



Team progress

week 4



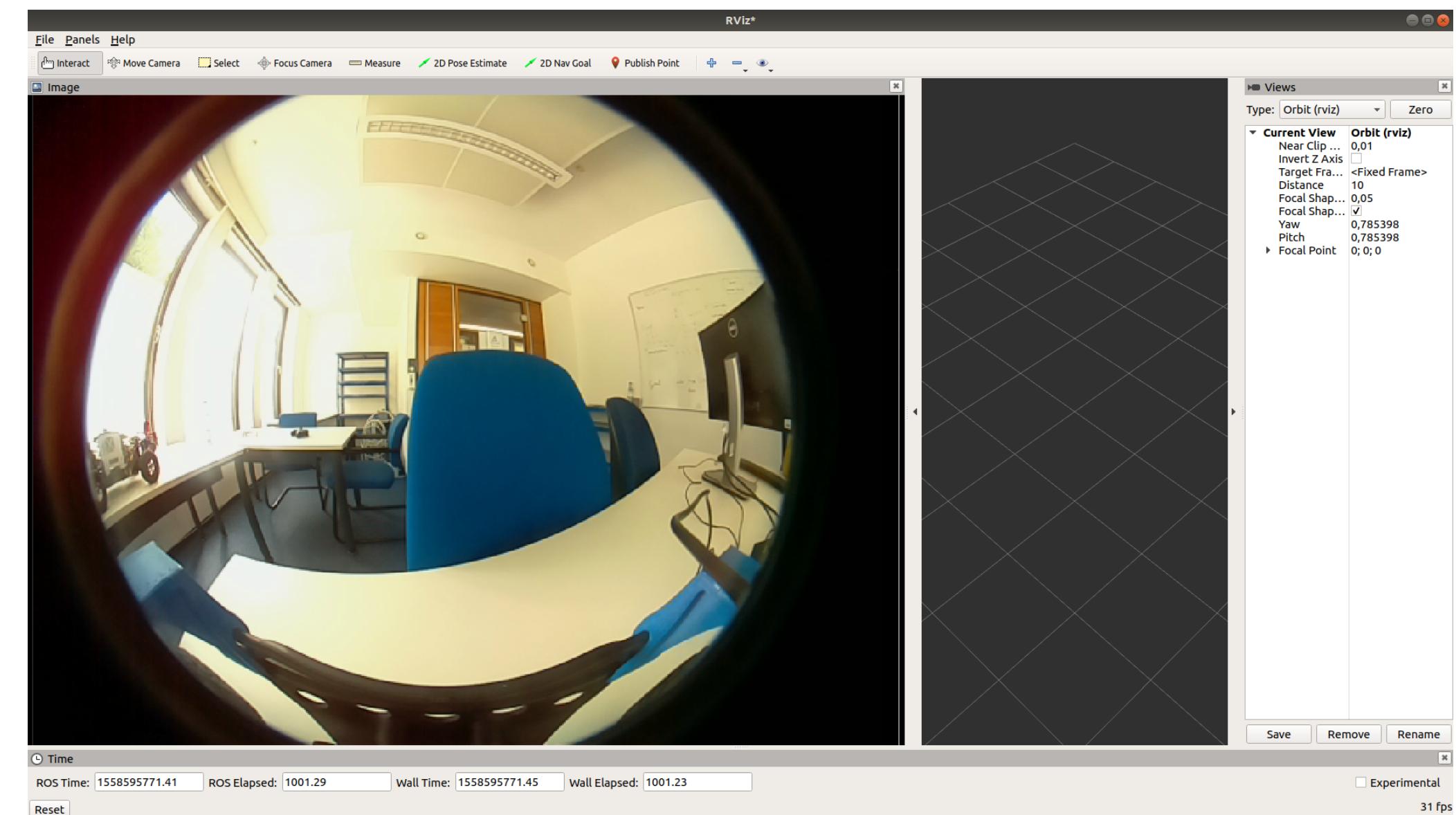
Overview

- ROS
- Path following
- TCP server
- AF3 model



ROS

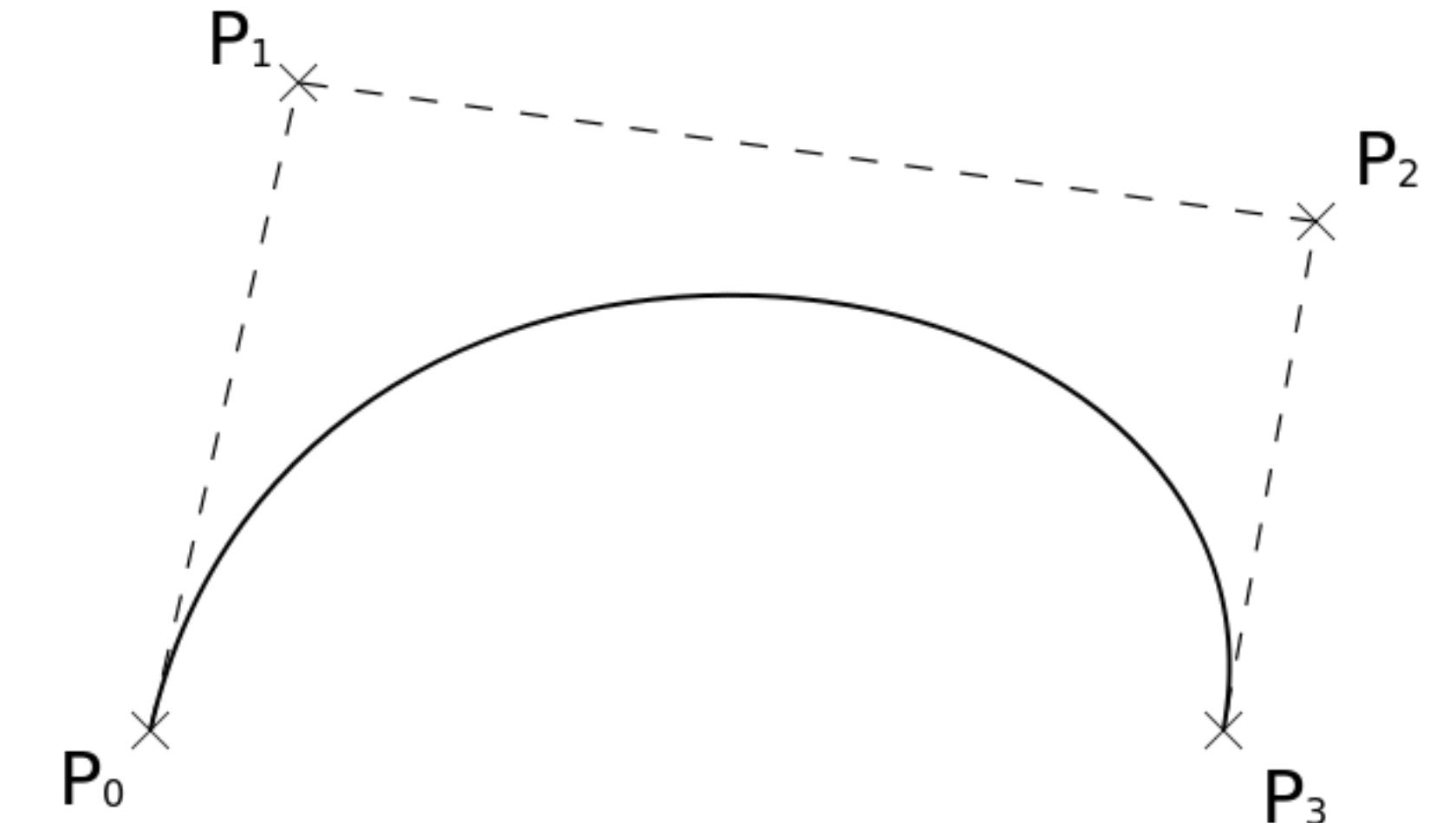
- Issues with Linux distributions and ROS versions
- ROS melodic on redrovercamera Pi
- Installation of Ubuntu Mate 18.04
- rplidar_ros package for LIDAR
- video_stream_opencv package for Camera



