Technical documentation for ButlerRobot ROS Node

Task: The ButlerRobot is designed to navigate between a home, kitchen and different tables.

Code Documentation:

```
# Import Libraries

import rospy
from geometry_msgs.msg import Twist
from std_msgs.msg import String
from enum import Enum

# Robot state enumeration: 7 states : .

class RobotState(Enum):
    HOME = 1
    TO_KITCHEN = 2
    WAITING_AT_KITCHEN = 3
    TO_TABLE = 4
    WAITING_AT_TABLE = 5
    RETURNING_HOME = 6
    CANCELLED = 7
```

Purpose: Defines various states of the robot to manage its behavior and transitions effectively.

```
# ButlerRobot Class
```

Constructor

```
class ButlerRobot:
    def __init__(self):
        rospy.init_node('butler_robot', anonymous=True)
        self.pub_cmd = rospy.Publisher('/cmd_vel', Twist, queue_size=10)
        self.sub_order = rospy.Subscriber('/order', String, self.order_callback)
        self.sub_confirm = rospy.Subscriber('/confirm', String, self.confirm_callback)

        self.rate = rospy.Rate(10)
        self.state = RobotState.HOME
        self.current_task = None
        self.task_queue = []
        self.timeout_duration = rospy.get_param('~timeout_duration', 10)

        # Load positions (example coordinates)
        self.home_position = rospy.get_param('~home_position', [0, 0])
        self.kitchen_position = rospy.get_param('~kitchen_position', [5, 0])
```

```
    self.table_positions = {
        'table1': rospy.get_param('~table1_position', [10, 0]),
        'table2': rospy.get_param('~table2_position', [10, 5]),
        'table3': rospy.get_param('~table3_position', [5, 10])
    }
```

Purpose: Initializes ROS node, publishers, and subscribers. Sets up parameters for robot's positions and task queue.

```
# Order Callback

def order_callback(self, msg):
    order = msg.data
    self.task_queue.append(order.split(','))
    rospy.loginfo(f"Received order: {order}")
    if self.state == RobotState.HOME:
        self.process_next_task()
```

Purpose: Processes incoming orders, adds them to the task queue, and starts task processing if the robot is at home.

```
# Confirmation Callback

def confirm_callback(self, msg):
    confirmation = msg.data
    rospy.loginfo(f"Received confirmation: {confirmation}")
    if self.state == RobotState.WAITING_AT_KITCHEN:
        self.state = RobotState.TO_TABLE
        self.navigate_to_position(self.current_task[0])
    elif self.state == RobotState.WAITING_AT_TABLE:
        self.process_next_task()
```

Purpose: Handles confirmations received from the `/confirm` topic and transitions states based on the current task.

```
# Process Next Task

def process_next_task(self):
    if not self.task_queue:
        self.state = RobotState.RETURNING_HOME
        self.navigate_to_position(self.home_position)
        return

    self.current_task = self.task_queue.pop(0)
    self.state = RobotState.TO_KITCHEN
    self.navigate_to_position(self.kitchen_position)
```

Purpose: Manages and processes the next task from the queue, including navigating to the kitchen or returning home if the queue is empty.

Navigate to Position

```
def navigate_to_position(self, position):
        rospy.loginfo(f"Navigating to position: {position}")
        move_cmd = Twist()
        # Implement actual navigation logic here
        self.pub_cmd.publish(move_cmd)
        rospy.sleep(1)  # Simulate navigation time

        rospy.loginfo(f"Current state before transition: {self.state}")

        if self.state == RobotState.TO_KITCHEN:
        self.state = RobotState.WAITING_AT_KITCHEN
        rospy.loginfo("Robot State: Changed to WAITING_AT_KITCHEN")
        self.wait_for_confirmation()
        elif self.state == RobotState.TO_TABLE:
        self.state = RobotState.WAITING_AT_TABLE
        rospy.loginfo("Robot State: Changed to WAITING_AT_TABLE")
        self.wait_for_confirmation()
        elif self.state == RobotState.RETURNING_HOME:
        self.state = RobotState.HOME
        rospy.loginfo("Robot State: Changed to HOME")
```

Purpose: Simulates navigation to the specified position, logs the state change, and waits for confirmation if necessary.

Wait for Confirmation

```
def wait_for_confirmation(self):
    start_time = rospy.get_time()
    while rospy.get_time() - start_time < self.timeout_duration:
        rospy.sleep(1)
        if self.state not in [RobotState.WAITING_AT_KITCHEN, RobotState.WAITING_AT_TABLE]:
            return

    rospy.loginfo("Timeout reached, handling scenario.")
    if self.state == RobotState.WAITING_AT_KITCHEN:
        self.state = RobotState.RETURNING_HOME
        self.navigate_to_position(self.home_position)
    elif self.state == RobotState.WAITING_AT_TABLE:
        self.state = RobotState.TO_KITCHEN
        self.navigate_to_position(self.kitchen_position)
```

Purpose: Waits for a confirmation message within a timeout period and handles timeout scenarios by changing states as needed.

Run Method

```
def run(self):
    rospy.spin()
```

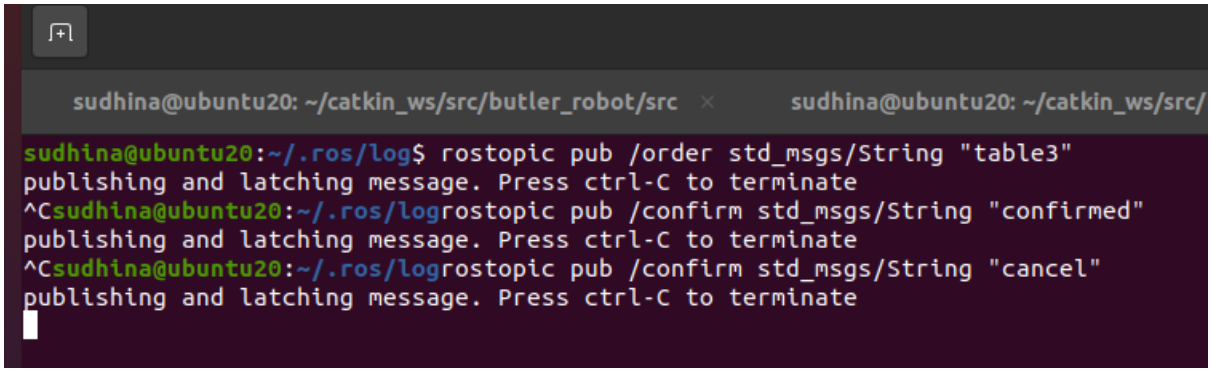
Purpose: Keeps the ROS node running, allowing it to continuously process messages and callbacks.

```
# Main Execution Block

if __name__ == '__main__':
    try:
        robot = ButlerRobot()
        robot.run()
    except rospy.ROSInterruptException:
        pass
```

Purpose: Creates an instance of `ButlerRobot` and starts the ROS node. Handles interruptions gracefully.

User Input:



Output Obtained: