



# The Duckietown Book

..



The last version of this book and other documents are available at the URL  
<http://book.duckietown.org/>

# TABLE OF CONTENTS



<b>Part 1 - The Duckietown project .....</b>	<b>10</b>
<b>Chapter 1 - What is Duckietown?.....</b>	<b>11</b>
Section 1.1 - Goals and objectives.....	11
Section 1.2 - Learn about the Duckietown educational experience.....	11
Section 1.3 - Learn about the platform.....	11
<b>Chapter 2 - Duckietown history and future.....</b>	<b>13</b>
Section 2.1 - The beginnings of Duckietown .....	13
Section 2.2 - University-level classes in 2016.....	14
Section 2.3 - University-level classes in 2017.....	14
Section 2.4 - Chile.....	15
Section 2.5 - Duckietown High School.....	15
<b>Chapter 3 - First steps.....</b>	<b>16</b>
Section 3.1 - How to get started .....	16
Section 3.2 - Duckietown for instructors .....	16
Section 3.3 - Duckietown for self-guided learners .....	16
Section 3.4 - Introduction for companies .....	16
Section 3.5 - How to keep in touch .....	16
Section 3.6 - How to contribute .....	16
Section 3.7 - Frequently Asked Questions .....	16
<b>Chapter 4 - Accounts .....</b>	<b>18</b>
Section 4.1 - Complete list of accounts.....	18
Section 4.2 - For other contributors.....	18
 <b>Part 2 - Duckumentation documentation .....</b>	<b>19</b>
<b>Chapter 5 - Contributing to the documentation .....</b>	<b>20</b>
Section 5.1 - Where the documentation is .....	20
Section 5.2 - Editing links.....	20
Section 5.3 - Comments .....	20
Section 5.4 - Installing the documentation system .....	20
Section 5.5 - Compiling the documentation .....	21
Section 5.6 - Troubleshooting compilation .....	22
Section 5.7 - The workflow to edit documentation .....	22
Section 5.8 - *Deploying the documentation .....	23
Section 5.9 - *Compiling the PDF version .....	23
<b>Chapter 6 - Features of the documentation writing system.....</b>	<b>25</b>
Section 6.1 - Markdown .....	25
Section 6.2 - Embedded LaTeX .....	25
Section 6.3 - LaTeX symbols.....	25
Section 6.4 - Variables in command lines and command output .....	25
Section 6.5 - Character escapes .....	26
Section 6.6 - Keyboard keys .....	26
Section 6.7 - Figures .....	26
Section 6.8 - Subfigures.....	27
Section 6.9 - Shortcut for tables .....	28
Section 6.10 - Linking to documentation from inside and outside the documentation.....	28
Section 6.11 - Embedding videos .....	29
Section 6.12 - Bibliography .....	30
<b>Chapter 7 - Documentation style guide .....</b>	<b>31</b>
Section 7.1 - General guidelines for technical writing.....	31
Section 7.2 - Style guide for the Duckietown documentation.....	31
Section 7.3 - Writing command lines .....	31
Section 7.4 - Frequently misspelled words .....	32
Section 7.5 - Other conventions .....	32

Section 7.6 - Troubleshooting sections .....	32
<b>Chapter 8 - Knowledge graph .....</b>	<b>34</b>
Section 8.1 - Formalization.....	34
Section 8.2 - Atoms properties .....	35
Section 8.3 - Markdown format for text-like atoms .....	35
Section 8.4 - How to describe the semantic graphs of atoms .....	36
Section 8.5 - How to describe modules .....	36
<b>Part 3 - Operation manual - Duckiebot .....</b>	<b>37</b>
<b>Chapter 9 - Duckiebot configurations .....</b>	<b>38</b>
Section 9.1 - Configuration list.....	38
Section 9.2 - Configuration functionality.....	38
<b>Chapter 10 - Acquiring the parts for the Duckiebot CØ .....</b>	<b>39</b>
Section 10.1 - Bill of materials.....	39
Section 10.2 - Chassis .....	40
Section 10.3 - Raspberry Pi 3 - Model B .....	41
Section 10.4 - Camera .....	43
Section 10.5 - 5-GHz Wifi Adapter .....	44
Section 10.6 - Joypad .....	45
Section 10.7 - DC Stepper Motor HAT .....	45
Section 10.8 - Battery .....	46
Section 10.9 - Standoffs, Nuts and Screws .....	46
Section 10.10 - Zip Tie.....	47
Section 10.11 - LEDs .....	47
Section 10.12 - Bumpers .....	49
Section 10.13 - Passive Electric Components .....	49
<b>Chapter 11 - Soldering boards for CØ .....</b>	<b>51</b>
<b>Chapter 12 - Assembling the Duckiebot CØ .....</b>	<b>52</b>
<b>Chapter 13 - Reproducing the image .....</b>	<b>53</b>
Section 13.1 - Download and uncompress the Ubuntu Mate image .....	53
Section 13.2 - Burn the image to an SD card .....	53
Section 13.3 - Raspberry Pi Config .....	54
Section 13.4 - Install packages .....	54
Section 13.5 - Install Edimax driver .....	55
Section 13.6 - Install ROS .....	55
Section 13.7 - Wireless configuration (old version) .....	55
Section 13.8 - Wireless configuration .....	56
Section 13.9 - SSH server config .....	58
Section 13.10 - Create swap Space .....	58
Section 13.11 - Passwordless sudo .....	59
Section 13.12 - Clean up .....	59
Section 13.13 - Ubuntu user configuration .....	60
Section 13.14 - Check that all required packages were installed .....	61
Section 13.15 - Creating the image .....	61
Section 13.16 - Some additions since last image to add in the next image .....	61
<b>Chapter 14 - Installing Ubuntu on laptops .....</b>	<b>63</b>
Section 14.1 - Install Ubuntu .....	63
Section 14.2 - Install useful software .....	63
Section 14.3 - Install ROS .....	64
Section 14.4 - Other suggested software .....	64
Section 14.5 - Passwordless sudo .....	64
Section 14.6 - SSH and Git setup .....	64
<b>Chapter 15 - Duckiebot Initialization .....</b>	<b>66</b>
Section 15.1 - Acquire and burn the image .....	66
Section 15.2 - Turn on the Duckiebot .....	66
Section 15.3 - Connect the Duckiebot to a network .....	67
Section 15.4 - Ping the Duckiebot .....	67
Section 15.5 - SSH to the Duckiebot .....	67
Section 15.6 - (For D17-C1) Configure the robot-generated network .....	67
Section 15.7 - Setting up wireless network configuration .....	68

Section 15.8 - Update the system .....	69
Section 15.9 - Give a name to the Duckiebot.....	69
Section 15.10 - Change the hostname .....	69
Section 15.11 - Expand your filesystem.....	70
Section 15.12 - Create your user .....	71
Section 15.13 - Other customizations.....	72
Section 15.14 - Hardware check: camera .....	72
<b>Chapter 16 - Software setup and RC remote control .....</b>	<b>74</b>
Section 16.1 - Clone the Duckietown repository.....	74
Section 16.2 - Set up ROS environment on the Duckiebot.....	74
Section 16.3 - Add your vehicle to the scuderia file .....	75
Section 16.4 - Test that the joystick is detected .....	75
Section 16.5 - Run the joystick demo .....	75
Section 16.6 - The proper shutdown procedure for the Raspberry Pi .....	76
<b>Chapter 17 - Reading from the camera .....</b>	<b>78</b>
Section 17.1 - Check the camera hardware.....	78
Section 17.2 - Create two windows.....	78
Section 17.3 - First window: launch the camera nodes .....	78
Section 17.4 - Second window: view published topics.....	79
<b>Chapter 18 - RC control launched remotely .....</b>	<b>80</b>
Section 18.1 - Two ways to launch a program .....	80
Section 18.2 - Download and setup Software repository on the laptop .....	80
Section 18.3 - Edit the machines files on your laptop .....	80
Section 18.4 - Start the demo.....	80
Section 18.5 - Watch the program output using rqt_console.....	81
Section 18.6 - Troubleshooting.....	81
<b>Chapter 19 - RC+camera remotely .....</b>	<b>82</b>
Section 19.1 - Assumptions .....	82
Section 19.2 - Terminal setup .....	82
Section 19.3 - First window: launch the joystick demo .....	82
Section 19.4 - Second window: launch the camera nodes.....	82
Section 19.5 - Third window: view data flow .....	83
Section 19.6 - Fourth window: visualize the image using rviz .....	83
Section 19.7 - Proper shutdown procedure .....	83
<b>Chapter 20 - Interlude: Ergonomics .....</b>	<b>85</b>
Section 20.1 - set_ros_master.sh .....	85
Section 20.2 - SSH aliases .....	85
<b>Chapter 21 - Wheel calibration .....</b>	<b>87</b>
<b>Chapter 22 - Camera calibration .....</b>	<b>88</b>
<b>Chapter 23 - Taking a log .....</b>	<b>89</b>
<b>Part 4 - Operation manual - Duckietowns .....</b>	<b>90</b>
<b>Chapter 24 - Duckietown parts .....</b>	<b>91</b>
<b>Chapter 25 - Duckietown Assembly .....</b>	<b>92</b>
<b>Chapter 26 - The Duckietown specification .....</b>	<b>93</b>
Section 26.1 - Topology .....	93
Section 26.2 - Signs placement .....	93
<b>Chapter 27 - Traffic lights .....</b>	<b>94</b>
<b>Part 5 - Operation manual - Duckiebot with LEDs.....</b>	<b>95</b>
<b>Chapter 28 - D17-1 (LEDs) parts .....</b>	<b>96</b>
<b>Chapter 29 - D17-1 (LEDs) assembly .....</b>	<b>97</b>
<b>Chapter 30 - D17-1 (LEDs) setup .....</b>	<b>98</b>
<b>Part 6 - Theory chapters .....</b>	<b>99</b>
<b>Chapter 31 - Chapter template .....</b>	<b>100</b>
<b>Chapter 32 - Symbols and conventions .....</b>	<b>101</b>
Section 32.1 - Conventions .....	101
Section 32.2 - Table of symbols .....	101

Chapter 33 - Linear algebra .....	102
Chapter 34 - Probability basics .....	103
Chapter 35 - Dynamics .....	104
Chapter 36 - Autonomy overview .....	105
Section 36.1 - Perception, planning, control .....	105
Chapter 37 - Autonomy architectures .....	106
Chapter 38 - Representations .....	107
Section 38.1 - Preliminaries .....	107
Section 38.2 - Robot Representations .....	107
Section 38.3 - Environment Representations .....	107
Chapter 39 - Software architectures and middlewares .....	108
Chapter 40 - Modern signal processing .....	109
Chapter 41 - Basic Kinematics .....	110
Chapter 42 - Basic Dynamics .....	111
Chapter 43 - Odometry Calibration .....	112
Chapter 44 - Computer vision basics .....	113
Chapter 45 - Illumination invariance .....	114
Chapter 46 - Line Detection .....	115
Chapter 47 - Feature extraction .....	116
Chapter 48 - Place recognition .....	117
Chapter 49 - Filtering 1 .....	118
Chapter 50 - Filtering 2 .....	119
Chapter 51 - Mission planning .....	120
Chapter 52 - Planning in discrete domains .....	121
Chapter 53 - Motion planning .....	122
Chapter 54 - RRT .....	123
Chapter 55 - Feedback control .....	124
Chapter 56 - PID Control .....	125
Chapter 57 - MPC Control .....	126
Chapter 58 - Object detection .....	127
Chapter 59 - Object classification .....	128
Chapter 60 - Object tracking .....	129
Chapter 61 - Reacting to obstacles .....	130
Chapter 62 - Semantic segmentation .....	131
Chapter 63 - Text recognition .....	132
Chapter 64 - SLAM - Problem formulation .....	133
Chapter 65 - SLAM - Broad categories .....	134
Chapter 66 - VINS .....	135
Chapter 67 - Advanced place recognition .....	136
Chapter 68 - Fleet level planning (placeholder) .....	137
Chapter 69 - Fleet level planning (placeholder) .....	138
Chapter 70 - Bibliography .....	139
 Part 7 - Exercises .....	140
Chapter 71 - ROS tutorial .....	141
Chapter 72 - Line detection .....	142
Chapter 73 - Data processing .....	143
Chapter 74 - Git and conventions .....	144
 Part 8 - Software manuals .....	145
Section 74.1 - Ubuntu packaging with APT .....	145
Chapter 75 - GNU/Linux general notions .....	146
Section 75.1 - Background reading .....	146
Section 75.2 - pgrep .....	146
Chapter 76 - Linux resources usage .....	147
Section 76.1 - Measuring CPU usage using htop .....	147
Section 76.2 - Measuring I/O usage using iotop .....	147
Section 76.3 - How fast is the SD card? .....	147
Chapter 77 - SD Cards tools .....	148