Bézier curve

- Definition
- Sampling
- Implementation in C++
- Wrapped as ROS node

```
class CubicBezierCurve {  
private:  
    Vec2f start;  
    Vec2f waypoint1;  
    Vec2f waypoint2;  
    Vec2f end;  
    double len;  
public:  
    CubicBezierCurve(Vec2f p1, Vec2f p2, Vec2f p3, Vec2f p4);  
    Vec2f positionAt(double tau);  
    Vec2f derivativeAt(double tau);  
    Vec2f tangentAt(double tau);  
    double arclength2tau(double arc, double tauBegin = 0.0, double tauStep = DEFAULT_STEP_WIDTH);  
    double length();  
};
```



Path following

- Follow Bézier curve
- Implementation in C++
- Wrapped as ROS node

```
while(ros::ok()) {
    profile.step(delta_t);
    double delta_distance = profile.getDistance() - distance;
    distance = profile.getDistance();
    tau = curve.arclength2tau(delta_distance, tau, 0.00001);

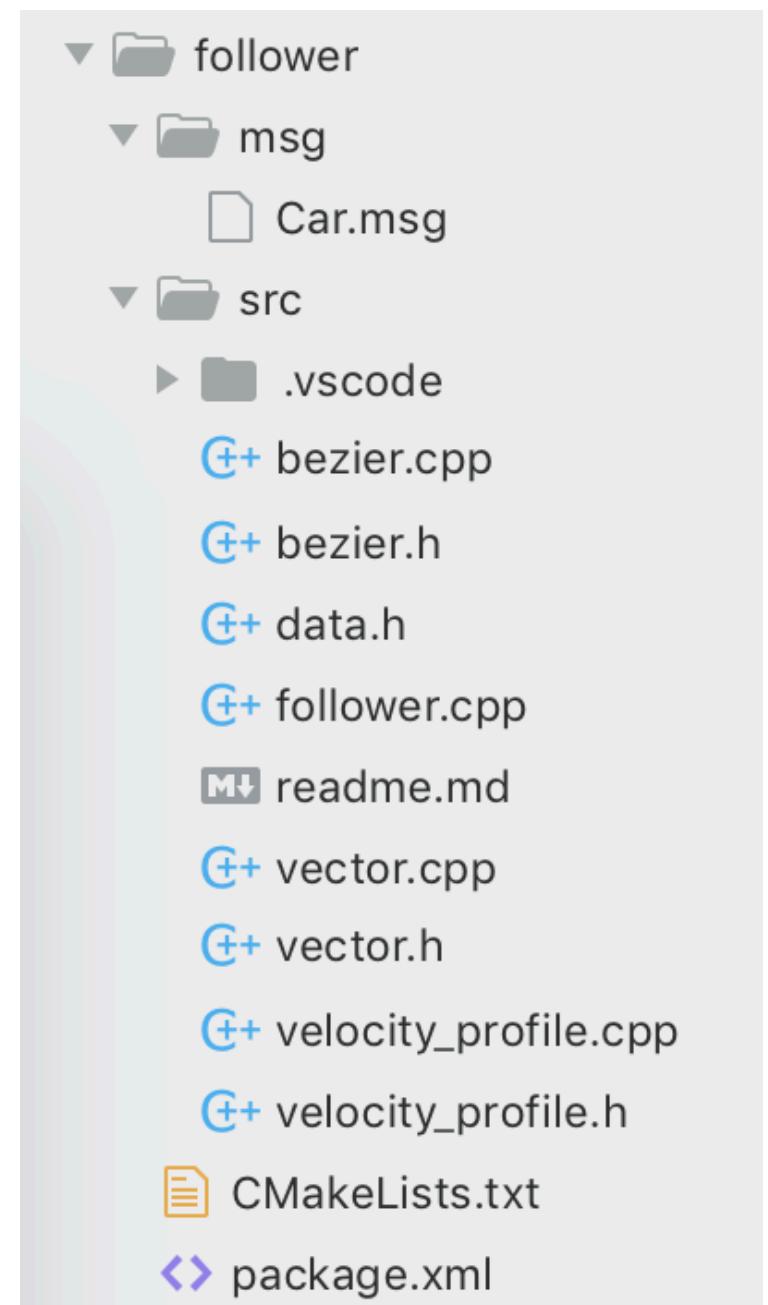
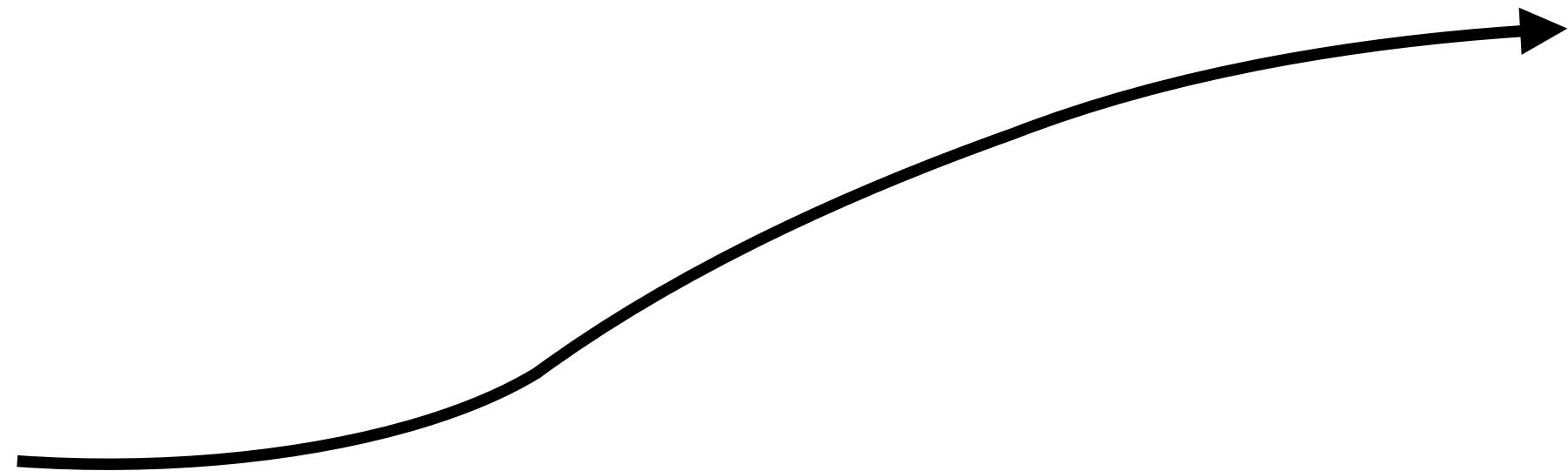
    Vec2f rearTangent = curve.tangentAt(tau);
