

# **ASSIGNMENT 1**

Submitted by

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**Exercise 1:** Write a launch file pub\_sub.launch.py to run the publisher and subscriber node.

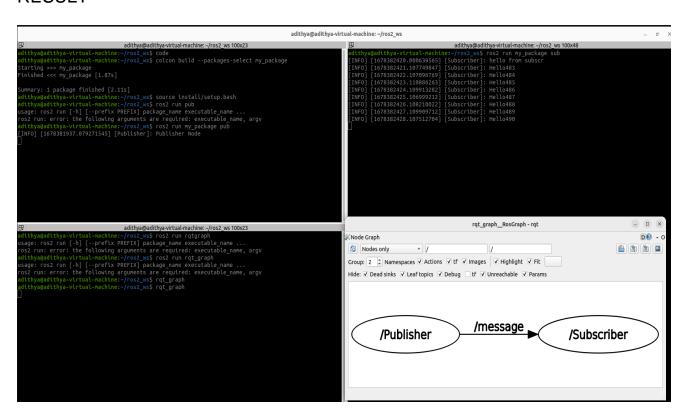
#### **CODE SNIPPET**

#### Publisher

```
pub.py
src > my_package > my_package > 🏓 pub.py > ...
      import rclpy
      from rclpy.node import Node
      from std msgs.msg import String
      class Publisher(Node):
          def init (self):
              super(). init ('Publisher')
              self.get logger().info("Publisher Node")
              self.counter =0
              self.publisher =self.create publisher(String, "/message", 10)
              self.timer =self.create timer(1.0,self.publish message)
          def publish message(self):
              msg=String()
              msq.data="Hello"+str(self.counter )
              self.publisher_.publish(msg)
              self.counter_+=1
      def main(args=None):
          rclpy.init(args=args)
          node=Publisher()
          rclpy.spin(node)
          rclpy.shutdown()
 25
      if __name__=="Main":
          main()
```

#### Subscriber

```
subscriber.py ×
src > my_package > my_package > 🏺 subscriber.py > ...
       import rclpy
     from rclpy.node import Node
     from std_msgs.msg import String
          def __init__(self):
               super().__init__("Subscriber")
self.get_logger().info("hello from subscr")
               self.subscriber=self.create_subscription(String,"/message",self.msg_callback,10)
           def msg callback(self,msg):
               self.get_logger().info(msg.data)
       def main(args=None):
           rclpy.init(args=args)
           node=subscriber()
           rclpy.spin(node)
           rclpy.shutdown()
       if __name__=="__main__":
       main()
```



**Exercise 2:** Create 2 nodes from scratch. First node has 1 publisher, the second has 1 publisher & 1 subscriber.

#### **CODE SNIPPET**

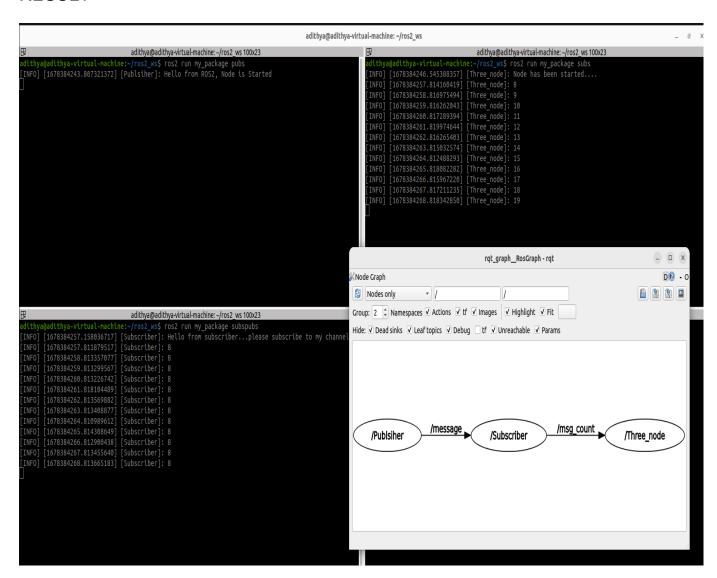
#### **Publisher**

```
1pubs.py ×
src > my_package > my_package > 🏺 1pubs.py > ...
      import rclpy
     from rclpy.node import Node
     from std_msgs.msg import Int32
          def __init__(self):
              self.get logger().info("Hello from ROS2, Node is Started")
              self.publisher_ = self.create_publisher(Int32,"/message",10)
             self.timer = self.create timer(1.0,self.timer callback)
         def timer callback(self):
             msg = Int32()
              msg.data = 8
              self.publisher_.publish(msg)
     def main(args=None):
          rclpy.init(args=args)
          node = publisher()
          rclpy.spin(node)
          rclpy.shutdown()
         __name__=="__main__":
         main()
```