Section 77.1 - Testing SD Card and disk speed.....	148
Section 77.2 - How to burn an image to an SD card .....	148
Section 77.3 - How to shrink an image .....	149
<b>Chapter 78 - Networking tools.....</b>	<b>152</b>
Section 78.1 - Visualizing information about the network .....	152
<b>Chapter 79 - Accessing computers using SSH.....</b>	<b>153</b>
Section 79.1 - Background reading .....	153
Section 79.2 - Installation of SSH.....	153
Section 79.3 - Local configuration .....	153
Section 79.4 - How to login with SSH and a password .....	153
Section 79.5 - Creating an SSH keypair.....	154
Section 79.6 - How to login without a password .....	155
Section 79.7 - Fixing SSH Permissions.....	156
<b>Chapter 80 - Wireless networking in Linux.....</b>	<b>157</b>
Section 80.1 - iwconfig.....	157
Section 80.2 - iwlist .....	157
<b>Chapter 81 - Moving files between computers.....</b>	<b>158</b>
Section 81.1 - SCP.....	158
Section 81.2 - RSync .....	158
<b>Chapter 82 - VIM.....</b>	<b>159</b>
Section 82.1 - External documentation .....	159
Section 82.2 - Installation .....	159
Section 82.3 - Suggested configuration .....	159
Section 82.4 - Visual mode .....	159
Section 82.5 - Indenting using VIM.....	159
<b>Chapter 83 - Atom.....</b>	<b>160</b>
<b>Chapter 84 - Eclipse .....</b>	<b>161</b>
Section 84.1 - Installing LiClipse .....	161
<b>Chapter 85 - Byobu.....</b>	<b>162</b>
Section 85.1 - Alternatives.....	162
Section 85.2 - Advantages of using Byobu .....	162
Section 85.3 - Installation .....	162
Section 85.4 - Quick command reference .....	162
Section 85.5 - Commands on OS X .....	163
<b>Chapter 86 - Source code control with Git.....</b>	<b>164</b>
Section 86.1 - Background reading .....	164
Section 86.2 - Installation .....	164
Section 86.3 - Setting up global configurations for Git .....	164
Section 86.4 - Git tips .....	164
Section 86.5 - Git troubleshooting .....	164
<b>Chapter 87 - Git LFS .....</b>	<b>166</b>
Section 87.1 - Generic installation instructions .....	166
Section 87.2 - Ubuntu 16 installation (laptop) .....	166
Section 87.3 - Ubuntu 16 Mate installation (Raspberry Pi 3).....	166
<b>Chapter 88 - Setup Github access .....</b>	<b>167</b>
Section 88.1 - Create a Github account .....	167
Section 88.2 - Become a member of the Duckietown organization .....	167
Section 88.3 - Add a public key to Github.....	167
<b>Part 9 - Duckietown development guide.....</b>	<b>169</b>
<b>Chapter 89 - Configuration .....</b>	<b>170</b>
Section 89.1 - Environment variables.....	170
Section 89.2 - The scuderia file .....	170
Section 89.3 - The machines file .....	171
Section 89.4 - People database.....	171
<b>Chapter 90 - What the duck! .....</b>	<b>172</b>
Section 90.1 - Adding more tests to what-the-duck .....	172
Section 90.2 - Tests already added .....	172
Section 90.3 - List of tests to add .....	173
<b>Chapter 91 - Python .....</b>	<b>175</b>

Section 91.1 - Background reading .....	175
Section 91.2 - Python virtual environments .....	175
Section 91.3 - Useful libraries.....	175
<b>Chapter 92 - Introduction to ROS.....</b>	<b>176</b>
Section 92.1 - Install ROS .....	176
Section 92.2 - rqt_console .....	176
Section 92.3 - roslaunch.....	176
Section 92.4 - rviz.....	177
Section 92.5 - rostopic.....	177
<b>Chapter 93 - How to create a ROS package .....</b>	<b>178</b>
Section 93.1 - Conforming ROS package checklist .....	178
<b>Chapter 94 - Integrate package in the architecture.....</b>	<b>179</b>
<b>Chapter 95 - Creating unit tests .....</b>	<b>180</b>
<b>Chapter 96 - How to write a ROS node in Python for Duckietown .....</b>	<b>181</b>
Section 96.1 - Package related Files .....	181
Section 96.2 - Writing a node .....	182
Section 96.3 - Launch File .....	185
Section 96.4 - Testing the node .....	186
Section 96.5 - Documentation.....	188
Section 96.6 - Guidelines .....	188
<b>Chapter 97 - Duckietown Software architecture.....</b>	<b>189</b>
<b>Part 10 - Fall 2017.....</b>	<b>190</b>
<b>Chapter 98 - General remarks.....</b>	<b>191</b>
Section 98.1 - The rules of Duckietown .....	191
Section 98.2 - Synchronization between classes.....	191
Section 98.3 - Accounts for students .....	191
Section 98.4 - Accounts for all instructors and TAs .....	191
<b>Chapter 99 - Additional information for ETH Z&amp;uuml;rich students .....</b>	<b>193</b>
<b>Chapter 100 - Additional information for UdeM students.....</b>	<b>194</b>
<b>Chapter 101 - Additional information for TTIC students .....</b>	<b>195</b>
<b>Chapter 102 - Additional information for NCTU students .....</b>	<b>196</b>
<b>Chapter 103 - Milestone: ROS node working .....</b>	<b>197</b>
<b>Chapter 104 - Homework: Take and process a log .....</b>	<b>198</b>
<b>Chapter 105 - Milestone: Calibrated robot.....</b>	<b>199</b>
<b>Chapter 106 - Homework: Camera geometry .....</b>	<b>200</b>
<b>Chapter 107 - Milestone: Illumination invariance .....</b>	<b>201</b>
<b>Chapter 108 - Homework: Place recognition .....</b>	<b>202</b>
<b>Chapter 109 - Milestone: Lane following .....</b>	<b>203</b>
<b>Chapter 110 - Homework: localization .....</b>	<b>204</b>
<b>Chapter 111 - Milestone: Navigation .....</b>	<b>205</b>
<b>Chapter 112 - Homework: group forming .....</b>	<b>206</b>
<b>Chapter 113 - Milestone: Ducks in a row .....</b>	<b>207</b>
<b>Chapter 114 - Homework: Comparison of PID .....</b>	<b>208</b>
<b>Chapter 115 - Homework: RRT .....</b>	<b>209</b>
<b>Chapter 116 - Caffe tutorial .....</b>	<b>210</b>
<b>Chapter 117 - Milestone: Object Detection .....</b>	<b>211</b>
<b>Chapter 118 - Homework: Object Detection .....</b>	<b>212</b>
<b>Chapter 119 - Milestone: Semantic perception .....</b>	<b>213</b>
<b>Chapter 120 - Homework: Semantic perception .....</b>	<b>214</b>
<b>Chapter 121 - Milestone: Reacting to obstacles .....</b>	<b>215</b>
<b>Chapter 122 - Homework: Reacting to obstacles .....</b>	<b>216</b>
<b>Chapter 123 - Milestone: SLAM demo .....</b>	<b>217</b>
<b>Chapter 124 - Homework: SLAM .....</b>	<b>218</b>
<b>Chapter 125 - Milestone: fleet demo .....</b>	<b>219</b>
<b>Chapter 126 - Homework: fleet .....</b>	<b>220</b>
<b>Chapter 127 - Project proposals .....</b>	<b>221</b>
<b>Chapter 128 - Template of a project .....</b>	<b>222</b>
Section 128.1 - Checklist for students .....	222
Section 128.2 - Checklist for TAs .....	222

<b>Part 11 - Packages - Infrastructure.....</b>	<b>223</b>
Chapter 129 - Package duckietown .....	224
Chapter 130 - Package duckietown_logs .....	225
Chapter 131 - Package duckietown_msgs .....	226
Chapter 132 - Package what_the_duck .....	227
Section 132.1 - What the duck .....	227
Section 132.2 - Adding more tests to what-the-duck .....	227
Section 132.3 - Tests already added .....	227
Section 132.4 - List of tests to add .....	228
<b>Part 12 - Packages - Lane control.....</b>	<b>230</b>
Chapter 133 - Package adafruit_drivers .....	231
Chapter 134 - Package anti_instagram .....	232
Chapter 135 - Package car_supervisor .....	233
Chapter 136 - Package dagu_car .....	234
Chapter 137 - Package ground_projection .....	235
Chapter 138 - Package joy_mapper .....	236
Section 138.1 - Test .....	236
Section 138.2 - Dependencies .....	236
Section 138.3 - Node: joy_mapper.py .....	236
Section 138.4 - Services .....	236
Chapter 139 - Package lane_control .....	237
Chapter 140 - Package lane_filter .....	238
Chapter 141 - Package line_detector .....	239
Chapter 142 - Package pi_camera .....	240
<b>Part 13 - Packages - Indefinite navigation.....</b>	<b>241</b>
Chapter 143 - Package fsm .....	242
Chapter 144 - Package indefinite_navigation .....	243
Chapter 145 - Package intersection_control .....	244
Chapter 146 - Package navigation .....	245
Chapter 147 - Package stop_line_filter .....	246
<b>Part 14 - Packages - Localization and planning .....</b>	<b>247</b>
<b>Part 15 - Packages - Coordination .....</b>	<b>248</b>
<b>Part 16 - Packages - Additional functionality .....</b>	<b>249</b>
<b>Part 17 - Packages - Templates .....</b>	<b>250</b>
Chapter 148 - Package pkg_name .....	251
Section 148.1 - Status .....	251
Chapter 149 - Package rostest_example .....	252
<b>Part 18 - Packages - Convenience .....</b>	<b>253</b>
Chapter 150 - Package duckietown_demos .....	254
Chapter 151 - Package duckietown_unit_test .....	255
<b>Part 19 - Packages - To sort .....</b>	<b>256</b>
Chapter 152 - Package adafruit_imu .....	257
Section 152.1 - Testing .....	257
Section 152.2 - Dependencies .....	257
Section 152.3 - Node adafruit_imu .....	257
Chapter 153 - Package apriltags_ros .....	258
Chapter 154 - Package duckie_rr_bridge .....	259
Chapter 155 - Package duckiebot_visualizer .....	260

Chapter 156 - Package duckietown_description .....	261
Chapter 157 - Package bag_stamper .....	262
Chapter 158 - Package kinematics .....	263
Chapter 159 - Package visual_odometry .....	264
Chapter 160 - LED emitter .....	265
Section 160.1 - LED detector .....	265
Section 160.2 - Unit tests .....	266
Chapter 161 - Package led_detection .....	267
Chapter 162 - Package led_emitter .....	268
Chapter 163 - Package led_interpreter .....	269
Chapter 164 - Package led_joy_mapper .....	270
Chapter 165 - Package rgb_led .....	271
Section 165.1 - Demos .....	271
Chapter 166 - Package traffic_light .....	272
Chapter 167 - Package localization .....	273
Chapter 168 - Package mdoap .....	274
Chapter 169 - Package parallel_autonomy .....	275
Chapter 170 - Package scene_segmentation .....	276
Chapter 171 - Package veh_coordinator .....	277
Chapter 172 - Package vehicle_detection .....	278
Chapter 173 - Package visual_odometry_line .....	279
Part 20 - Packages - Failed projects .....	280
Chapter 174 - Package mouse_encoder .....	281
Section 174.1 - Publish Topic .....	281
Section 174.2 - Parameters .....	281
Section 174.3 - Getting access to /dev/input/mice .....	281
Chapter 175 - Package simcity - Map Editor Version 0.1 .....	282
Section 175.1 - How to run the map editor .....	282
Section 175.2 - How to edit the map .....	282
Section 175.3 - What am I looking at, anyway? .....	282
Section 175.4 - What else is there to do? .....	282
Chapter 176 - Package slam .....	283
Chapter 177 - Package street_name_detector .....	284

PART 1

# The Duckietown project



# CHAPTER 1

## What is Duckietown?

### 1.1. Goals and objectives

Duckietown is a robotics educations and outreach effort.

The most tangible goal of the project is to provide a low-cost educational platform for learning autonomy, consisting of the Duckiebots, an autonomous robot, and the Duckietowns, the infrastructure in which the Duckiebots navigates.

However, we focus on the *learning experience* as a whole, by providing a set of modules teaching plans and other guides, as well as a curated role-play experience.

We have two targets:

1. For **instructors**, we want to create a “class-in-a-box” that allows to offer a modern and engaging learning experience. Currently, this is feasible at the advanced undergraduate and graduate level, though in the future we would like to present the platform as multi-grade experiences.
2. For **self-guided learners**, we want to create a “self-learning experience”, that allows to go from zero knowledge of robotics to graduate-level understanding.

In addition, the Duckietown platform has been used as a research platform.

### 1.2. Learn about the Duckietown educational experience

This video is a Duckumentary about the first version of the class, during Spring 2016. The Duckumentary was shot by Chris Welch.

TODO: Add Duckumentary

Figure 1. The Duckumentary

See also this documentary by Red Hat:



Figure 2. The road to autonomy

If you'd like to know more about the educational experience, [1] present a more formal description of the course design for Duckietown: learning objectives, teaching methods, etc.

### 1.3. Learn about the platform

The best way to get a sense of how the platform looks is to watch these videos. They

show off the capabilities of the platform.

If you would like to know more, the paper [2] describes the Duckiebot and its software.  
(With 29 authors, we made the record for a robotics conference!)

Can you do it by night?



Figure 3. Cool Duckietown by night

## CHAPTER 2

# Duckietown history and future

### 2.1. The beginnings of Duckietown

The original Duckietown class was at MIT in 2016.



Figure 4. Part of the first MIT class, during the final demo.



Figure 5. The need for autonomy



Figure 6. Advertisement



Figure 7. The elves of Duckietown

## 2.2. University-level classes in 2016

Later that year, the Duckietown platform was also used in these classes:

- **NCTU 2016** - Prof. Nick Wang;
- **RPI 2016** - Prof. John Wen;



Figure 8. Duckietown at NCTU in 2016

## 2.3. University-level classes in 2017

In 2017, these four courses will be taught together, with the students interacting among institutions:

- **ETH Zürich 2017** - Prof. Emilio Frazzoli, Dr. Andrea Censi;
- **University of Montreal, 2017** - Prof. Liam Paull;
- **TTI/Chicago 2017** - Prof. Matthew Walter;
- National Chiao Tung University, Taiwan - Prof. Nick Wang's course;

Furthermore, the Duckietown platform is used also in the following universities:

- RPI (Jeff Trinkle)
- National Chiao Tung University, Taiwan - Prof. Yon-Ping Chen's *Dynamic system simulation and implementation*.
- Chosun University, Korea - Prof. Woosuk Sung's course;
- Petra Christian University, Indonesia - Prof. Resmana Lim's *Mobile Robot Design Course*

- National Tainan Normal University, Taiwan - Prof. Jen-Jee Chen's *Vehicle to Everything* (V2X) Course;
- Yuan Zhu University, Taiwan - Prof. Kan-Lin Hsiung's Control course;

## 2.4. Chile



## 2.5. Duckietown High School



## CHAPTER 3

# First steps

### 3.1. How to get started

If you are an instructor, please jump to [Section 3.2](#).

If you are a self-guided learner, please jump to [Section 3.3](#).

If you are a company, and interested in working with Duckietown, please jump to [Section 3.4](#).

### 3.2. Duckietown for instructors

### 3.3. Duckietown for self-guided learners

### 3.4. Introduction for companies

### 3.5. How to keep in touch

### 3.6. How to contribute

### 3.7. Frequently Asked Questions

#### 1) General questions

*Q: What is Duckietown?*

Duckietown is a low-cost educational and research platform.

*Q: Is Duckietown free to use?*

Yes. All materials are released according to an open source license.

*Q: Is everything ready?*

Not quite! Please [sign up to our mailing list](#) to get notified when things are a bit more ready.

*Q: How can I start?*

See the section [First Steps](#).

*Q: How can I help?*

If you would like to help actively, please email [duckietown@mit.edu](mailto:duckietown@mit.edu).

