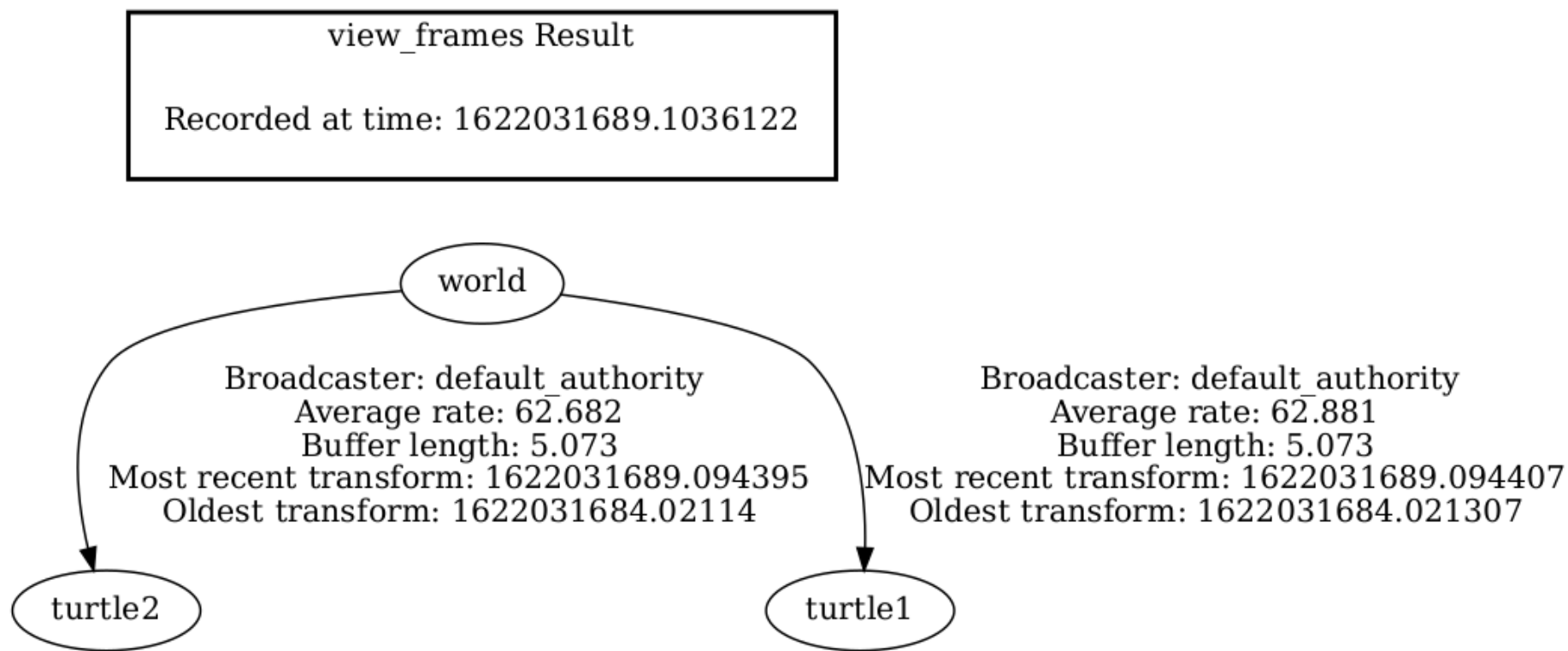
```
my_package/  
├─ package.xml  
├─ resource/my_package  
├─ setup.cfg  
├─ setup.py  
└─ my_package/
```