## Subscriber Publisher

```
2subspubs.py ×
     from std msgs.msg import Int32
     from std msgs.msg import String
              self.counter=0
              self.publisher_ = self.create_publisher(Int32,"/msg_count",10)
              self.subscribe =self.create subscription(Int32, "/message",self.subscriber callback,10)
         def subscriber callback(self,msg):
             msg_a = Int32()
             msg int = int(msg.data)
             self.get_logger().info(str(msg.data))
             msg_a.data = msg_int + self.counter
             self.publisher_.publish(msg_a)
             self.counter+=1
     def main(args=None):
      rclpy.init(args=args)
       node = subscriber()
       rclpy.spin(node)
      rclpy.shutdown()
     if __name__=="__main__":
        main()
```

#### Subscriber

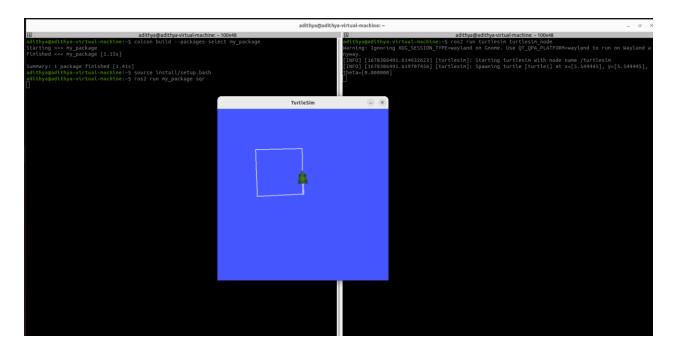


**Exercise 3:** Write a ROS2 program to move the turtle in different shapes. (i) Square (ii) Circle (iii) Triangle (iv)Spiral

#### Square

#### CODE SNIPPET

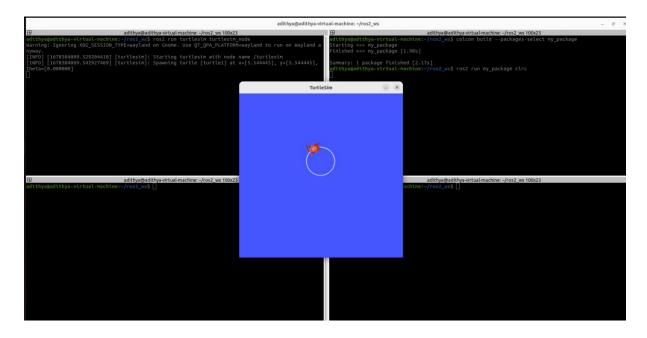
```
🕏 turtsqr.py 🗙
                                                                                                            turtsqr.py X
src > my_package > my_package > ♦ turtsqr.py > ...
                                                                                                            src > my_package > my_package > 🏺 turtsqr.py > ...
  1 #!/usr/bin/env python3
                                                                                                                          if msg.angular.z == math.pi/2:
                                                                                                                              msg.angular.z=0.0
  3 from rclpy.node import Node
                                                                                                                          msg.linear.x = self.length x
  4 from turtlesim.msg import Pose
                                                                                                                          self.cmd vel publisher .publish(msg)
  5 from geometry msgs.msg import Twist
                                                                                                                          time.sleep(2)
  6 import math
                                                                                                                 def main(args=None):
  7 import time
                                                                                                                      rclpy.init(args=args)
                                                                                                                      tri = traingle()
      class traingle(Node):
                                                                                                                      rclpy.spin(tri)
           def __init__(self):
                                                                                                                      rclpy.shutdown()
               super(). init ("turtle controller")
               self.length y = 2.0
                                                                                                                 if name =="main ":
               self.length x=3.0
                                                                                                                      main()
              self.theta = math.pi
              self.pose = None
               self.cmd vel publisher = self.create publisher(Twist, "turtle1/cmd vel", 10)
               self.control loop timer = self.create timer(0.01, self.control loop)
          def control loop(self):
              msq = Twist()
               msg.linear.x = 0.0
              msg.angular.z = (math.pi/2)
               if msq.angular.z == math.pi/2:
                  self.cmd vel publisher .publish(msg)
                  time.sleep(2)
                  msg.angular.z = 0.0
              msg.linear.x = self.length x
               self.cmd vel publisher .publish(msg)
              time.sleep(1)
              msg.angular.z = math.pi/2
              msg.linear.x = 0.0
               self.cmd vel publisher .publish(msg)
               time.sleep(2)
              if msg.angular.z == math.pi/2:
                  msg.angular.z = 0.0
              msg.linear.x = self.length x
               self.cmd vel publisher .publish(msg)
              time.sleep(1)
              msg.angular.z = math.pi/2
               msq.linear.x = 0.0
               self.cmd vel publisher .publish(msg)
               time.sleep(2)
```