#### 2) FAQ by students / independent learners

*Q: I want to build my own Duckiebot. How do I get started?*

3) FAQ by instructors

---

*Q: How large a class can it be? I teach large classes.*

*Q: What is the budget for the robot?*

*Q: I want to teach a Duckietown class. How do I get started?*

Please get in touch with us at [duckietown@mit.edu](mailto:duckietown@mit.edu). We will be happy to get you started and sign you up to the Duckietown instructors mailing list.

*Q: Why the duckies?*

Compared to other educational robotics projects, the presence of the duckies is what makes this project stand out. Why the duckies?

We want to present robotics in an accessible and friendly way.

## CHAPTER 4

# Accounts

### 4.1. Complete list of accounts

Currently, Duckietown has the following accounts:

- Github: for source code, and issue tracking;
- Slack: a forum for wide communication;
- Twist: to be used for instructors coordination;
- Google Drive: to be used for instructors coordination, maintaining TODOs, etc;
- Dropbox Folders (part of Andrea's personal accounts): to be abandoned;
- Vimeo, for storing the videos;
- The `duckietown-teaching` mailing list, for low-rate communication with instructors;
- We also have a list of addresses, of people signed up on the website, that we didn't use yet;
- The Facebook page.

### 4.2. For other contributors

If you are an international contributor:

- Sign up on Slack, to keep up with the project.
- (optional) Get Github permissions if you do frequent updates to the repositories.

PART 2

# Duckumentation documentation

..

## CHAPTER 5

# Contributing to the documentation

### 5.1. Where the documentation is

All the documentation is in the repository `duckietown/duckuments`.

The documentation is written as a series of small files in Markdown format.

It is then processed by a series of scripts to create this output:

- a publication-quality PDF;
- an online HTML version, split in multiple pages and with comments boxes.

### 5.2. Editing links

The simplest way to contribute to the documentation is to click any of the “✎” icons next to the headers.

They link to the “edit” page in Github. There, one can make and commit the edits in only a few seconds.

### 5.3. Comments

In the multiple-page version, each page also includes a comment box powered by a service called Disqus. This provides a way for people to write comments with a very low barrier. (We would periodically remove the comments.)

### 5.4. Installing the documentation system

In the following, we are going to assume that the documentation system is installed in `~/duckuments`. However, it can be installed anywhere.

We are also going to assume that you have setup a Github account with working public keys.

#### 1) Dependencies (Ubuntu 16.04)

On Ubuntu 16.04, these are the dependencies to install:

```
$ sudo apt install libxml2-dev libxslt1-dev
$ sudo apt install libffi6 libffi-dev
$ sudo apt install python-dev python-numpy python-matplotlib
$ sudo apt install virtualenv
$ sudo apt install bibtex2html
```

#### 2) Download the duckuments repo

Download the `duckietown/duckuments` repository in that directory:

```
$ git clone git@github.com:duckietown/duckuments ~/duckuments
```

### 3) Setup the virtual environment

Next, we will create a virtual environment using inside the `~/duckuments` directory. Change into that directory:

```
$ cd ~/duckuments
```

Create the virtual environment using `virtualenv`:

```
$ virtualenv --system-site-packages deploy
```

Other distributions: In other distributions you might need to use `venv` instead of `virtualenv`.

Activate the virtual environment:

```
$ source ~/duckuments/deploy/bin/activate
```

### 4) Setup the `mcdp` external repository

Make sure you are in the directory:

```
$ cd ~/duckuments
```

Clone the `mcdp` external repository, with the branch `duckuments`.

```
$ git clone -b duckuments git@github.com:AndreaCensi/mcdp
```

Install it and its dependencies:

```
$ cd ~/duckuments/mcdp  
$ python setup.py develop
```

**Note:** If you get a permission error here, it means you have not properly activated the virtual environment.

Other distributions: If you are not on Ubuntu 16, depending on your system, you might need to install these other dependencies:

```
$ pip install numpy matplotlib
```

## 5.5. Compiling the documentation

### Check before you continue

Make sure you have deployed and activated the virtual environment. You can check this by checking which `python` is active:

```
$ which python  
/home/user/duckuments/deploy/bin/python
```

Then:

```
$ cd ~/duckuments
$ make duckuments-dist
```

This creates the directory `duckuments-dist`, which contains another checked out copy of the repository, but with the branch `gh-pages`, which is the branch that is published by Github using the “Github Pages” mechanism.

### Check before you continue

At this point, please make sure that you have these two `.git` folders:

```
~/duckuments/.git
~/duckuments/duckuments-dist/.git
```

To compile the docs, run `make clean compile`:

```
$ make clean compile
```

To see the result, open the file

```
./duckuments-dist/master/duckiebook/index.html
```

### 1) Incremental compilation

If you want to do incremental compilation, you can omit the `clean` and just use:

```
$ make compile
```

This will be faster. However, sometimes it might get confused. At that point, do `make clean`.

## 5.6. Troubleshooting compilation

### **Symptom:** “Invalid XML”

**Resolution:** “Markdown” doesn’t mean that you can put anything in a file. Except for the code blocks, it must be valid XML. For example, if you use “`>`” and “`<`” without quoting, it will likely cause a compile error.

### **Symptom:** “Tabs are evil”

**Resolution:** Do not use tab characters. The error message in this case is quite helpful in telling you exactly where the tabs are.

### **Symptom:** The error message contains `ValueError: Suspicious math fragment 'KEYMATHS000END-KEY'`

**Resolution:** You probably have forgotten to indent a command line by at least 4 spaces. The dollar in the command line is now being confused for a math formula.

## 5.7. The workflow to edit documentation.

This is the workflow:

1. Edit the Markdown in the `master` branch of the `duckuments` repository.
2. Run `make compile` to make sure it compiles.
3. Commit the Markdown and push on the `master` branch.

Done. A bot will redo the compilation and push the changes in the `gh-pages` branch.

Step 2 is there so you know that the bot will not encounter errors.

## 5.8. \*Deploying the documentation

**Note:** This part is now done by a bot, so you don't need to do it manually.

To deploy the documentation, jump into the `DUCKUMENTS/duckuments-dist` directory.

Run the command `git branch`. If the output does not say that you are on the branch `gh-pages`, then one of the steps before was done incorrectly.

```
$ cd $DUCKUMENTS/duckuments-dist  
$ git branch  
...  
* gh-pages  
...
```

Now, after triple checking that you are in the `gh-pages` branch, you can use `git status` to see the files that were added or modified, and simply use `git add`, `git commit` and `git push` to push the files to Github.

## 5.9. \*Compiling the PDF version

**Note:** The dependencies below are harder to install. If you don't manage to do it, then you only lose the ability to compile the PDF. You can do `make compile` to compile the HTML version, but you cannot do `make compile-pdf`.

### 1) Installing node.js

Ensure the latest version (>6) of `node.js` is installed.

Run:

```
$ nodejs --version  
6.xx
```

If the version is 4 or less, remove `nodejs`:

```
$ sudo apt remove nodejs
```

Install `nodejs` using the instructions at this page.

Next, install the necessary Javascript libraries using `npm`:

```
$ cd $DUCKUMENTS  
$ npm install MathJax-node jsdom@9.3 less
```

## 2) Troubleshooting node.js installation problems

The only pain point in the installation procedure has been the installation of nodejs packages using npm. For some reason, they cannot be installed globally (`npm install -g`).

Do not use sudo for installation. It will cause problems.

If you use sudo, you probably have to delete a bunch of directories, such as: RBR00T/ node\_modules, ~/.npm, and ~/.node\_modules, if they exist.

## 3) Installing Prince

Install PrinceXML from [this page](#).

## 4) Installing fonts

Download STIX fonts from [this site](#).

Unzip and copy the ttf to ~/.fonts:

```
$ cp -R STIXv2.0.0 ~/.fonts
```

and then rebuild the font cache using:

```
$ fc-cache -fy
```

## 5) Compiling the PDF

To compile the PDF, use:

```
$ make compile-pdf
```

This creates the file:

```
./duckuments-dist/master/duckiebook.pdf
```

# CHAPTER 6

## Features of the documentation writing system

The Duckiebook is written in a Markdown dialect. A subset of LaTeX is supported. There are also some additional features that make it possible to create publication-worthy materials.

### 6.1. Markdown

The Duckiebook is written in a Markdown dialect.

→ [A tutorial on Markdown.](#)

### 6.2. Embedded LaTeX

You can use *LaTeX* math, environment, and references. For example, take a look at

$$x^2 = \int_0^t f(\tau) d\tau$$

or refer to [Proposition 1](#).

**Proposition 1.** (Proposition example) This is an example proposition:  $2x = x + x$ .

The above was written as in [Listing 1](#).

You can use `\LaTeX` math, environment, and references.  
For example, take a look at

```
\[
  x^2 = \int_0^t f(\tau) \text{d}\tau
\]
```

or refer to `[](#prop:example)`.

```
\begin{proposition}[Proposition example]\label{prop:example}
This is an example proposition: $2x = x + x$.
\end{proposition}
```

Listing 1. Use of LaTeX code.

### 6.3. LaTeX symbols

The LaTeX symbols definitions are in a file called [docs/symbols.tex](#).

Put all definitions there; if they are centralized it is easier to check that they are coherent.

### 6.4. Variables in command lines and command output

Use the syntax “`![name]`” for describing the variables in the code.

**Example .**

For example, to obtain:

```
$ ssh robot name.local
```

Use the following:

For example, to obtain:

```
$ ssh ! [robot name].local
```

Make sure to quote (with 4 spaces) all command lines. Otherwise, the dollar symbol confuses the LaTeX interpreter.

## 6.5. Character escapes

Use the string “`&#36;`” to write the dollar symbol “\$”, otherwise it gets confused with LaTeX math materials. Also notice that you should probably use “USD” to refer to U.S. dollars.

Other symbols to escape are shown in [Table 1](#).

TABLE 1. SYMBOLS TO ESCAPE

use <code>&amp;#36;</code>	instead of \$
use <code>&amp;#96;</code>	instead of `
use <code>&amp;#lt;</code>	instead of <
use <code>&amp;gt;</code>	instead of >

## 6.6. Keyboard keys

Use the `kbd` element for keystrokes.

**Example .**

For example, to obtain:

Press `a` then `Ctrl-C`.

use the following:

Press `<kbd>a</kbd>` then `<kbd>Ctrl</kbd>-<kbd>C</kbd>`.

## 6.7. Figures

For any element, adding an attribute called `figure-id` with value `fig:figure ID` or `tab:table ID` will create a figure that wraps the element.

For example:

```
<div figure-id="fig:figure ID'>
    figure content
</div>
```

It will create HMTL of the form:

```
<div id='fig:code-wrap' class='generated-figure-wrap'>
  <figure id='fig:figure ID' class='generated-figure'>
    <div>
      figure content
    </div>
  </figure>
</div>
```

To add a caption, add an attribute `figure-caption`:

```
<div figure-id="fig:figure ID" figure-caption="This is my caption">
  figure content
</div>
```

Alternatively, you can put anywhere an element `figcaption` with ID `fig:figure ID:caption`:

```
<element figure-id="fig:figure ID">
  figure content
</element>

<figcaption id='fig:figure ID:caption'>
  This the caption figure.
</figcaption>
```

To refer to the figure, use an empty link:

Please see [](#fig:figure ID).

The code will put a reference to “Figure XX”.

## 6.8. Subfigures

You can also create subfigures, using the following syntax.

```
<div figure-id="fig:big">
  <figcaption>Caption of big figure</figcaption>

  <div figure-id="subfig:first">
    <figcaption>Caption 1</figcaption>
    <p>Content of first subfig</p>
  </div>

  <div figure-id="subfig:second">
    <figcaption>Caption 2</figcaption>
    <p>Content of second subfig</p>
  </div>
</div>
```

Content of first subfig

(a) Caption 1

Content of second subfig

(b) Caption 2

Figure 9. Caption of big figure

## 6.9. Shortcut for tables

The shortcuts `col2`, `col3`, `col4`, `col5` are expanded in tables with 2, 3, 4 or 5 columns.

The following code:

```
<col2 figure-id="tab:mytable" figure-caption="My table">
  <span>A</span>
  <span>B</span>
  <span>C</span>
  <span>D</span>
</col2>
```

gives the following result:

TABLE 2. MY TABLE

A	B
C	D

### 1) `labels-row1` and `labels-row1`

Use the classes `labels-row1` and `labels-row1` to make pretty tables like the following.

`labels-row1`: the first row is the headers.

`labels-col1`: the first column is the headers.

TABLE 3. USING CLASS="LABELS-COL1"

header A	B	C	1
header D	E	F	2
header G	H	I	3

TABLE 4. USING CLASS="LABELS-ROW1"

header A	header B	header C
D	E	F
G	H	I
1	2	3

## 6.10. Linking to documentation from inside and outside the documentation

### 1) Establishing names of headers

You give IDs to headers using the format:

```
### header title {#topic ID}
```

For example, for this subsection, we have used:

```
### Establishing names of headers {#establishing}
```

With this, we have given this header the ID “establishing”.

## 2) Linking from the documentation to the documentation

---

You can use the syntax:

```
[](#topic ID)
```

to refer to the header.

You can also use some slightly more complex syntax that also allows to link to only the name, only the number or both (Table 5).

TABLE 5. SYNTAX FOR REFERRING TO SECTIONS.

See [](#establishing).

See Subsection 6.10.1

See <a class="only\_name" href="#establishing"></a>.

See Establishing names of headers.

See <a class="only\_number" href="#establishing"></a>.

See 6.10.1.

See <a class="number\_name" href="#establishing"></a>.

See Subsection 6.10.1 - Establishing names of headers.

## 3) Linking to the documentation from outside the documentation

---

You are encouraged to put links to the documentation from the code or scripts.

To do so, use links of the form:

```
http://purl.org/dth/topic ID
```

Here “dth” stands for “Duckietown Help”. This link will get redirected to the corresponding document on the website.

For example, you might have a script whose output is:

```
$ rosrun mypackage myscript
Error. I cannot find the scuderia file.
See: http://purl.org/dth/scuderia
```

When the user clicks on the link, they will be redirected to Section 89.2.

## 6.11. Embedding videos

It is possible to embed Vimeo videos in the documentation.

**Note:** Do not upload the videos to your personal Vimeo account; they must all be posted to the Duckietown Engineering account.