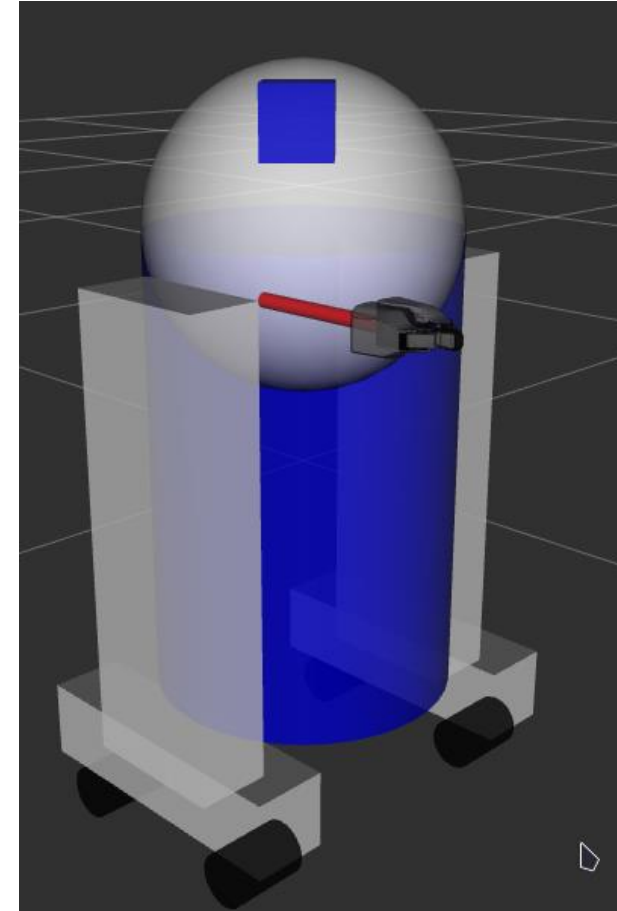
- package.xml
- CMakeLists.txt
- rosdep
 - Manage dependencies
 - Abstract underlying packages managers
 - Install dependencies from `package.xml`
 - `rosdep install --from-paths src --ignore-src -r -y`

- Multiple coordinates frames
- Standard way to transform data between frames
- Transform define relation between frame
- Each transform has parent and child frame – creating tree
- Static dynamic transforms





- Unified Robot Description Format
- XML
- Represents robot model - defines
 - Links
 - Joints
 - Physical properties
- Imported to simulators and RViz2
- Many conversions tools from 3D models





```
<?xml version="1.0"?>

<robot name="origins">

  <link name="base_link">

    <visual>

      <geometry>

        <cylinder length="0.6" radius="0.2"/>

      </geometry>

    </visual>

  </link>

  <link name="right_leg">

    <visual>

      <geometry>

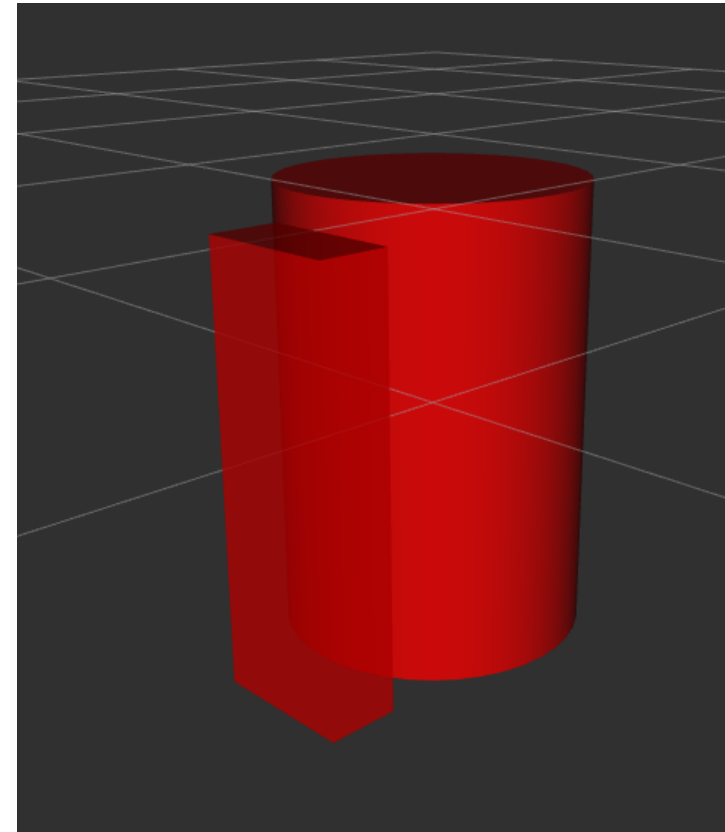
        <box size="0.6 0.1 0.2"/>

      </geometry>

      <origin rpy="0 1.57075 0" xyz="0 0 -0.3"/>

    </visual>

  </link>
```