#### Circle

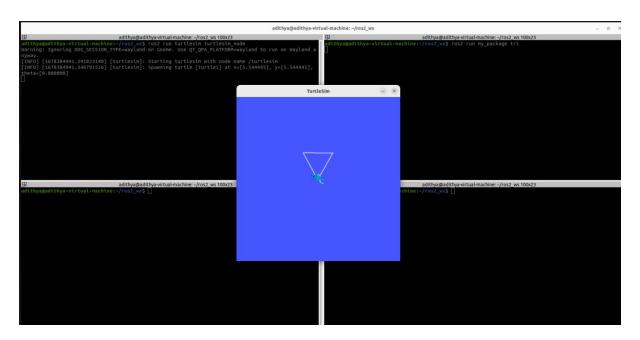
#### **CODE SNIPPET**

```
turtcircle.py ×
src > my_package > my_package > 🏺 turtcircle.py > ...
       from rclpy.node import Node
       from turtlesim.msg import Pose
       from geometry msgs.msg import Twist
       import math
       class traingle(Node):
           def __init__(self):
                super()._init__("turtle_controller")
                self.length_y = 3.0
                self.theta = math.pi
                self.pose_ = None
                self.cmd_vel_publisher_ = self.create_publisher(Twist, "turtle1/cmd_vel", 10)
self.pose_subscriber_ = self.create_subscription(Pose, "turtle1/pose", self.callback_turtle_pose, 10)
                self.control_loop_timer_ = self.create_timer(0.01, self.control_loop)
           def callback_turtle_pose(self,msg):
                self.pose_ = msg
           def control loop(self):
              if self.pose == None:
              msg = Twist()
              msg.linear.x = self.length_y
              msg.angular.z = self.theta
              self.cmd_vel_publisher_.publish(msg)
       def main(args=None):
           rclpy.init(args=args)
            rclpy.spin(tri)
            rclpy.shutdown()
       if name ==" main ":
           main()
```