This is the syntax:

```
<dtvideo src="vimeo:vimeo ID"/>
```

For example, this code:

```
<div figure-id="fig:example-embed">
  <figcaption>Cool Duckietown by night</figcaption>
  <dtvideo src="vimeo:152825632"/>
</div>
```

produces this result:



Figure 10. Cool Duckietown by night

Depending on the output media, the result will change:

- On the online book, the result is that a player is embedded.
- On the e-book version, the result is that a thumbnail is produced, with a link to the video;
- On the dead-tree version, a thumbnail is produced with a QR code linking to the video (TODO).

## 6.12. Bibliography



You need to have installed `bibtex2html`.

The system supports Bibtex files.

Place `*.bib` files anywhere in the directory.

Then you can refer to them using the syntax:

```
[](#bib:bibtex ID)
```

For example:

```
Please see [](#bib:siciliano07handbook).
```

Will result in:

Please see [3].

# CHAPTER 7

## Documentation style guide

This chapter describes the conventions for writing the technical documentation.

### 7.1. General guidelines for technical writing

The following holds for all technical writing.

- The documentation is written in correct English.
- Do not say “should” when you mean “must”. “Must” and “should” have precise meanings and they are not interchangeable. These meanings are explained [in this document](#).
- “Please” is unnecessary in technical documentation.
  - ✗ “Please remove the SD card.”
  - ✓ “Remove the SD card”.
- Do not use colloquialisms or abbreviations.
  - ✗ “The pwd is ubuntu.”
  - ✓ “The password is ubuntu.”
  - ✗ “To create a ROS pkg...”
  - ✓ “To create a ROS package...”
- Python is capitalized when used as a name.
  - ✗ “If you are using python...”
  - ✓ “If you are using Python...”
- Do not use emojis.
- Do not use ALL CAPS.
- Make infrequent use of bold statements.
- Do not use exclamation points.

### 7.2. Style guide for the Duckietown documentation

- It's ok to use “it's” instead of “it is”, “can't” instead of “cannot”, etc.
- All the filenames and commands must be enclosed in code blocks using Markdown backticks.
  - ✗ “Edit the `~/.ssh/config` file using vi.”
  - ✓ “Edit the `~/.ssh/config` file using `vi`.”
- `Ctrl`-`C`, ssh etc. are not verbs.
  - ✗ “`Ctrl`-`C` from the command line”.
  - ✓ “Use `Ctrl`-`C` from the command line”.
- Subtle humor and puns about duckies are encouraged.

### 7.3. Writing command lines

Use either “`laptop`” or “`duckiebot`” (not capitalized, as a hostname) as the prefix for the command line.

For example, for a command that is supposed to run on the laptop, use:

```
laptop $ cd ~/duckietown
```

It will become:

 \$ cd ~/duckietown

For a command that must run on the Duckiebot, use:

```
duckiebot $ cd ~/duckietown
```

It will become:

 \$ cd ~/duckietown

If the command is supposed to be run on both, omit the hostname:

```
$ cd ~/duckietown
```

## 7.4. Frequently misspelled words

- “Duckiebot” is always capitalized.
- Use “Raspberry Pi”, not “PI”, “raspi”, etc.
- These are other words frequently misspelled: 5 GHz WiFi

## 7.5. Other conventions

When the user must edit a file, just say: “edit `/this/file`”.

Writing down the command line for editing, like the following:

```
$ vi /this/file
```

is too much detail.

(If people need to be told how to edit a file, Duckietown is too advanced for them.)

## 7.6. Troubleshooting sections

Write the documentation as if every step succeeds.

Then, at the end, make a “Troubleshooting” section.

Organize the troubleshooting section as a list of symptom/resolution.

The following is an example of a troubleshooting section.

### 1) Troubleshooting

**Symptom:** This strange thing happens.

**Resolution:** Maybe the camera is not inserted correctly. Remove and reconnect.

| **Symptom:** This other strange thing happens.

**Resolution:** Maybe the plumbus is not working correctly. Try reformatting the plumbus.

## CHAPTER 8

# Knowledge graph



**Note:** This chapter describes something that is not implemented yet.

### 8.1. Formalization



#### 1) Atoms



**Definition 1.** (Atom) An *atom* is a concrete resource (text, video) that is the smallest unit that is individually addressable. It is indivisible.

Each atom as a type, as follows:

```

text
text/theory
text/setup
text/demo
text/exercise
text/reference
text/instructor-guide
text/quiz
video
video/lecture
video/instructable
video/screencast
video/demo

```

#### 2) Semantic graph of atoms



Atoms form a directed graph, called “semantic graph”.

Each node is an atom.

The graph has four different types of edges:

- “Requires” edges describe a strong dependency: “You need to have done this. Otherwise it will not work.”
- “Recommended” edges describe a weaker dependency; it is not strictly necessary to have done that other thing, but it will significantly improve the result of this.
- “Reference” edges describe background information. “If you don’t know / don’t remember, you might want to see this”
- “See also” edges describe interesting materials for the interested reader. Completely optional; it will not impact the result of the current procedure.

#### 3) Modules



A “module” is an abstraction from the point of view of the teacher.

**Definition 2.** (Module) A *module* is a directed graph, where the nodes are either atoms or other modules, and the edges can be of the four types described in [Subsection 8.1.2](#).

Because modules can contain other modules, they allow to describe hierarchical contents. For example, a class module is a module that contains other modules; a “degree” is a module that contains “class” modules, etc.

Modules can overlap. For example, a “Basic Object Detection” and an “Advanced Object Detection” module might have a few atoms in common.

## 8.2. Atoms properties

Each atom has the following properties:

- An ID (alphanumeric + - and ‘\_’). The ID is used for cross-referencing. It is the same in all languages.
- A type, as above.

There might be different versions of each atom. This is used primarily for dealing with translations of texts, different representations of the same image, Powerpoint vs Keynote, etc.

A version is a tuple of attributes.

The attributes are:

- Language: A language code, such as en-US (default), zh-CN, etc.
- Mime type: a MIME type.

Each atom version has:

- A status value: one of draft, beta, ready, to-update (Table 6).
- A human-readable title.
- A human-readable summary (1 short paragraph).

TABLE 6. STATUS CODES

draft	We just started working on it, and it is not ready for public consumption.
beta	Early reviewers should look at it now.
ready	The document is ready for everybody.
to-up-date	A new pass is needed on this document, because it is not up to date anymore.

## 8.3. Markdown format for text-like atoms

For the text-like resources, they are described in Markdown files.

The name of the file does not matter.

All files are encoded in UTF-8.

Each file starts with a H1 header. The contents is the title.

The header has the following attributes:

1. The ID. ({#ID})
2. The language is given by an attribute lang ({lang=en-US}).
3. The type is given by an attribute type ({type=demo}).
4. The status is given by an attribute status ({status=draft}).

Here is an example of a header with all the attributes:

```
# Odometry calibration {#odometry-calibration lang=en-US type='text/theory' status=ready}

This first paragraph will be used as the "summary" for this text.
```

Listing 2. `calibration.en.md`

And this is how the Italian translation would look like:

```
# Calibrazione dell'odometria {#odometry-calibration lang=it type='text/theory' status=draft}

Questo paragrafo sarà usato come un sommario del testo.
```

Listing 3. `calibration.it.md`

## 8.4. How to describe the semantic graphs of atoms



In the text, you describe the semantic graph using tags and IDs.

In Markdown, you can give IDs to sections using the syntax:

```
# Setup step 1 {#setup-step1}

This is the first setup step.
```

Then, when you write the second step, you can add a semantic edge using the following.

```
# Setup step 2 {#setup-step2}

This is the second setup step.

Requires: You have completed the first step in [](#setup-step1).
```

The following table describes the syntax for the different types of semantic links:

TABLE 7. SEMANTIC LINKS

Requires	Requires: You need to have done [](#setup-step).
Recommended	Recommended: It is better if you have setup Wifi as in [](#setup-wifi).
Reference	Reference: For more information about <code>rostopic</code> , see [](#rostopic).
See also	See also: If you are interested in feature detection, you might want to learn about [SIFT](#SIFT).

## 8.5. How to describe modules



PART 3

## Operation manual - Duckiebot



## CHAPTER 9

# Duckiebot configurations

### 9.1. Configuration list

Configuration D17-0: Only camera and motors.

Configuration D17-0+w: Previous one + an additional WiFi card (Edimax).

Configuration D17-0+j: Previous one + joystick.

Configuration D17-1: LED lights and bumpers

### 9.2. Configuration functionality

# CHAPTER 10

## Acquiring the parts for the Duckiebot C0



The trip begins with acquiring the parts. Here, we provide a link to all bits and pieces that are needed to build a Duckiebot, along with their price tag.

In general, keep in mind that:

- The links might expire, or the prices might vary.
- Shipping times and fees vary, and are not included in the prices shown below.
- Substitutions are OK for the mechanical components, and not OK for all the electronics, unless you are OK in writing some software.
- Buying the parts for more than one Duckiebot makes each one cheaper than buying only one.

**Requires:** Cost: USD 193.50 + Shipping Fees (configuration D17-0) Requires: Time: 15 days (average shipping for cheapest choice of components)

Results:

- A kit of parts ready to be assembled.



### 10.1. Bill of materials

TABLE 8. BILL OF MATERIALS

Chassis	USD 20
Camera with 160-FOV Fisheye Lens	USD 22
Camera Mount	USD 8.50
300mm Camera Cable	USD 2
Raspberry Pi 3 - Model B	USD 35
Heat Sinks	USD 5
Power supply	USD 7.50
16 GB Class 10 MicroSD Card	USD 20
Mirco SD card reader	USD 6
Tiny 32GB USB Flash Drive	USD 12.50
Stepper Motor HAT	USD 22.50
Stacking Headers 2 for D17-1, 1 otherwise	USD 2.50/piece
Battery	USD 20
16 Nylon Standoffs (M2.5 12mm F 6mm M)	USD 0.05/piece
4 Nylon Hex Nuts (M2.5)	USD 0.02/piece
4 Nylon Screws (M2.5x10)	USD 0.05/piece
2 Zip Ties (300x5mm)	USD 8.99
5-GHz Wifi Adapter (D17-Ø+w)	USD 20
Joypad (D17-Ø+j)	USD 10.50
20 Female-Female Jumper Wires (300mm) (D17-1)	USD 8
Male-Male Jumper Wire (150mm) (D17-1)	USD 1.95
LEDs (D17-1)	USD 10
LED HAT (D17-1)	USD 28.20 for 3 pieces
PWM/Servo HAT (D17-1)	USD 17.50
40 pin female header (D17-1)	USD 1.50
Bumpers (D17-1)	TBD (custom made)
5 4 pin female header (D17-1)	USD 0.60/piece
2 16 pin male header (D17-1)	USD 0.61/piece
12 pin male header (D17-1)	USD 0.48/piece
3 pin male header (D17-1)	USD 0.10/piece
2 pin female shunt jumper (D17-1)	USD 2/piece
5 200 Ohm resistors (D17-1)	USD 0.10/piece
10 130 Ohm resistors (D17-1)	USD 0.10/piece
Total for D17-Ø configuration	USD 191.50
Total for D17-Ø+w configuration	USD 211.50
Total for D17-Ø+j configuration	USD 222
Total for D17-1 configuration	USD 281+Bumpers

## 10.2. Chassis



We selected the Magician Chassis as the basic chassis for the robot ([Figure 11](#)).

We chose it because it has a double-decker configuration, and so we can put the battery in the lower part.

The chassis pack includes the motors and wheels as well as the structural part.

The price for this in the US is about USD 15-30.



Figure 11. The Magician Chassis

### 10.3. Raspberry Pi 3 - Model B

The Raspberry Pi is the central computer of the Duckiebot. Duckiebot version D17 uses Model B ([Figure 12](#)) (A1.2GHz 64-bit quad-core ARMv8 CPU, 1GB RAM), a small but powerful computer.



Figure 12. The Raspberry Pi 3 Model B

The price for this in the US is about USD 35.

#### 1) Power Supply

We want a hard-wired power source (5VDC, 2.4A, Micro USB) to supply the Raspberry Pi ([Figure 13](#)).



Figure 13. The Power Supply

The price for this in the US is about USD 5-10.

## 2) Heat Sinks

The Raspberry Pi will heat up significantly during use. It is warmly recommended to add heat sinks, as in [Figure 14](#). Since we will be stacking HATs on top of the Raspberry Pi with 15 mm standoffs, the maximum height of the heat sinks should be well below 15 mm. The chip dimensions are 15x15mm and 10x10mm.



Figure 14. The Heat Sinks

## 3) Class 10 MicroSD Card

The MicroSD card ([Figure 15](#)) is the hard disk of the Raspberry Pi. 16 Gigabytes of capacity are sufficient for the system image.

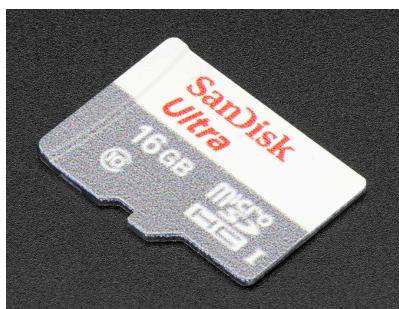


Figure 15. The MicroSD card

## 4) Mirco SD card reader

A microSD card reader ([Figure 16](#)) is useful to copy the system image to a Duckiebot from a computer to the Raspberry Pi microSD card, when the computer does not have a native SD card slot.



Figure 16. The Mirco SD card reader

### 5) Tiny 32GB USB Flash Drive

This “external” hard drive ([Figure 17](#)) is very convenient to store logs during experiments and later port them to a workstation for analysis. It provides storage capacity and faster data transfer than the MicroSD card.



Figure 17. The Tiny 32GB USB Flash Drive

### 10.4. Camera

The Camera is the main sensor of the Duckiebot. Version [D17](#) equips a 5 Mega Pixels 1080p camera with wide field of view (160°) fisheye lens ([Figure 18](#)).



Figure 18. The Camera with Fisheye Lens

#### 1) Camera Mount

The camera mount ([Figure 19](#)) serves to keep the camera looking forward at the right angle to the road (looking slightly down). The front cover is not essential.