    double frontTau = curve.arclength2tau(WHEEL_BASE, tau, 0.0002);
    Vec2f frontTangent = curve.tangentAt(frontTau);

    double angle = rearTangent.angle(frontTangent) * 2.5;

    velocityMsg.data = (float) profile.getVelocity();
    steeringAngleMsg.data = (float) angle;

    velocityPublisher.publish(velocityMsg);
    steeringAnglePublisher.publish(steeringAngleMsg);

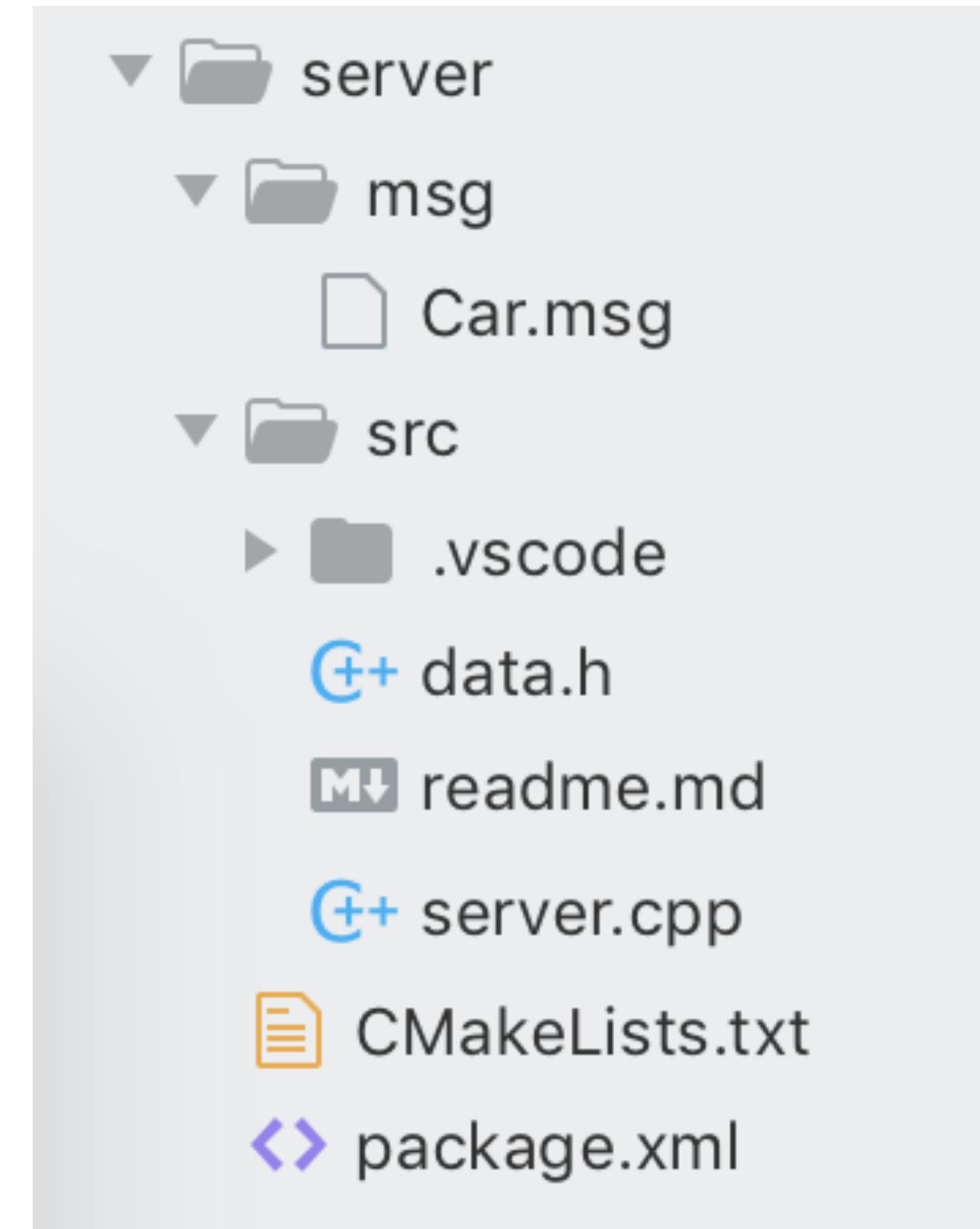
    ros::spinOnce();
    loop_rate.sleep();
}
```