## Triangle

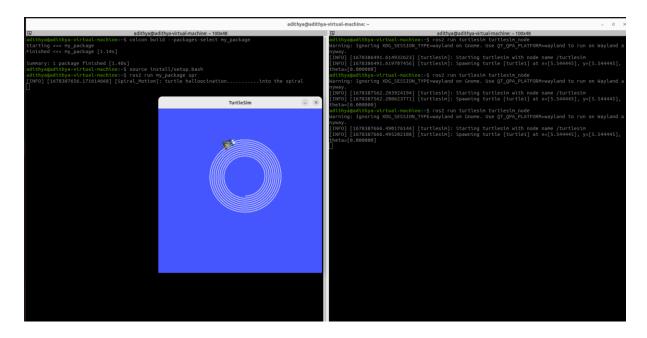
#### **CODE SNIPPET**



## **Spiral**

#### **CODE SNIPPET**

```
turtspiral.py ×
src > my_package > my_package > 🏺 turtspiral.py > ...
  1 #!/usr/bin/env python3
       from turtlesim.msg import Pose
      from functools import partial
                self.velocity_publisher = self.create_publisher(Twist,"/turtle1/cmd_vel",10)
self.pose_subscriber = self.create_subscription(Pose,"/turtle/pose",self.pose_callback,10)
                self.pose_x = 0
                self.pose_y = 0
                self.timer_=self.create_timer(1.0, self.publish_velocity)
               self.get logger().info("turtle halloocination.....into the spiral")
               self.radius = 2.0
           def pose callback(self,pose msg=Pose()):
                self.pose_x = pose_msg.x
                self.pose_y = pose_msg.y
                if(round(self.pose_y)==8.0):
                    self.get logger().warn("About to hit wall!")
           def publish_velocity(self):
                vel msg = Twist()
                vel_msg.linear.x = self.radius
                if self.pose_x < 10.0 and self.pose_y < 10.0:</pre>
                    vel_msg.angular.z = 22/7
                    self.radius += 0.2
                    vel_msg.angular.z = 0.0
                    vel msg.linear.x = 0.0
                    self.get_logger().info("done rotation...")
                    self.timer .cancel()
```



**Exercise 4:** Write a ROS2 code to spawn a new turtle (default: turtle2) in a random location. Modify the code to move the turtle1 to turtle2 location and kill it. Use PID algorithm to navigate the turtle.

#### **CODE SNIPPET**

## Spawning

```
🕏 spawn.py 🗴 🏺 killit.py
                                                                                               src > my_package > my_package > ♦ spawn.py > ♦ spawn_kill
                                                                                                                 msg.linear.x = distance
                                                                                                                 self.cmd_vel_publisher_.publish(msg)
                                                                                                                 time.sleep(1)
     from turtlesim.msg import Pose
      from geometry msgs.msg import Twist
                                                                                                                 msg.angular.z = 0.0
                                                                                                                 msg.linear.x = 0.0
     from functools import partial
                                                                                                                 self.cmd_vel_publisher_.publish(msg)
                                                                                                                 time.sleep(2)
                                                                                                                 node = rclpy.create_node('node01')
                                                                                                                 node.destroy_node()
                                                                                                                 rclpy.shutdown()
                                                                                                                 time.sleep(2)
                                                                                                          def main(args=None):
              self.cmd_vel_publisher_ = self.create_publisher(Twist, "turtle1/cmd")
                                                                                                             rclpy.init(args=args)
              self.pose 1 = self.create subscription(Pose,'/turtlel/pose',self.po
                                                                                                             node_a = spawn_kill()
              self.pose 2 = self.create_subscription(Pose,'/turtle2/pose',self.po
                                                                                                             rclpy.spin(node_a)
                                                                                                             rclpy.shutdown()
              self.pose2 = None
              self.control_loop_timer_ = self.create_timer(0.01, self.control_loo
                                                                                                         main()
          def pose01 callback(self,msg):
              self.pose1= msg
          def pose02_callback(self,msg02):
             self.pose2 = msg02
          def control_loop(self):
              dist x = self.pose2.x - self.pose1.x
              dist_y = self.pose2.y - self.pose1.y
              distance = math.sqrt(dist x * dist x + dist y * dist y)
              goal_theta = math.atan2(dist_y, dist_x)
              diff = goal theta - self.pose2.theta
              msg = Twist()
              if distance > 0.2:
                  msg.angular.z = diff
                  self.cmd vel publisher .publish(msg)
                  time.sleep(1)
                  msq.angular.z = 0.0
```

## Killing

```
spawn.py
              killit.py X  sample.py •
src > my_package > my_package > 🏺 killit.py > 😭 spawn
      import rclpy
      from rclpy.node import Node
      from turtlesim.msg import Pose
      from geometry msgs.msg import Twist
      from turtlesim.srv import Spawn
      from functools import partial
      import random
      class spawn(Node):
          def __init__(self):
              super().__init__("node01")
               self.get logger().info("Hello Node started for spawn program...")
               self.create subscription(Pose,"/turtle1/pose",self.pose callback, 1
               self.client for spawn()
               def client for spawn(self,x = random.uniform(0.5,10),y = random.uni
                   client = self.create client(Spawn,"/spawn")
                   while not client.wait for service(1.0):
                       self.get_logger().warn("Waiting for service .....")
                   request = Spawn.Request()
                   request.x = x
                   request.y = y
                   request.theta = theta
                   future = client.call_async(request)
          def main(args=None):
              rclpy.init(args=args)
              node01 = spawn()
               rclpy.spin(node01)
              rclpy.shutdown()
          if __Nam.__
| main()
               _name__=="__main__":
```