

eYRC 2021-22: Agri Bot (AB)

Example #1: Simple Action Server

Aim

- To write a ROS Node which will act as Simple Action Server. This Simple Action Server should be able to process goals coming from Simple Action Client.
- The role of this server should be to move and rotate the turtle in turtlesim_node of turtlesim package.
- The server should accept **goal** which should have **distance** by which the turtle should be moved and the **angle** by which it should be rotated to face the direction of motion. For eg. if the goal is distance=1 and angle=90 then the turtle should rotate by 90 degree then move by a distance of 1 unit.
- The server should give current pose of the turtle (x, y, theta) as feedback to the client.
- The server should give final pose of the turtle (x, y, theta) as result to the client.
- Create this Simple Action Server Node in pkg_ros_actions ROS Package inside scripts folder and then make is executable using chmod command.
- The name of the action use by this Simple Action Server should be /action_turtle.

NOTE: Same action file discussed at Create a action message file section can be used here also.

Code

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node_simple_action_server_turtle.py
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#!/usr/bin/env python
# ROS Node - Simple Action Server - Turtle
import rospy
import actionlib
import math
import time
from turtlesim.msg import Pose
from geometry_msgs.msg import Twist
from pkg_ros_actions.msg import myActionMsgAction
                                                        # Message Class that is used by F
from pkg_ros_actions.msg import myActionMsgGoal
                                                        # Message Class that is used for
from pkg_ros_actions.msg import myActionMsgResult
                                                        # Message Class that is used for
from pkg_ros_actions.msg import myActionMsgFeedback
                                                        # Message Class that is used for
class SimpleActionServerTurtle:
    # Constructor
    def __init__(self):
        # Initialize Simple Action Server
        self._sas = actionlib.SimpleActionServer('/action_turtle',
                                                 mvActionMsgAction.
                                                  execute_cb=self.func_on_rx_goal,
```

auto_start=False)

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    \star '/action_turtle' - The name of the action that will be used by ROS Nodes to com
    \star myActionMsgAction - The Message Class that is used by ROS Actions internally for
    * execute cb - Holds the function pointer to the function which will process inco
    * auto_start = False - Only when self._sas.start() will be called then only this
    # Declare constants
   self._config_ros_pub_topic = '/turtle1/cmd_vel'
   self._config_ros_sub_topic = '/turtle1/pose'
   # Declare variables
   self._curr_x = 0
   self._curr_y = 0
    self._curr_theta = 0
    # Start the Action Server
    self._sas.start()
    rospy.loginfo("Started Turtle Simple Action Server.")
# Callback Function for ROS Topic ('/turtle1/pose') Subscription
def func_ros_sub_callback(self, pose_message):
   self._curr_x = pose_message.x
   self._curr_y = pose_message.y
    self._curr_theta = pose_message.theta
# Function to move the turtle in turtlesim_node straight
def func_move_straight(self, param_dis, param_speed, param_dir):
   obj_velocity_mssg = Twist()
   obj_pose_mssg = Pose()
    # Store the start position of the turtle
    start_x = self._curr_x
   start_y = self._curr_y
    # Move the turtle till it reaches the desired position by publishing to Velocity
   handle_pub_vel = rospy.Publisher(
        self._config_ros_pub_topic, Twist, queue_size=10)
    # 1 Hz : Loop will its best to run 1 time in 1 second
   var_loop_rate = rospy.Rate(10)
    # Set the Speed of the Turtle according to the direction
    if(param_dir == 'b'):
       obj_velocity_mssg.linear.x = (-1) * abs(int(param_speed))
        obj_velocity_mssg.linear.x = abs(int(param_speed))
    # Move till desired distance is covered
    dis_{moved} = 0.0
    while not rospy.is_shutdown():
        # Send feedback to the client
        obj_msg_feedback = myActionMsgFeedback()
        obj_msg_feedback.cur_x = self._curr_x
        obj_msg_feedback.cur_y = self._curr_y
        obj_msg_feedback.cur_theta = self._curr_theta
        self._sas.publish_feedback(obj_msg_feedback)
        if ((dis_moved < param_dis)):</pre>
            handle_pub_vel.publish(obj_velocity_mssg)
            var_loop_rate.sleep()
            dis_moved = abs(
                math.sqrt(((self._curr_x - start_x) ** 2) + ((self._curr_y - start_y)
            print('Distance Moved: {}'.format(dis_moved))
        else:
    # Stop the Turtle after desired distance is covered
    obj_velocity_mssg.linear.x = 0
    handle_pub_vel.publish(obj_velocity_mssg)
    print('Destination Reached')
```

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# Function to rotate the turtle in turtlesim_node
    def func_rotate(self, param_degree, param_speed, param_dir):
        obj velocity mssg = Twist()
        obj_pose_mssg = Pose()
        # Store start Theta of the turtle
        start_degree = abs(math.degrees(self._curr_theta))
        current_degree = abs(math.degrees(self._curr_theta))
        # Rotate the turtle till desired angle is reached
        handle_pub_vel = rospy.Publisher(
            self._config_ros_pub_topic, Twist, queue_size=10)
        # 1 Hz : Loop will its best to run 1 time in 1 second
        var_loop_rate = rospy.Rate(10)
        # Set the speed of rotation according to param_dir
        if(param_dir == 'a'):
            obj_velocity_mssg.angular.z = math.radians(
                abs(int(param_speed)))  # Anticlockwise
        else:
            # Clockwise
            obj_velocity_mssg.angular.z = (-1) * \
                math.radians(abs(int(param_speed)))
        # Rotate till desired angle is reached
        degree_rotated = 0.0
        while not rospy.is_shutdown():
            if((round(degree_rotated) < param_degree)):</pre>
                handle_pub_vel.publish(obj_velocity_mssg)
                var_loop_rate.sleep()
                current_degree = abs(math.degrees(self._curr_theta))
                degree_rotated = abs(current_degree - start_degree)
                print('Degree Rotated: {}'.format(degree_rotated))
            else:
                break
        # Stop the Turtle after the desired angle is reached
        obj_velocity_mssg.angular.z = 0
        handle_pub_vel.publish(obj_velocity_mssg)
        print('Angle Reached')
    # Function to process Goals and send Results
    def func_on_rx_goal(self, obj_msg_goal):
        rospy.loginfo("Received a Goal from Client.")
        rospy.loginfo(obj_msg_goal)
                                   # Set to True if Goal is successfully achieved
        flag success = False
        flag_preempted = False
                                    # Set to True if Cancel req is sent by Client
        # --- Goal Processing Section ---
        self.func_rotate(obj_msg_goal.angle, '10', 'a')
        self.func_move_straight(obj_msg_goal.distance, '1', 'f')
        # Send Result to the Client
        obj_msg_result = myActionMsgResult()
        obj_msg_result.final_x = self._curr_x
        obj_msg_result.final_y = self._curr_y
        obj_msg_result.final_theta = self._curr_theta
        rospy.loginfo("send goal result to client")
        self._sas.set_succeeded(obj_msg_result)
# Main Function
def main():
    # 1. Initialize ROS Node
    rospy.init_node('node_simple_action_server_turtle')
    # 2. Create Simple Action Server object.
    obj_server = SimpleActionServerTurtle()
    # 3. Subscribe to Pose of the Turtle
    handle_sub_pose = rospy.Subscriber(obj_server._config_ros_sub_topic, Pose, obj_server
    # 4. Do not exit and loop forever.
```

```
rospy.spin()

if __name__ == '__main__':
    main()

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Run Command

Now this server do the following,