TCP server



- Communication with AF3 model
- Implementation in C++
- Wrapping as ROS node

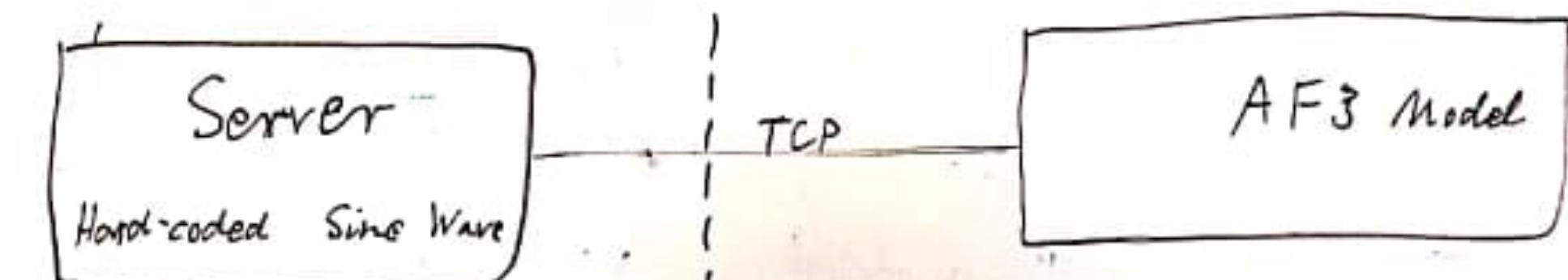


AF3 model

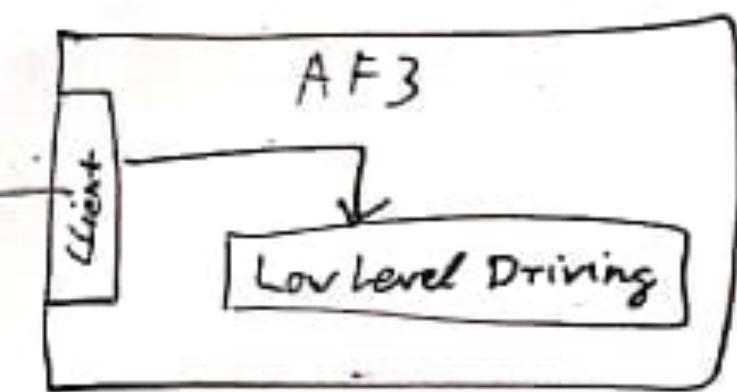
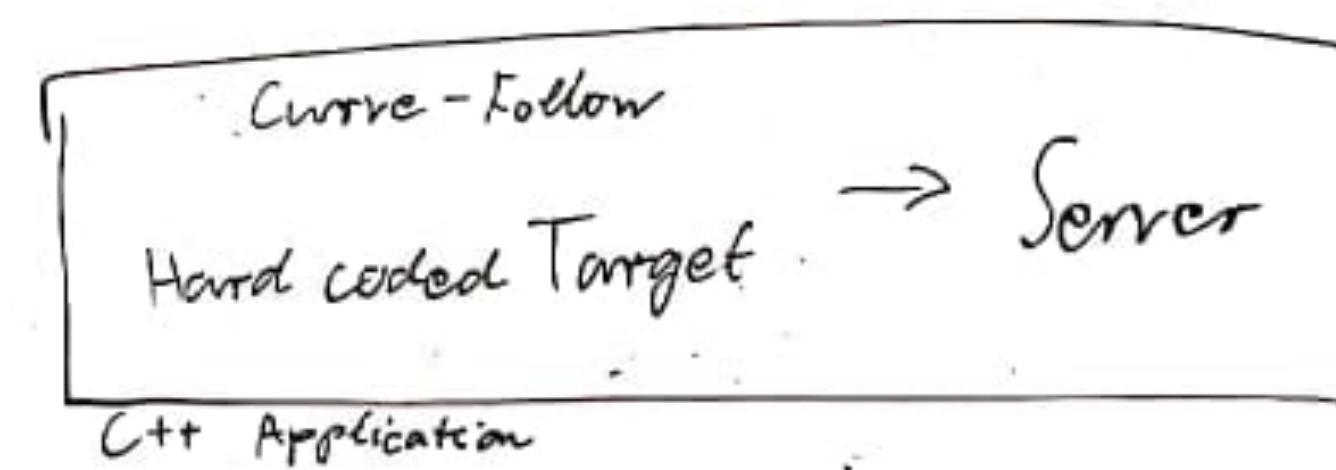
- TCP client
- Control of low level driving function
 - velocity
 - steering angle