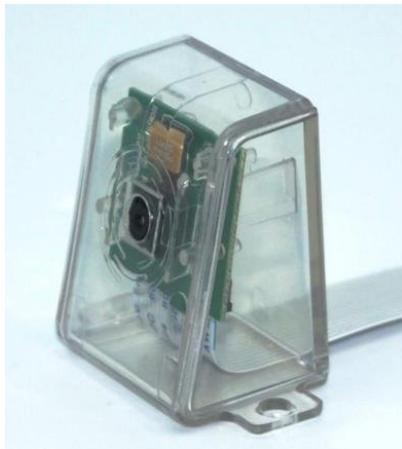


Figure 19. The Camera Mount

## 2) 300mm Camera Cable

A longer (300 mm) camera cable [Figure 20](#) make assembling the Duckiebot easier, allowing for more freedom in the relative positioning of camera and computational stack.

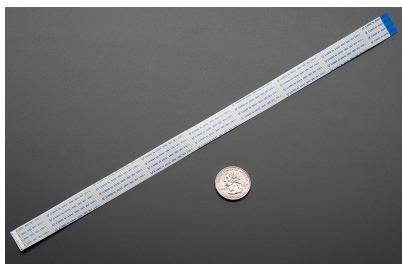


Figure 20. A 300 mm camera cable for the Raspberry Pi

## 10.5. 5-GHz Wifi Adapter

The Edimax AC1200 EW-7822ULC 5-GHz WiFi adapter ([Figure 21](#)) boosts the connectivity of the Duckiebot, especially useful in busy Duckietowns (e.g., classroom).



Figure 21. The Edimax AC1200 EW-7822ULC wifi adapter

## 10.6. Joypad

The joypad is used to manually remote control the Duckiebot. Any 2.4 GHz wireless controller (with a *tiny* USB dongle) will do.

The model link in the table ([Figure 22](#)) does not include batteries (required: 2 AA 1.5V).



Figure 22. A Wireless Joypad

## 10.7. DC Stepper Motor HAT

We use the DC Stepper motor HAT ([Figure 22](#)) to control the DC motors that drive the wheels. This item will require [soldering](#) to be functional.

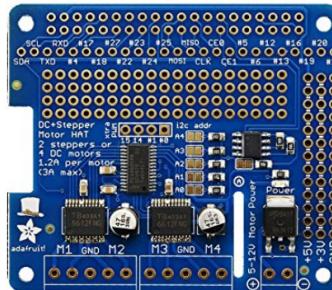


Figure 23. The Stepper Motor HAT

### 1) Stacking Headers

We use long 20x2 stacking headers ([Figure 24](#)) to connect the Raspberry Pi with the other HATs, creating a stack. This item will require [soldering](#) to be functional.

In configuration D17-1, we need 2 stacking headers.

In all configurations, we use only 1 stacking header.

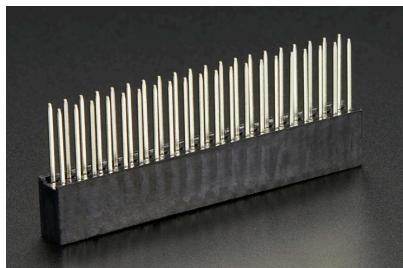


Figure 24. The Stacking Headers

## 10.8. Battery

The battery ([Figure 25](#)) provides power to the Duckiebot.

We choose this battery because it has a good combination of size (to fit in the lower deck of the Magician Chassis), high output amperage (2.4A and 2.1A at 5V DC) over two USB outputs, a good capacity (10400 mAh) at an affordable price (USD 20).



Figure 25. The Battery

## 10.9. Standoffs, Nuts and Screws

We use non electrically conductive standoffs (M2.5 12mm F 6mm M), nuts (M2.5), and screws (M2.5x10mm) to hold the Raspberry Pi to the chassis and the HATs stacked on top of the Raspberry Pi.

In configuration `D17-0` and `D17-0+w` or `D17-0+j`, the Duckiebot requires 8 standoffs, 4 nuts and 4 screws.

In configuration `D17-1`, the Duckiebot requires 16 standoffs, 4 nuts and 4 screws.

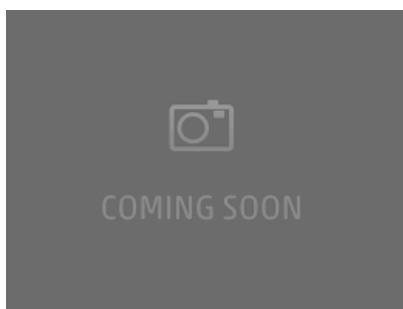


Figure 26. Standoffs, Nuts and Screws

## 10.10. Zip Tie

Two 300x5mm zip ties are going to be useful to keep the battery at the lower deck from moving around.



Figure 27. The zip ties

## 10.11. LEDs

In configuration D17-1, the Duckiebot is equipped with 5 RGB LEDs. LEDs can be used to signal to other Duckiebots, or just make *fancy* patterns.

The pack of LEDs linked in the table above holds 10 LEDs, enough for two Duckiebots.

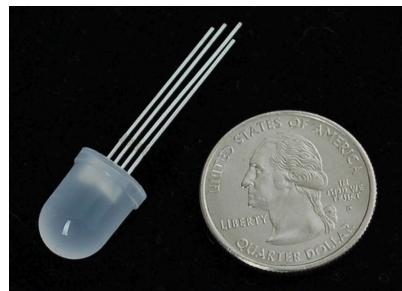


Figure 28. The RGB LEDs

### 1) LED HAT

In configuration D17-1, the LED HAT (Figure 29) provides an interface for our RGB LEDs and the computational stack. This board is a daughterboard for the Adafruit 16-Channel PWM/Servo HAT, and enables connection with additional gadgets such as [ADS1015 12 Bit 4 Channel ADC](#), [Monochrome 128x32 I2C OLED graphic display](#), and [Adafruit 9-DOF IMU Breakout - L3GD20H+LSM303](#). This item will require [soldering](#) to be functional.

This board is custom designed and can only be ordered in minimum runs of 3 pieces. The price scales down quickly with quantity, and lead times may be significant, so it is better to buy these boards in bulk.

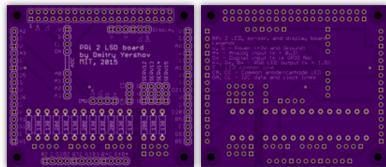


Figure 29. The LED HAT

## 2) PWM/Servo HAT

---

In configuration D17-1, the PWM/Servo HAT HAT (Figure 30) mates to the LED HAT and provides the signals to control the LEDs, without taking computational resources away from the Raspberry Pi itself. This item will require [soldering](#) to be functional.

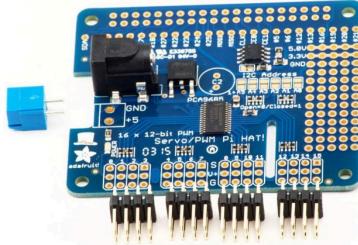


Figure 30. The PWM-Servo HAT

## 3) Male-Male Jumper Wires

---

In configuration D17-1, the Duckiebot requires one male-male jumper wire (Figure 31) to power the DC Stepper Motor HAT from the PWM/Servo HAT.

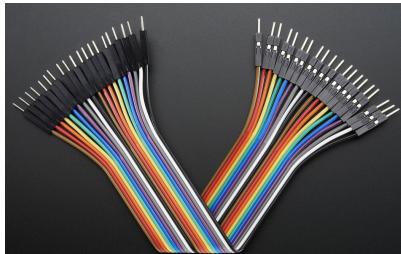


Figure 31. Premier Male-Male Jumper Wires

## 4) Female-Female Jumper Wires

---

In configuration D17-1, 20 Female-Female Jumper Wires (Figure 32) are necessary to connect 5 LEDs to the LED HAT.

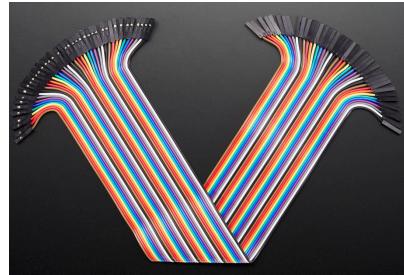


Figure 32. Premier Female-Female Jumper Wires

### 10.12. Bumpers

These bumpers are designed to keep the LEDs in place and are therefore used only in configuration D17-1. They are custom designed parts, so they must be produced and cannot be bought. We used laser cutting facilities. Our design files are available [here].

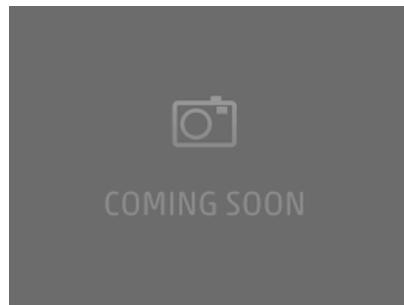


Figure 33. The Bumpers

### 10.13. Passive Electric Components

- 5 4 pin female header
- 2 16 pin male header
- 1 12 pin male header
- 1 3 pin male header
- 1 2 pin female shunt jumper
- 5 200 Ohm resistors
- 10 130 Ohm resistors

These items will require **soldering** to be functional.

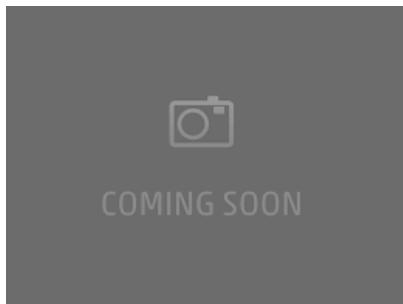


Figure 34. The Headers



Figure 35. The Resistors

# CHAPTER 11

## Soldering boards for C0



Assigned to: Shiying

Resources necessaries:

- ...
- Time: ??? minutes

Results:

- ...

## CHAPTER 12

# Assembling the Duckiebot C0



Assigned to: Shiying

Requires: Duckiebot D17-C0 parts. The acquisition process is explained in [Chapter 10](#).

Requires: Time: about ??? minutes.

Results:

- An assembled Duckiebot in configuration D17-C0.

Shiying: here will be the instruction about assembling the Duckiebot. :-)

# CHAPTER 13

## Reproducing the image

Assigned to: Andrea

These are the instructions to reproduce the Ubuntu image that we use.

Please note that the image is already available, so you don't need to do this manually. However, this documentation might be useful if you would like to port the software to a different distribution.

Resources necessaries:

**Requires:** Internet connection to download the packages. Requires: A PC running any Linux with an SD card reader. Requires: Time: about 20 minutes.

Results:

- A baseline Ubuntu Mate 16.04.2 image with updated software.

### 13.1. Download and uncompress the Ubuntu Mate image

Download the image from the page

<https://ubuntu-mate.org/download/>

The file we are looking for is:

```
filename: ubuntu-mate-16.04.2-desktop-armhf-raspberry-pi.img.xz
size: 1.2 GB
SHA256: dc3afcad68a5de3ba683dc30d2093a3b5b3cd6b2c16c0b5de8d50fede78f75c2
```

After download, run the command `sha256sum` to make sure you have the right version:

```
💻 $ sha256sum ubuntu-mate-16.04.2-desktop-armhf-raspberry-pi.img.xz
dc3afcad68a5de3ba683dc30d2093a3b5b3cd6b2c16c0b5de8d50fede78f75c2
```

If the string does not correspond exactly, your download was corrupted. Delete the file and try again.

Then decompress using the command `xz`:

```
💻 $ xz -d ubuntu-mate-16.04.2-desktop-armhf-raspberry-pi.img.xz
```

### 13.2. Burn the image to an SD card

Next, burn the image on to the SD card.

- This procedure is explained in [Section 77.2](#).

#### 1) Verify that the SD card was created correctly

Remove the SD card and plug it in again in the laptop.

Ubuntu will mount two partitions, by the name of `PI_ROOT` and `PI_BOOT`.

## 2) Installation

Boot the disk in the Raspberry Pi.

Choose the following options:

```
language: English  
username: ubuntu  
password: ubuntu  
hostname: duckiebot
```

Choose the option to log in automatically.

Reboot.

## 3) Update installed software

The WiFi was connected to airport network `duckietown` with password `quackquack`.

Afterwards I upgraded all the software preinstalled with these commands:

```
raspberry $ sudo apt update  
$ sudo apt dist-upgrade
```

Expect `dist-upgrade` to take quite a long time (up to 2 hours).

## 13.3. Raspberry Pi Config

The Raspberry Pi is not accessible by SSH by default.

Run `raspi-config`:

```
raspberry $ sudo raspi-config
```

choose “3. Interfacing Options”, and enable SSH,

We need to enable the camera and the I2C bus.

choose “3. Interfacing Options”, and enable camera, and I2C.

Also disable the graphical boot

## 13.4. Install packages

Install these packages.

Etckeeper:

```
raspberry $ sudo apt install etckeeper
```

Editors / shells:

```
raspberry $ sudo apt install -y vim emacs byobu zsh
```

Git:

```
raspberry $ sudo apt install -y git git-extras
```

Other:



```
$ sudo apt install htop atop nethogs iftop  
$ sudo apt install aptitude apt-file
```

Development:



```
$ sudo apt install -y build-essential libblas-dev liblapack-dev libatlas-base-dev gfortran  
libyaml-cpp-dev
```

Python:



```
$ sudo apt install -y python-dev ipython python-sklearn python-smbus  
$ sudo apt install -y python-termcolor  
$ sudo pip install scipy --upgrade
```

I2C:



```
$ sudo apt install -y i2c-tools
```

### 13.5. Install Edimax driver



First, mark the kernel packages as not upgradeable:

```
$ sudo apt-mark hold raspberrypi-kernel raspberrypi-kernel-headers  
raspberrypi-kernel set on hold.  
raspberrypi-kernel-headers set on hold
```

Then, download and install the Edimax driver from [this repository](#).

```
$ git clone git@github.com:duckietown/rtl8822bu.git  
$ cd rtl8822bu  
$ make  
$ sudo make install
```

### 13.6. Install ROS



Install ROS.

→ The procedure is given in [Section 92.1](#).

### 13.7. Wireless configuration (old version)



This is the old version.

There are two files that are important to edit.