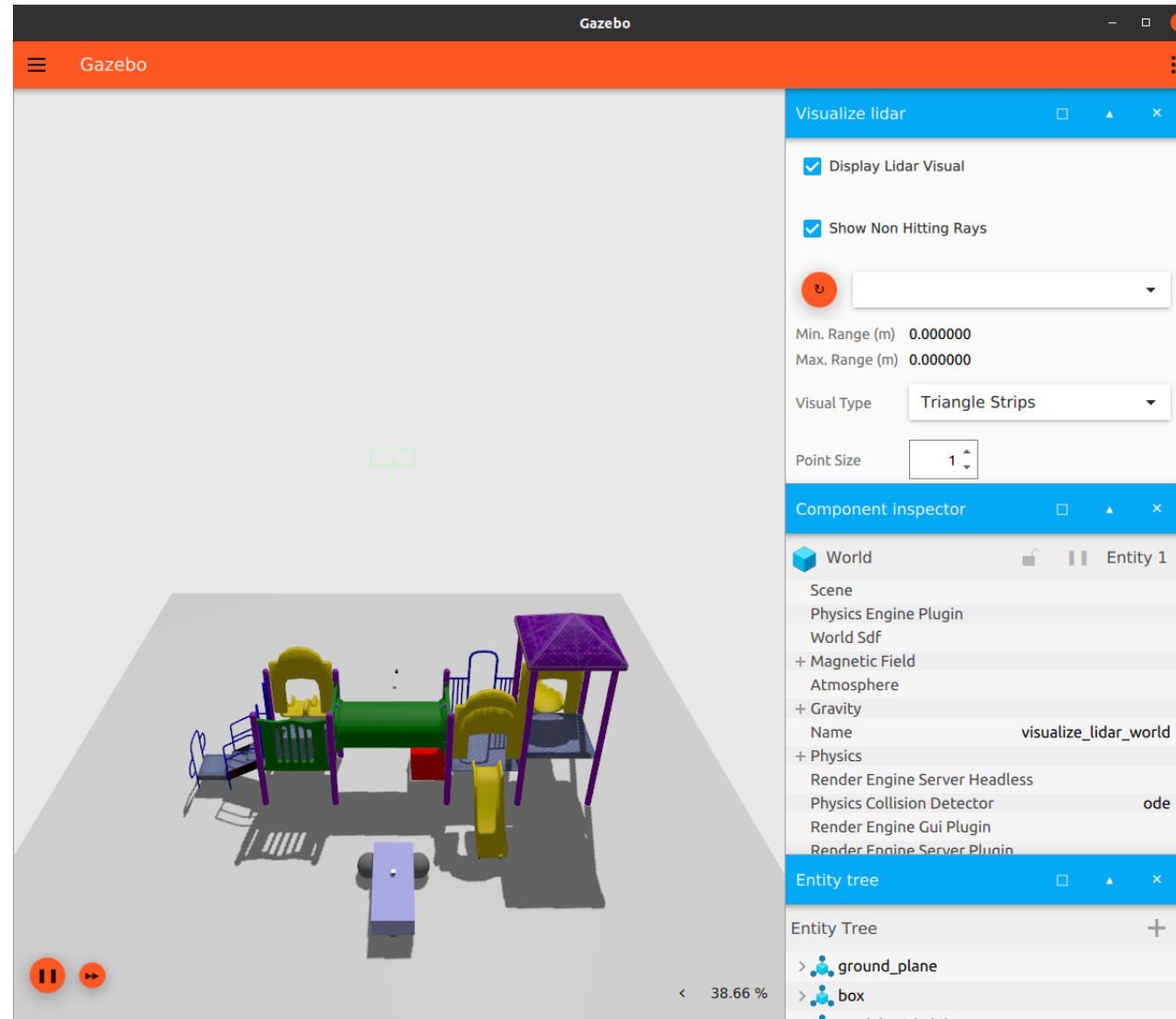


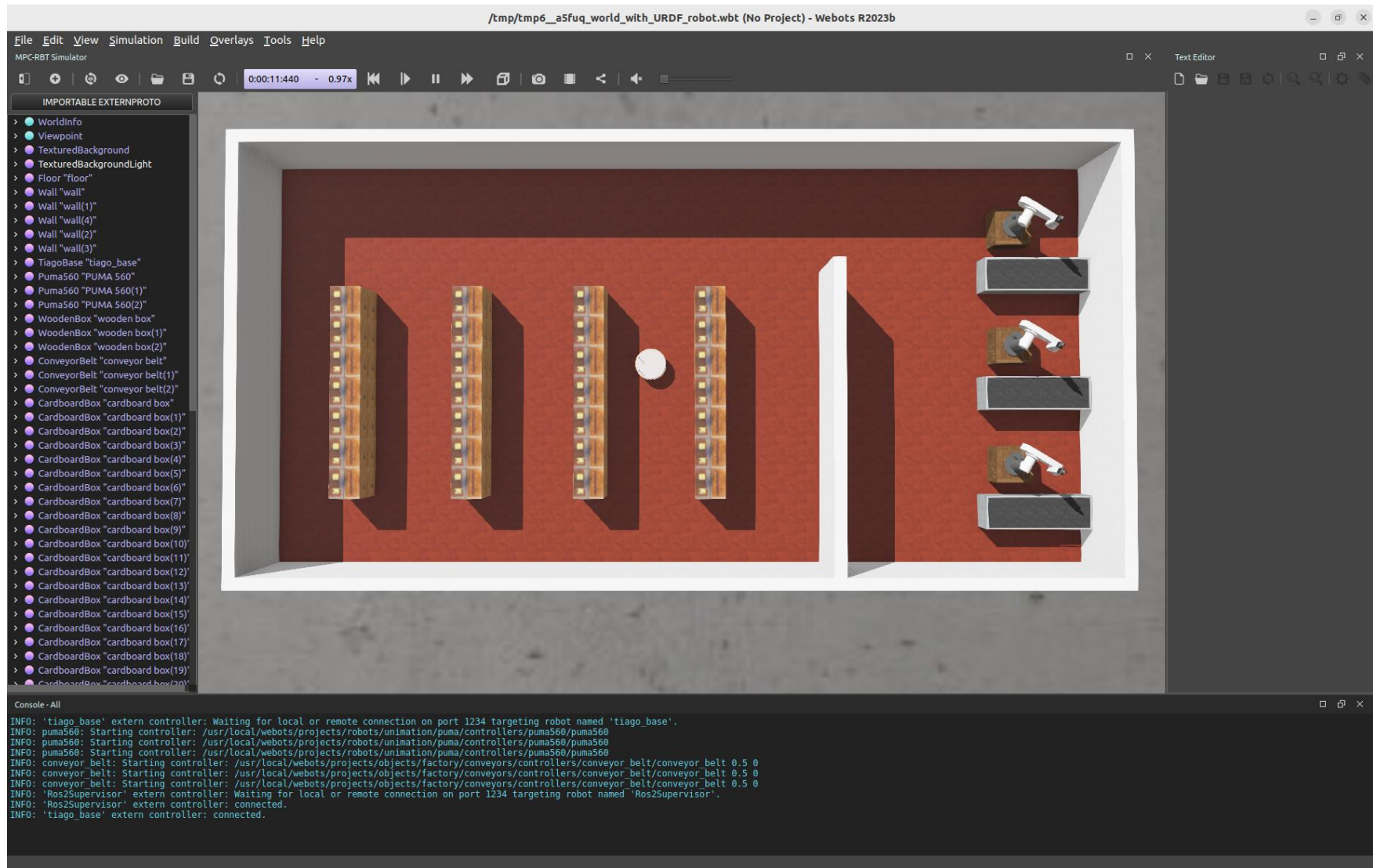


- 3D visualizer
- Out-of-box support for usually used data types – images, point clouds, transformations,...
- Configuration files – can be loaded on start from launch file
- Markers
 - Custom visualization objects/elements
 - Many different shapes or can use render
- URDF



- Gazebo Ignition, Webots
- Support URDF
- Testing without hardware
- Sensors support
- Physical integration







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