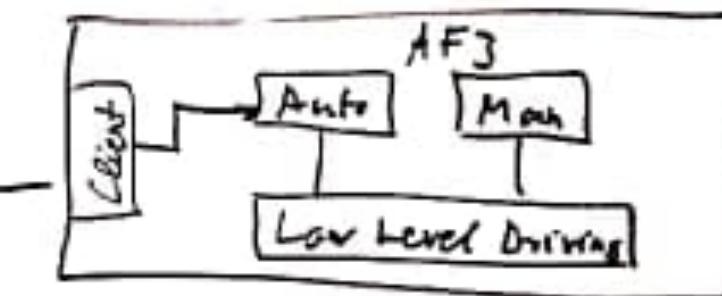
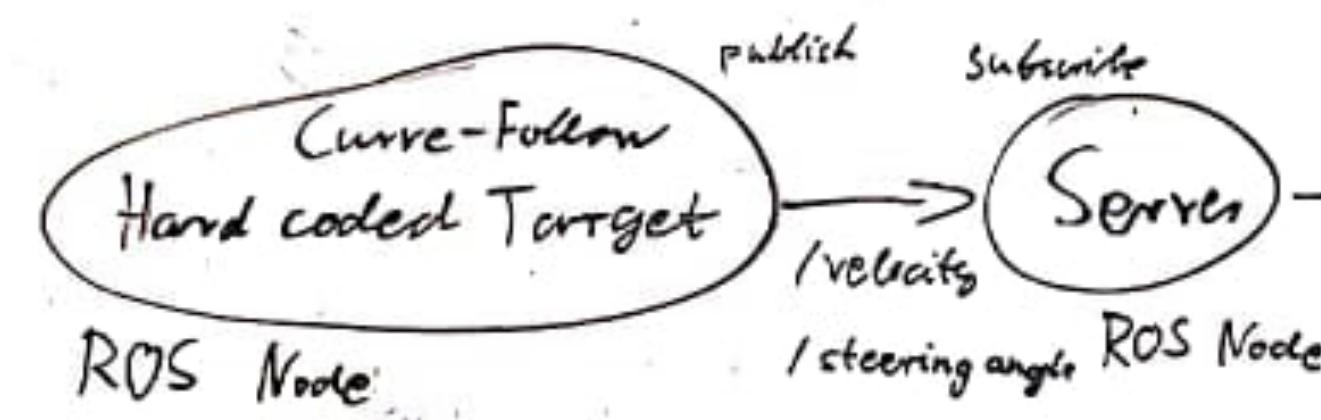
Now:



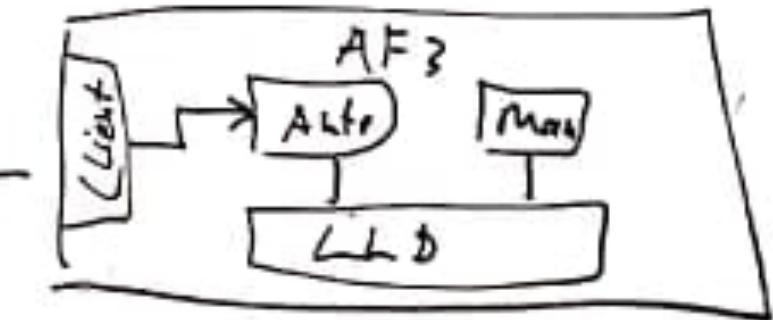
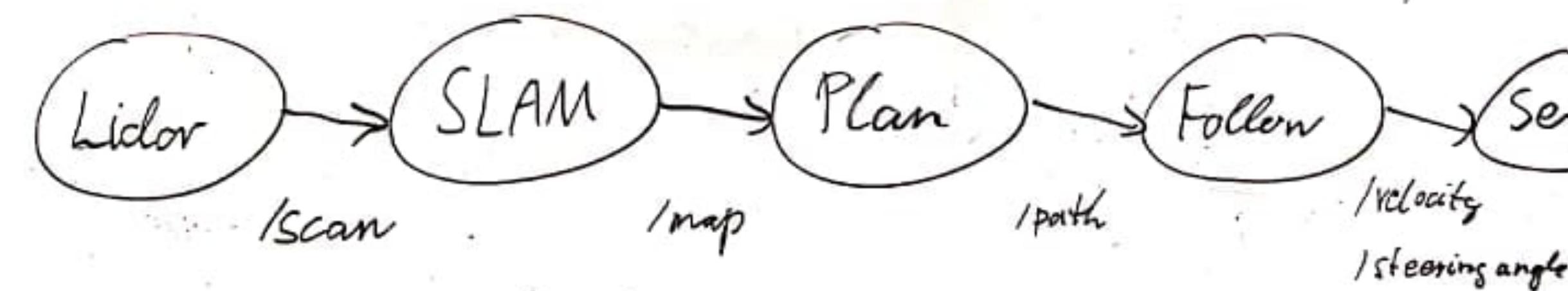
Next:



Tomorrow:



Goal:



Demo