The file `/etc/network/interfaces` should look like this:

```
# interfaces(5) file used by ifup(8) and ifdown(8)
# Include files from /etc/network/interfaces.d:
#source-directory /etc/network/interfaces.d

auto wlan0

# The loopback network interface
auto lo
iface lo inet loopback

# Wireless network interface
allow-hotplug wlan0
iface wlan0 inet dhcp
wpa-conf /etc/wpa_supplicant/wpa_supplicant.conf
iface default inet dhcp
```

The file `/etc/wpa_supplicant/wpa_supplicant.conf` should look like this:

```
ctrl_interface=DIR=/var/run/wpa_supplicant GROUP=netdev
update_config=1

network={
    ssid="duckietown"
    psk="quackquack"
    proto=RSN
    key_mgmt=WPA-PSK
    pairwise=CCMP
    auth_alg=OPEN
}
network={
    key_mgmt=NONE
}
```

## 13.8. Wireless configuration

The files that describe the network configuration are in the directory

```
/etc/NetworkManager/system-connections/
```

This is the contents of the connection file `duckietown`, which describes how to connect to the `duckietown` wireless network:

```
[connection]
id=duckietown
uuid=e9cef1bd-f6fb-4c5b-93cf-cca837ec35f2
type=wifi
permissions=
secondaries=
timestamp=1502254646

[wifi]
mac-address-blacklist=
mac-address-randomization=Ø
mode=infrastructure
ssid=duckietown

[wifi-security]
group=
key-mgmt=wpa-psk
pairwise=
proto=
psk=quackquack

[ipv4]
dns-search=
method=auto

[ipv6]
addr-gen-mode=stable-privacy
dns-search=
ip6-privacy=Ø
method=auto
```

This is the file

```
/etc/NetworkManager/system-connections/create-5ghz-network
```

Contents:

```
[connection]
id=create-5ghz-network
uuid=7331d1e7-2cdf-4047-b426-c170ecc16f51
type=wifi
# Put the Edimax interface name here:
interface-name=wlx74da38c9caa0 - to change
permissions=
secondaries=
timestamp=1502023843

[wifi]
band=a
# Put the Edimax MAC address here
mac-address=74:DA:38:C9:A0 - to change
mac-address-blacklist=
mac-address-randomization=0
mode=ap
seen-bssids=
ssid=duckiebot-not-configured

[ipv4]
dns-search=
method=shared

[ipv6]
addr-gen-mode=stable-privacy
dns-search=
ip6-privacy=0
method=ignore
```

Note that there is an interface name and MAC address that need to be changed on each PI.

### 13.9. SSH server config

This enables the SSH server:

```
$ sudo systemctl enable ssh
```

### 13.10. Create swap Space

Do the following:

Create an empty file using the `dd` (device-to-device copy) command:



```
$ sudo dd if=/dev/zero of=/swap0 bs=1M count=512
```

This is for a 512 MB swap space.

Format the file for use as swap:

 \$ sudo mkswap /swap0

Add the swap file to the system configuration:

 \$ sudo vi /etc/fstab

Add this line to the bottom:

```
/swap0 swap swap
```

Activate the swap space:

 \$ sudo swapon -a

### 13.11. Passwordless sudo

First, make `vi` the default editor, using

```
$ sudo update-alternatives --config editor
```

and then choose `vim.basic`.

Then run:

```
$ sudo visudo
```

And then change this line:

```
%sudo    ALL=(ALL:ALL)  ALL
```

into this line:

```
%sudo    ALL=(ALL:ALL)  NOPASSWD:ALL
```

### 13.12. Clean up

You can use the command `dpigs` to find out which packages take lots of space.

```
$ sudo apt install wajig debian-goodies
```

Either:

```
$ wajig large  
$ dpigs -H -n 20
```

Stuff to remove:

```
$ sudo apt remove thunderbird
$ sudo apt remove libreoffice-\*
$ sudo apt remove openjdk-8-jre-headless
$ sudo apt remove fonts-noto-cjk
$ sudo apt remove brasero
```

At the end, remove extra dependencies:

```
$ sudo apt autoremove
```

And remove the `apt` cache using:

```
$ sudo apt clean
```

The total size should be around 6.6GB.

### 13.13. Ubuntu user configuration

#### 1) Groups

You should make the `ubuntu` user belong to the `i2c` and `input` groups:

 \$ sudo adduser ubuntu i2c
\$ sudo adduser ubuntu input

: forgot to add to aug20 image:

 \$ sudo adduser ubuntu video

You may need to do the following (but might be done already through `raspi-config`):

 \$ sudo udevadm trigger

#### 2) Basic SSH config

Do the basic SSH config.

- The procedure is documented in [Section 79.3](#).

**Note:** this is not in the aug10 image.

#### 3) Passwordless SSH config

Add `.authorized_keys` so that we can all do passwordless SSH.

The key is at the URL

[https://www.dropbox.com/s/pxyou3qy1p8m4d0/duckietown\\_key1.pub?dl=1](https://www.dropbox.com/s/pxyou3qy1p8m4d0/duckietown_key1.pub?dl=1)

Download to `.ssh/authorized_keys`:

 \$ curl -o .ssh/authorized\_keys URL above

#### 4) Shell prompt

Add the following lines to `~ubuntu/.bashrc`:

```
echo ""  
echo "Welcome to a duckiebot!"  
echo ""  
echo "Reminders:"  
echo ""  
echo "1) Do not use the user 'ubuntu' for development – create your own user."  
echo "2) Change the name of the robot from 'duckiebot' to something else."  
echo ""  
  
export EDITOR=vim
```

#### 13.14. Check that all required packages were installed

At this point, before you copy/distribute the image, create a user, install the software, and make sure that `what-the-duck` does not complain about any missing package.

(Ignore `what-the-duck`'s errors about things that are not set up yet, like users.)

#### 13.15. Creating the image

You may now want to create an image that you can share with your friends. They will think you are cool because they won't have to duplicate all of the work that you just did. Luckily this is easy. Just power down the duckiebot with:



```
$ sudo shutdown -h now
```

and put the SD card back in your laptop.

- The procedure of how to burn an image is explained in [Section 77.2](#); except you will invert the `if` and `of` destinations.

You may want to subsequently shrink the image, for example if your friends have smaller SD cards than you.

- The procedure of how to shrink an image is explained in [Section 77.3](#).

#### 13.16. Some additions since last image to add in the next image

Note here the additions since the last image was created.

Create a file

```
/etc/duckietown-image.yaml
```

Containing these lines

```
base: Ubuntu 16.04.2
date: DATE
comments: I
any comments you have
```

So that we know which image is currently in used.

Install ntpdate:

```
$ sudo apt install ntpdate
```

**Note:** We should install Git LFS on the Raspberry Pi, but so far AC did not have any luck. See [Section 87.1](#).

# CHAPTER 14

## Installing Ubuntu on laptops

Assigned to: Andrea

Before you prepare the Duckiebot, you need to have a laptop with Ubuntu installed.

Requires: A laptop with free disk space.

Requires: Internet connection to download the Ubuntu image.

Requires: About ??? minutes .

Results:

- A laptop ready to be used for Duckietown.

### 14.1. Install Ubuntu

Install Ubuntu 16.04.2.

→ For instructions, see for example [this online tutorial](#).

**On the choice of username:** During the installation, create a user for yourself with a username different from `ubuntu`, which is the default. Otherwise, you may get confused later.

### 14.2. Install useful software

Use `etckeeper` to keep track of the configuration in `/etc`:

 \$ sudo apt install etckeeper

Install `ssh` to login remotely and the server:

 \$ sudo apt install ssh

Use `byobu`:

 \$ sudo apt install byobu

Use `vim`:

 \$ sudo apt install vim

Use `htop` to monitor CPU usage:

 \$ sudo apt install htop

Additional utilities for `git`:

 \$ sudo apt install git git-extras

Other utilities:

 \$ sudo apt install avahi-utils ecryptfs-utils

### 14.3. Install ROS

Install ROS on your laptop.

- The procedure is given in [Section 92.1](#).

### 14.4. Other suggested software

#### 1) Redshift

This is Flux for Linux. It is an accessibility/lab safety issue: bright screens damage eyes and perturb sleep [4].

Install redshift and run it.

 \$ sudo apt install redshift-gtk

Set to “autostart” from the icon.

#### 2) Installation of the duckuments system

Optional but very encouraged: install the duckuments system. This will allow you to have a local copy of the documentation and easily submit questions and changes.

- The procedure is documented in [Section 5.4](#).

### 14.5. Passwordless sudo

Set up passwordless `sudo`.

- This procedure is described in [Section 13.11](#).

### 14.6. SSH and Git setup

#### 1) Basic SSH config

Do the basic SSH config.

- The procedure is documented in [Section 79.3](#).

#### 2) Create key pair for `username`

Next, create a private/public key pair for the user; call it `username@robot name`.

- The procedure is documented in [Section 79.5](#).

#### 3) Add `username`'s public key to Github

Add the public key to your Github account.

- The procedure is documented in [Section 88.3](#).

If the step is done correctly, this command should succeed:



```
$ ssh -T git@github.com
```

#### 4) Local Git setup

Set up Git locally.

- The procedure is described in [Section 86.3](#).

## CHAPTER 15

# Duckiebot Initialization



Assigned to: Andrea

Requires: An SD card of dimensions at least 32 GB.

Requires: A computer with an internet connection, an SD card reader, and 35 GB of free space.

Requires: An assembled Duckiebot in configuration D17-C0. This is the result of [Chapter 12](#).

Result:

- A Duckiebot that is ready to use.

What does it mean “ready to use”?

### 15.1. Acquire and burn the image



On the laptop, download the compressed image at this URL:

<https://www.dropbox.com/s/lp4am7erdd9e53r/duckiebot-RPI3-AC-aug10.img.xz?dl=1>

The size is 2.5 GB.

You can use:

```
$ curl -o duckiebot-RPI3-AC-aug10.img.xz URL above
```

Uncompress the file:

```
$ xz -d -k duckiebot-RPI3-AC-aug10.img.xz
```

This will create a file of 32 GB in size.

To make sure that the image is downloaded correctly, compute its hash using the program `sha256sum`:

```
$ sha256sum duckiebot-RPI3-AC-aug10.img
2ea79b0fc6353361063c89977417fc5e8fde70611e8afa5cbf2d3a166d57e8cf  duckiebot-ac-aug10.img
```

Compare the hash that you obtain with the hash above. If they are different, there was some problem in downloading the image.

Next, burn the image on disk.

- The procedure of how to burn an image is explained in [Section 77.2](#).

### 15.2. Turn on the Duckiebot



Put the SD Card in the Duckiebot.

Turn on the Duckiebot by connecting the power cable to the battery.

### 15.3. Connect the Duckiebot to a network

You can login to the Duckiebot in two ways:

1. Through an Ethernet cable.
2. Through a duckietown WiFi network.

In the worst case, you can use an HDMI monitor and a USB keyboard.

#### 1) Option 1: Ethernet cable

Connect the Duckiebot and your laptop to the same network switch.

Allow 30 s - 1 minute for the DHCP to work.

#### 2) Option 2: Duckietown network

The Duckiebot connects automatically to a 2.4 GHz network called “`duckietown`” and password “`quackquack`”.

Connect your laptop to the same wireless network.

### 15.4. Ping the Duckiebot

To test that the Duckiebot is connected, try to ping it.

The hostname of a freshly-installed duckiebot is `duckiebot-not-configured`:

💻 \$ ping `duckiebot-not-configured.local`

You should see output similar to the following:

```
PING duckiebot-not-configured.local (X.X.X.X): 56 data bytes  
64 bytes from X.X.X.X: icmp_seq=0 ttl=64 time=2.164 ms  
64 bytes from X.X.X.X: icmp_seq=1 ttl=64 time=2.303 ms  
...
```

### 15.5. SSH to the Duckiebot

Next, try to log in using SSH, with account `ubuntu`:

💻 \$ ssh `ubuntu@duckiebot-not-configured.local`

The password is `ubuntu`.

By default, the robot boots into Byobu.

Please see [Chapter 85](#) for an introduction to Byobu.

Not sure it's a good idea to boot into Byobu.

### 15.6. (For D17-C1) Configure the robot-generated network

D17-0+w The Duckiebot in configuration D17-C0+w can create a WiFi network.

It is a 5 GHz network; this means that you need to have a 5 GHz WiFi adapter in your laptop.

First, make sure that the Edimax is correctly installed. Using `iwconfig`, you should see four interfaces:



```
$ iwconfig
wlan0unassociated Nickname:"rt18822bu"
...
lo      no wireless extensions.

enx827eb1f81a4  no wireless extensions.

wlan1      IEEE 802.11bgn  ESSID:"duckietown"
...
...
```

Make note of the name `wlxAABBCCDDEEFFGG`.

Look up the MAC address using the command:



```
$ ifconfig wlan0AABBCCDDEEFFGG
wlan0: Link encap:Ethernet HWaddr AA:BB:CC:DD:EE:FF:GG
```

Then, edit the connection file

```
/etc/NetworkManager/system-connections/create-5ghz-network
```

Make the following changes:

- Where it says `interface-name=...`, put “`wlxAABBCCDDEEFFGG`”.
- Where it says `mac-address=...`, put “`AA:BB:CC:DD:EE:FF:GG`”.
- Where it says `ssid=duckiebot-not-configured`, put “`ssid=robot name`”.

Reboot.

At this point you should see a new network being created named “`robot name`”.

You can connect with the laptop to that network.

If the Raspberry Pi’s network interface is connected to the `duckietown` network and to the internet, the Raspberry Pi will act as a bridge to the internet.

## 15.7. Setting up wireless network configuration



This part should not be necessary anymore

The Duckiebot is configured by default to connect to a wireless network with SSID `duckietown`. If that is not your SSID then you will need to change the configuration.

You can add a new network by editing the file:

```
/etc/wpa_supplicant/wpa_supplicant.conf
```

You will see a block like the following:

```
network={  
    ssid="duckietown"  
    scan_ssid=1  
    psk="quackquack"  
    priority=10  
}
```

Add a new one with your SSID and password.

This assumes you have a roughly similar wireless network setup - if not then you might need to change some of the other attributes.

## 15.8. Update the system

Next, we need to update to bring the system up to date.

Use these commands



```
$ sudo apt update  
$ sudo apt dist-upgrade
```

## 15.9. Give a name to the Duckiebot

It is now time to give a name to the Duckiebot.

These are the criteria:

- It should be a simple alphabetic string (no numbers or other characters like “-”, “\_”, etc.).
- It will always appear lowercase.
- It cannot be a generic name like “duckiebot”, “robot” or similar.

From here on, we will refer to this string as “`robot name`”. Every time you see `robot name`, you should substitute the name that you chose.

## 15.10. Change the hostname

We will put the robot name in configuration files.

**Note:** Files in `/etc` are only writable by `root`, so you need to use `sudo` to edit them. For example:



```
$ sudo vi filename
```

Edit the file

```
/etc/hostname
```

and put “`robot name`” instead of `duckiebot-not-configured`.

Also edit the file

```
/etc/hosts
```

and put “`robot name`” where `duckiebot-not-configured` appears.

