Moving rules

$$\begin{bmatrix} v & = & const \\ v & = & \sqrt{(y_{target} - y_{self})^2 + (x_{target} - x_{self})^2} \\ \Delta \theta = \arctan\left(\frac{y_{target} - y_{self}}{x_{target} - x_{self}}\right) - \theta_{self} \\ \omega = \frac{\Delta \theta}{\Delta t} = \frac{\arctan\left(\frac{y_{target} - y_{self}}{x_{target} - x_{self}}\right) - \theta_{self}}{\Delta t} \\ \end{bmatrix}$$

Run a demo

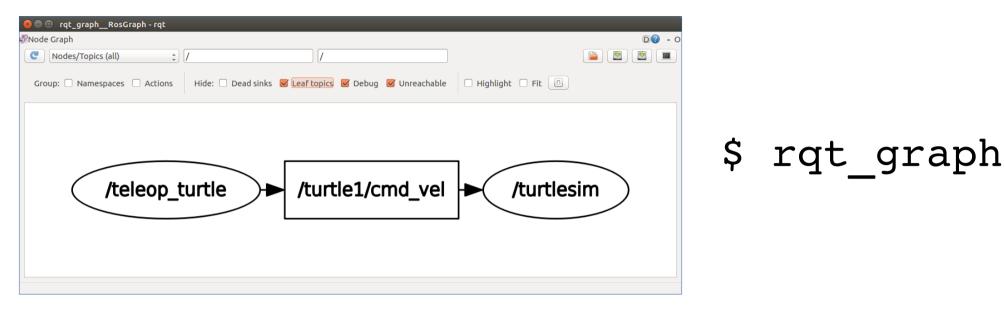
In one terminal

\$ rosrun turtlesim turtlesim_node
This opens a window with a turtle

In another teminal

\$ rosrun turtlesim turtle_teleop_key
This runs a tool for controlling a turtle (with arrows)

Nodes & Topics



Useful commands

- \$ rosnode list
 \$ rosnode info <nodename>
- \$ rostopic list
 \$ rostopic info <topicname>

Create, make, set paths & run

- \$ catkin_create_pkg <package> <depends>
 Notes:
- Execute from <worksapce>/src
- \$ catkin_make
- Execute from <worksapce>
- \$ source <workspace>/devel/setup.bash
- \$ rosrun <package> <type> __name:=<name>

File system structure

```
workspace folder
 -bin (auto-generated)
 devel (auto-generated)
   -package#1 folder
   package#2 folder
     -CmakeLists.txt (auto-generated)
     -package.xml (auto-generated)
     <other staff>
```

Publish to topic:

```
$ rostopic pub /turtle1/color sensor
turtlesim/Color "{r: 0, g: 0, b: 255}"
#! /usr/bin/env python
import rospy
from turtlesim.msg import Color
rospy.init node("turtle color blue")
pub=rospy.Publisher("/turtle1/color sensor",
                    Color,
                    queue size=10)
msg=Color(r=0,g=0,b=255)
pub.publish(msg)
```

Subscribe to topic:

```
$ rostopic echo /turtle1/color sensor
#! /usr/bin/env python
import rospy
from turtlesim.msg import Color
def callback(msq):
  print("turtle color: " + str(msq))
rospy.init node("turtle get color")
rospy.Subscriber("/turtle1/color sensor",
                 Color,
                 callback)
rospy.spin()
```

Call a service:

```
$ rosservice call /spawn "{x: 0.0, y: 0.0,
theta: 0.0, name: 'victim'}"
#! /usr/bin/env python
import rospy
from turtlesim.srv import Spawn
rospy.init node("spawn caller")
rospy.wait for service("/spawn")
spawn func=rospy.ServiceProxy("/spawn",
                              Spawn)
res = spawn func(4.0, 4.0, 0.0, "victim")
# isinstance(res, SpawnResponse) == True
```

Handle a service:

```
#! /usr/bin/env python
import rospy
from turtlesim.srv import Spawn
from turtlesim.srv import SpawnResponse
def callback(req):
  # isinstance(req, SpawnRequest) == True
  print("spawn request: " + str(req))
  return SpawnResponse(req.name)
rospy.init node("spawn handler")
rospy.Service("/spawn",
              Spawn,
              callback)
rospy.spin()
```

Launch file

\$ roslaunch <package> <file>.launch <launch> <param name="a" value="0"/> <node pkg="turtlesim"</pre> type="turtlesim node" name="simulator" output="screen"/> <node pkg="p" type="a.py" name="v"> <param name="p param" value="p"/> <remap from="old topic name" to="new topic name"/> </node>