The first two lines of `/etc/hosts` should be:

```
127.0.0.1 localhost
127.0.1.1 robot name
```

**Note:** there is a command `hostname` that promises to change the hostname. However, the change given by that command does not persist across reboots. You need to edit the files above for the changes to persist.

**Note:** Never add other hostnames in `/etc/hosts`. It is a tempting fix when DNS does not work, but it will cause other problems subsequently.

Then reboot the Raspberry Pi using the command

```
$ sudo reboot
```

After reboot, log in again, and run the command `hostname` to check that the change has persisted:

```
$ hostname
robot name
```

## 15.11. Expand your filesystem



If your SD card is larger than the image, you'll want to expand the filesystem on your robot so that you can use all of the space available. Achieve this with:

 \$ sudo raspi-config --expand-rootfs

and then reboot

 \$ sudo shutdown -r now

once rebooted you can test whether this was successful by doing

 \$ df -h

the output should give you something like:

Filesystem	Size	Used	Avail	Use%	Mounted on
/dev/root	29G	7.8G	21G	28%	/
devtmpfs	427M	0	427M	0%	/dev
tmpfs	432M	316K	431M	1%	/dev/shm
tmpfs	432M	12M	420M	3%	/run
tmpfs	5.0M	4.0K	5.0M	1%	/run/lock
tmpfs	432M	0	432M	0%	/sys/fs/cgroup
/dev/mmcblk0p1	63M	21M	43M	34%	/boot
tmpfs	87M	24K	87M	1%	/run/user/1000
/dev/sda1	29G	5.3G	24G	19%	/media/ubuntu/44A7-9E91

You should see that the Size of your `/dev/sda1` partition is “close” to the size of your SD card.

## 15.12. Create your user

You must not use the `ubuntu` user for development. Instead, you need to create a new user.

Choose a user name, which we will refer to as `username`.

To create a new user:

 `$ sudo useradd -m username`

Make the user an administrator by adding it to the group `sudo`:

 `$ sudo adduser username sudo`

Make the user a member of the group `input` and `i2c`:

 `$ sudo adduser username input`  
`$ sudo adduser username video`  
`$ sudo adduser username i2c`

Set the shell `bash`:

 `$ sudo chsh -s /bin/bash andrea`

To set a password, use:

 `$ sudo passwd username`

At this point, you should be able to login to the new user from the laptop using the password:

 `$ ssh username@robot_name`

Next, you should repeat some steps that we already described.

### 1) Basic SSH config

Do the basic SSH config.

- The procedure is documented in [Section 79.3](#).

### 2) Create key pair for `username`

Next, create a private/public key pair for the user; call it `username@robot_name`.

- The procedure is documented in [Section 79.5](#).

### 3) Add `username`'s public key to Github

Add the public key to your Github account.

- The procedure is documented in [Section 88.3](#).

If the step is done correctly, this command should succeed:



```
$ ssh -T git@github.com
```

#### 4) Local Git configuration

- This procedure is in [Section 86.3](#).

#### 5) Set up the laptop-Duckiebot connection

Make sure that you can login passwordlessly to your user from the laptop.

- The procedure is explained in [Section 79.6](#). In this case, we have: `local` = laptop, `local-user` = your local user on the laptop, `remote` = `robot name`, `remote-user` = `username`.

If the step is done correctly, you should be able to login from the laptop to the robot, without typing a password:



```
$ ssh username@robot_name
```

#### 6) Some advice on the importance of passwordless access

In general, if you find yourself:

- typing an IP
- typing a password
- typing `ssh` more than once
- using a screen / USB keyboard

it means you should learn more about Linux and networks, and you are setting yourself up for failure.

Yes, you “can do without”, but with an additional 30 seconds of your time. The 30 seconds you are not saving every time are the difference between being productive roboticsists and going crazy.

Really, it is impossible to do robotics when you have to think about IPs and passwords...

### 15.13. Other customizations

If you know what you are doing, you are welcome to install and use additional shells, but please keep Bash as be the default shell. This is important for ROS installation.

For the record, our favorite shell is ZSH with `oh-my-zsh`.

### 15.14. Hardware check: camera

Check that the camera is connected using this command:



```
$ vcgencmd get_camera
supported=1 detected=1
```

If you see `detected=0`, it means that the hardware connection is not working.

You can test the camera right away using a command-line utility called `raspistill`.

Use the `raspistill` command to capture the file `out.jpg`:

 \$ raspistill -t 1 -o out.jpg

Then download `out.jpg` to your computer using `scp` for inspection.

- For instructions on how to use `scp`, see [Subsection 81.1.1](#).

## 1) Troubleshooting

---

**Symptom:** `detected=0`

**Resolution:** If you see `detected=0`, it is likely that the camera is not connected correctly.

If you see an error that starts like this:

```
mmal: Cannot read camera info, keeping the defaults for OV5647  
...  
mmal: Camera is not detected. Please check carefully the camera module is installed correctly.
```

then, just like it says: “Please check carefully the camera module is installed correctly.”.

## CHAPTER 16

# Software setup and RC remote control



Assigned to: Andrea

Requires: Laptop configured, according to [Chapter 14](#).

Requires: You have configured the Duckiebot. The procedure is documented in [Chapter 15](#).

Requires: You have created a Github account and configured public keys, both for the laptop and for the Duckiebot. The procedure is documented in [Chapter 88](#).

Results:

- You can run the joystick demo.

### 16.1. Clone the Duckietown repository



Clone the repository in the directory `~/duckietown`:

 `$ git clone git@github.com:duckietown/Software.git ~/duckietown`

For the above to succeed you should have a Github account already set up.

It should not ask for a password.

#### 1) Troubleshooting



**Symptom:** It asks for a password.

Resolution: You missed some of the steps described in [Chapter 88](#).

**Symptom:** Other weird errors.

Resolution: Probably the time is not set up correctly. Use `ntpdate` as above:

`$ sudo ntpdate -u us.pool.ntp.org`

### 16.2. Set up ROS environment on the Duckiebot



All the following commands should be run in the `~/duckietown` directory:

 `$ cd ~/duckietown`

Now we are ready to make the workspace. First you need to source the baseline ROS environment:

 `$ source /opt/ros/kinetic/setup.bash`

Then, build the workspace using:

 `$ catkin_make -C catkin_ws/`

\* For more information about `catkin_make`, see Subsection 92.5.3.

**Note:** there is a known bug, for which it fails the first time on the Raspberry Pi. Try again; it will work.

### 16.3. Add your vehicle to the scuderia file

Add your vehicle to the scuderia file.

→ See Section 89.2.

### 16.4. Test that the joystick is detected

Plug the joystick receiver in one of the USB port on the Raspberry Pi.

To make sure that the joystick is detected, run:



```
$ ls /dev/input/
```

and check if there is a device called `js0` on the list.

#### Check before you continue

Make sure that your user is in the group `input` and `i2c`:



```
$ groups  
username sudo input i2c
```

If `input` and `i2c` are not in the list, you missed a step. Ohi ohi! You are not following the instructions carefully!

→ Consult again Section 15.12.

To test whether or not the joystick itself is working properly, run:



```
$ jstest /dev/input/js0
```

Move the joysticks and push the buttons. You should see the data displayed change according to your actions.

### 16.5. Run the joystick demo

SSH into the Raspberry Pi and run the following from the `duckietown` directory:



```
$ cd ~/duckietown  
$ source environment.sh
```

The `environment.sh` setups the ROS environment at the terminal (so you can use commands like `rosrun` and `roslaunch`).

Now make sure the motor shield is connected.

Run the command:

 \$ roslaunch duckietown joystick.launch veh:=robot name

If there is no “red” output in the command line then pushing the left joystick knob controls throttle - right controls steering.

This is the expected result of the commands:

left joystick up	forward
left joystick down	backward
right joystick left	turn left (positive yaw)
right joystick right	turn right (negative yaw)

It is possible you will have to unplug and replug the joystick or just push lots of buttons on your joystick until it wakes up. Also make sure that the mode switch on the top of your joystick is set to “X”, not “D”.

| Is all of the above valid with the new joystick?

Close the program using `Ctrl-C`.

## 1) Troubleshooting



| **Symptom:** The robot moves weirdly (e.g. forward instead of backward).

**Resolution:** The cables are not correctly inserted. Please refer to the assembly guide for pictures of the correct connections. Try swapping cables until you obtain the expected behavior.

**Resolution:** Check that the joystick has the switch set to the position “x”. And the mode light should be off.

| **Symptom:** The left joystick does not work.

**Resolution:** If the green light on the right to the “mode” button is on, click the “mode” button to turn the light off. The “mode” button toggles between left joystick or the cross on the left.

| **Symptom:** The robot does not move at all.

**Resolution:** The cables are disconnected.

**Resolution:** The program assumes that the joystick is at `/dev/input/js0`. In doubt, see [Section 16.4](#).

## 16.6. The proper shutdown procedure for the Raspberry Pi



Generally speaking, you can terminate any `roslaunch` command with `Ctrl-C`.

To completely shutdown the robot, issue the following command:

 \$ sudo shutdown -h now

Then wait 30 seconds.

**Warning:** If you disconnect the power before shutting down properly using `shutdown`, the system might get corrupted.

Then, disconnect the power cable, at the battery end.

**Warning:** If you disconnect frequently the cable at the Raspberry Pi’s end, you might damage the port.



## CHAPTER 17

# Reading from the camera



**Requires:** You have configured the Duckiebot. The procedure is documented in [Chapter 15](#).

**Requires:** You know the basics of ROS (launch files, `roslaunch`, topics, `rostopic`).

Results:

- You know that the camera works under ROS.

### 17.1. Check the camera hardware



It might be useful to do a quick camera hardware check.

- The procedure is documented in [Section 15.14](#).

### 17.2. Create two windows



On the laptop, create two Byobu windows.

- A quick reference about Byobu commands is in [Chapter 85](#).

You will use the two windows as follows:

- In the first window, you will launch the nodes that control the camera.
- In the second window, you will launch programs to monitor the data flow.

**Note:** You could also use multiple *terminals* instead of one terminal with multiple Byobu windows. However, using Byobu is the best practice to learn.

### 17.3. First window: launch the camera nodes



In the first window, we will launch the nodes that control the camera.

Activate ROS:

\$ source environment.sh

Run the launch file called `camera.launch`:

\$ roslaunch duckietown camera.launch veh:=`robot name`

At this point, you should see the red LED on the camera light up continuously.

In the terminal you should not see any red message, but only happy messages like the following:

...

```
[INFO] [1502539383.948237]: [/robot name/camera_node] Initialized.  
[INFO] [1502539383.951123]: [/robot name/camera_node] Start capturing.  
[INFO] [1502539384.040615]: [/robot name/camera_node] Published the first image.
```

\* For more information about `roslaunch` and “launch files”, see [Section 92.3](#).

## 17.4. Second window: view published topics

Switch to the second window.

Activate the ROS environment:



```
$ source environment.sh
```

### 1) List topics

You can see a list of published topics with the command:



```
$ rostopic list
```

\* For more information about `rostopic`, see [Section 92.5](#).

You should see the following topics:

```
/robot_name/camera_node/camera_info  
/robot_name/camera_node/image/compressed  
/robot_name/camera_node/image/raw  
/rosout  
/rosout_agg
```

### 2) Show topics frequency

You can use `rostopic hz` to see the statistics about the publishing frequency:



```
$ rostopic hz /robot_name/camera_node/image/compressed
```

On a Raspberry Pi 3, you should see a number close to 30 Hz:

```
average rate: 30.016  
min: 0.026s max: 0.045s std dev: 0.00190s window: 841
```

### 3) Show topics data

You can view the messages in real time with the command `rostopic echo`:



```
$ rostopic echo /robot_name/camera_node/image/compressed
```

You should see a large sequence of numbers being printed to your terminal.

That’s the “image” — as seen by a machine.

If you are Neo, then this already makes sense. If you are not Neo, in [Chapter 19](#), you will learn how to visualize the image stream on the laptop using `rviz`.

use `Ctrl-C` to stop `rostopic`.

## CHAPTER 18

# RC control launched remotely



Assigned to: Andrea

**Requires:** You can run the joystick demo from the Raspberry Pi. The procedure is documented in [Chapter 16](#).

Results:

- You can run the joystick demo from your laptop.

### 18.1. Two ways to launch a program



ROS nodes can be launched in two ways:

1. “local launch”: log in to the Raspberry Pi using SSH and run the program from there.
2. “remote launch”: run the program directly from a laptop.

Which is better when is a long discussion that will be done later. Here we set up the “remote launch”.

### 18.2. Download and setup Software repository on the laptop



As you did on the Duckiebot, you should clone the `Software` repository in the `~/duckietown` directory.

- The procedure is documented in [Section 16.1](#).

Then, you should build the repository.

- This procedure is documented in [Section 16.2](#).

### 18.3. Edit the machines files on your laptop



You have to edit the `machines` files on your laptop, as you did on the Duckiebot.

- The procedure is documented in [Section 16.3](#).

### 18.4. Start the demo



Now you are ready to launch the joystick demo remotely.

#### Check before you continue

Make sure that you can login with SSH without a password. From the laptop, run:



```
$ ssh username@robot_name.local
```

If this doesn't work, you missed some previous steps.

Run this *on the laptop*:



```
$ source environment.sh  
$ rosrun duckietown joystick.launch veh:=robot_name
```

You should be able to drive the vehicle with joystick just like the last example. Note that remotely launching nodes from your laptop doesn't mean that the nodes are running on your laptop. They are still running on the Raspberry Pi in this case.

\* For more information about `rosrun`, see [Section 92.3](#).

## 18.5. Watch the program output using `rqt_console`



Also, you might have noticed that the terminal where you launch the launch file is not printing all the printouts like the previous example. This is one of the limitations of remote launch.

Don't worry though, we can still see the printouts using `rqt_console`.

On the laptop, open a new terminal window, and run:



```
$ export ROS_MASTER_URI=http://robot_name.local:11311/  
$ rqt_console
```

AC: I could not see any messages in `rqt_console` - not sure what is wrong.

You should see a nice interface listing all the printouts in real time, completed with filters that can help you find that message you are looking for in a sea of messages.

You can use `Ctrl-C` at the terminal where `rosrun` was executed to stop all the nodes launched by the launch file.

\* For more information about `rqt_console`, see [Section 92.2](#).

## 18.6. Troubleshooting



**Symptom:** `rosrun` fails with an error similar to the following:

```
remote[robot_name.local-0]: failed to launch on robot_name:
```

```
Unable to establish ssh connection to [username@robot_name.local:22]:  
Server u'robot_name.local' not found in known_hosts.
```

**Resolution:** You have not followed the instructions that told you to add the `HostKeyAlgorithms` option. Delete `~/.ssh/known_hosts` and fix your configuration.

→ The procedure is documented in [Section 79.3](#).

## CHAPTER 19

### RC+camera remotely



Assigned to: Andrea

**Requires:** You can run the joystick demo remotely. The procedure is documented in [Chapter 18](#).

**Requires:** You can read the camera data from ROS. The procedure is documented in [Chapter 17](#).

**Requires:** You know how to get around in Byobu. You can find the Byobu tutorial in [Chapter 85](#).

Results:

- You can run the joystick demo from your laptop and see the camera image on the laptop.

### 19.1. Assumptions



We are assuming that the joystick demo in [Chapter 18](#) worked.

We are assuming that the procedure in [Chapter 17](#) succeeded.

We also assume that you terminated all instances of `roslaunch` with `Ctrl-C`, so that currently there is nothing running in any window.

### 19.2. Terminal setup



On the laptop, this time create **four** Byobu windows.

- A quick reference about Byobu commands is in [Chapter 85](#).

You will use the four windows as follows:

- In the first window, you will run the joystick demo, as before.
- In the second window, you will launch the nodes that control the camera.
- In the third window, you will launch programs to monitor the data flow.
- In the fourth window, you will use `rviz` to see the camera image.

### 19.3. First window: launch the joystick demo



In the first window, launch the joystick remotely using the same procedure in [Section 18.4](#).



```
$ source environment.sh
$ roslaunch duckietown joystick.launch veh:=robot name
```

You should be able to drive the robot with the joystick at this point.

### 19.4. Second window: launch the camera nodes



In the second window, we will launch the nodes that control the camera.

The launch file is called `camera.launch`:

```
💻 $ source environment.sh
$ rosrun duckietown camera.launch veh:=robot name
```

You should see the red led on the camera light up.

## 19.5. Third window: view data flow



Open a third terminal on the laptop.

You can see a list of topics currently on the `ROS_MASTER` with the commands:

```
💻 $ source environment.sh
$ export ROS_MASTER_URI=http://robot name.local:11311/
$ rostopic list
```

You should see the following:

```
/diagnostics
/robot name/camera_node/camera_info
/robot name/camera_node/image/compressed
/robot name/camera_node/image/raw
/robot name/joy
/robot name/wheels_driver_node/wheels_cmd
/rosout
/rosout_agg
```

## 19.6. Fourth window: visualize the image using `rviz`



Launch `rviz` by using these commands:

```
💻 $ source environment.sh
$ source set_ros_master.sh robot name
$ rviz
```

\* For more information about `rviz`, see [Section 92.4](#).

In the `rviz` interface, click “Add” on the lower left, then the “By topic” tag, then select the “Image” topic by the name

```
/robot name/camera_node/image/compressed
```

Then click “ok”. You should be able to see a live stream of the image from the camera.

## 19.7. Proper shutdown procedure



To stop the nodes: You can stop the node by pressing `Ctrl-C` on the terminal where `rosrun` was executed. In this case, you can use `Ctrl-C` in the terminal where you

launched the `camera.launch`.

You should see the red light on the camera turn off in a few seconds.

Note that the `joystick.launch` is still up and running, so you can still drive the vehicle with the joystick.

# CHAPTER 20

## Interlude: Ergonomics



Assigned to: Andrea

So far, we have been spelling out all commands for you, to make sure that you understand what is going on.

Now, we will tell you about some shortcuts that you can use to save some time.

**Note:** in the future you will have to debug problems, and these problems might be harder to understand if you rely blindly on the shortcuts.

Results:

- You will know about some useful shortcuts.

### 20.1. set\_ros\_master.sh



Instead of using:

```
$ export ROS_MASTER_URI=http://robot_name.local:11311/
```

You can use the “`set_ros_master.sh`” script in the repo:

```
$ source set_ros_master.sh robot_name
```

Note that you need to use `source`; without that, it will not work.

### 20.2. SSH aliases



Instead of using

```
$ ssh username@robot_name.local
```

You can set up SSH so that you can use:

```
$ ssh my-robot
```

To do this, create a host section in `~/.ssh/config` with the following contents:

```
Host my-robot
  User username
  Hostname robot_name.local
```

Here, you can choose any other string in place of “`my-robot`”.

Note that you **cannot** do

```
$ ping my-robot
```

You haven’t created another hostname, just an alias for SSH.

However, you can use the alias with all the tools that rely on SSH, including `rsync` and

scp.

# CHAPTER 21

## Wheel calibration

..

| Assigned to: Andrea

CHAPTER 22

## Camera calibration



## CHAPTER 23

# Taking a log

..

| Assigned to: Andrea

PART 4  
Operation manual - Duckietowns

•

## CHAPTER 24

# Duckietown parts

| Assigned to: Jacopo



## CHAPTER 25

# Duckietown Assembly



| Assigned to: Shiying

# CHAPTER 26

## The Duckietown specification

| Assigned to: Liam?

### 26.1. Topology

1) Topology constraints

---

### 26.2. Signs placement

CHAPTER 27  
Traffic lights

..

## PART 5

# Operation manual - Duckiebot with LEDs



## CHAPTER 28

### D17-1 (LEDs) parts



| Assigned to: Jacopo

# CHAPTER 29

## D17-1 (LEDs) assembly



| Assigned to: Shiying

## CHAPTER 30

### D17-1 (LEDs) setup



| Assigned to: Andrea

## PART 6

# Theory chapters

..

These are the theory chapters.

## CHAPTER 31

# Chapter template



| Assigned to: Jacopo

# CHAPTER 32

## Symbols and conventions

Assigned to: Andrea

### 32.1. Conventions

If  $\mathbf{x}$  is a function of time, use  $\mathbf{x}_t$  rather than  $\mathbf{x}(t)$ .

- \* Consider the function  $\mathbf{x}(t)$ .
- ✓ Consider the function  $\mathbf{x}_t$ .

### 32.2. Table of symbols

Here are some useful symbols.

TABLE 9. SPACES

command	result	
\SOthree	$\mathbf{SO}(3)$	Rotation matrices
\SEthree	$\mathbf{SE}(3)$	Euclidean group
\SEtwo	$\mathbf{SE}(2)$	Euclidean group
\setwo	$\mathbf{se}(2)$	Euclidean group algebra

States and poses:

TABLE 10. POSES AND STATES

command	result	
\pose	$\mathbf{q}_t \in \mathbf{SE}(2)$	Pose of the robot in the plane
\state_t \in \statesp	$\mathbf{x}_t \in \mathcal{X}$	System state (includes the pose, and everything else)

CHAPTER 33

## Linear algebra



| Assigned to: Jacopo

## CHAPTER 34

# Probability basics



| Assigned to: Liam?

## CHAPTER 35

# Dynamics



| Assigned to: Jacopo

# CHAPTER 36

## Autonomy overview

| Assigned to: Liam

### 36.1. Perception, planning, control

## CHAPTER 37

# Autonomy architectures



| Assigned to: Andrea

# CHAPTER 38

## Representations

Assigned to: Matt

Discuss:

- Introduction to the notion of *state* as a sufficient statistic that represents the agent (robot) and environment.
- Define notion of *static* and *dynamic* states.
- Provide examples of robot and environment states.

### 38.1. Preliminaries

Some/all of the following could be simplified or omitted and instead refer readers to reference material.

Discuss basics associated with

- Coordinate systems
- Reference frames
- Transformations

### 38.2. Robot Representations

Define the notion of:

- *pose* for mobile robots;
- *configuration* for manipulators
- robot and joint velocities

Discuss specific robot state representation for Duckietown.

### 38.3. Environment Representations

Discuss:

- Difference between topological and metric environment representations;
- Details of topological representation;
- Common metric representations, notably feature-based maps and gridmaps;

#### 1) Duckietown Environment Representation

---

Discuss specific environment representation for Duckietown.

**CHAPTER 39****Software architectures and middlewares**

| Assigned to: Andrea

# CHAPTER 40

## Modern signal processing

..

| Assigned to: Andrea

CHAPTER 41

## Basic Kinematics



| Assigned to: Jacopo

## CHAPTER 42

# Basic Dynamics



| Assigned to: Jacopo

## CHAPTER 43

# Odometry Calibration



| Assigned to: Jacopo

# CHAPTER 44

## Computer vision basics



| Assigned to: Matt

## CHAPTER 45

# Illumination invariance



| Assigned to: Matt

# CHAPTER 46

## Line Detection

..

| Assigned to: Matt

CHAPTER 47

## Feature extraction



| Assigned to: Matt

# CHAPTER 48

## Place recognition

| Assigned to: Matt



**CHAPTER 49**  
**Filtering 1**

»

| Assigned to: Liam

# CHAPTER 50

## Filtering 2

..

| Assigned to: Liam

## CHAPTER 51

# Mission planning

..

| Assigned to: ETH

# CHAPTER 52

## Planning in discrete domains

..

| Assigned to: ETH

CHAPTER 53

## Motion planning



| Assigned to: ETH

# CHAPTER 54

## RRT

| Assigned to: ETH



## CHAPTER 55

# Feedback control



| Assigned to: Jacopo

## CHAPTER 56

# PID Control

..

| Assigned to: Jacopo

## CHAPTER 57

# MPC Control



| Assigned to: Jacopo

# CHAPTER 58

## Object detection

..

| Assigned to: Nick and David

CHAPTER 59

## Object classification

| Assigned to: Nick and David

# CHAPTER 60

## Object tracking

..

| Assigned to: Nick and David

## CHAPTER 61

# Reacting to obstacles



| Assigned to: Jacopo

## CHAPTER 62

# Semantic segmentation

..

| Assigned to: Nick and David

## CHAPTER 63

# Text recognition



| Assigned to: Nick

# CHAPTER 64

## SLAM - Problem formulation

..

| Assigned to: Liam

## CHAPTER 65

# SLAM - Broad categories



| Assigned to: Liam

# CHAPTER 66

## VINS

| Assigned to: Liam

..o

**CHAPTER 67**

**Advanced place recognition**



| Assigned to: Liam

# CHAPTER 68

## Fleet level planning (placeholder)

..

| Assigned to: ETH

## CHAPTER 69

# Fleet level planning (placeholder)



| Assigned to: ETH

# CHAPTER 70

## Bibliography



- [1] Jacopo Tani, Liam Paull, Maria Zuber, Daniela Rus, Jonathan How, John Leonard, and Andrea Censi. Duckietown: an innovative way to teach autonomy. In *EduRobotics 2016*. Athens, Greece, December 2016. [pdf](#)
- [2] Liam Paull, Jacopo Tani, Heejin Ahn, Javier Alonso-Mora, Luca Carlone, Michal Cap, Yu Fan Chen, Changhyun Choi, Jeff Dusek, Daniel Hoehener, Shih-Yuan Liu, Michael Novitzky, Igor Franzoni Okuyama, Jason Pazis, Guy Rosman, Valerio Varricchio, Hsueh-Cheng Wang, Dmitry Yershov, Hang Zhao, Michael Benjamin, Christopher Carr, Maria Zuber, Sertac Karaman, Emilio Frazzoli, Domitilla Del Vecchio, Daniela Rus, Jonathan How, John Leonard, and Andrea Censi. Duckietown: an open, inexpensive and flexible platform for autonomy education and research. In *IEEE International Conference on Robotics and Automation (ICRA)*. Singapore, May 2017. [pdf](#)
- [3] Bruno Siciliano and Oussama Khatib. *Springer Handbook of Robotics*. Springer-Verlag New York, Inc., Secaucus, NJ, USA, 2007.
- [4] Tosini, G., Ferguson, I., Tsubota, K. *Effects of blue light on the circadian system and eye physiology*. Molecular Vision, 22, 61–72, 2016 ([online](#)).

## PART 7

# Exercises



These are the exercises.

# CHAPTER 71

## ROS tutorial

..

CHAPTER 72  
Line detection

..

CHAPTER 73

# Data processing

..

## CHAPTER 74

# Git and conventions



## PART 8

# Software manuals



This part describes things that you should know about UNIX/Linux environments. Please read the “background reading” section before you start, while the rest can be used as a reference.

Documentation writers: please make sure that every command used has a section in these chapters.

### 74.1. Ubuntu packaging with APT



1) `apt install`



2) `apt update`



3) `apt dist-upgrade`



## CHAPTER 75

# GNU/Linux general notions



Assigned to: Andrea

### 75.1. Background reading



- UNIX
- Linux
- free software; open source software.

### 75.2. pgrep



# CHAPTER 76

## Linux resources usage

### 76.1. Measuring CPU usage using htop

You can use `htop` to monitor CPU usage.

```
$ sudo apt install htop
```

### 76.2. Measuring I/O usage using iotop

Install using:

```
$ sudo apt install iotop
```

### 76.3. How fast is the SD card?

→ [Section 77.1.](#)

## CHAPTER 77

### SD Cards tools

#### 77.1. Testing SD Card and disk speed

Test SD Card (or any disk) speed using the following commands, which write to a file called `filename`.

```
$ dd if=/dev/zero of=filename bs=500K count=1024
$ sync
$ echo 3 | sudo tee /proc/sys/vm/drop_caches
$ dd if=filename of=/dev/null bs=500K count=1024
$ rm filename
```

Note the `sync` and the `echo` command are very important.

Example results:

```
524288000 bytes (524 MB, 500 MiB) copied, 30.2087 s, 17.4 MB/s
524288000 bytes (524 MB, 500 MiB) copied, 23.3568 s, 22.4 MB/s
```

That is write 17.4 MB/s, read 22 MB/s.

#### 77.2. How to burn an image to an SD card

Requires:

- A blank SD card.
- An image file to burn.
- An Ubuntu computer with an SD reader.

Results:

- A burned image.

##### 1) Finding your device name for the SD card

First, find out what is the device name for the SD card.

Insert the SD Card in the slot.

Run the command:

```
$ sudo fdisk -l
```

Find your device name, by looking at the sizes.

For example, the output might contain:

```
Disk /dev/mmcblk0: 14.9 GiB, 15931539456 bytes, 31116288 sectors
Units: sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
```

In this case, the device is `/dev/mmcblk0`. That will be the `device` in the next commands. You may see `/dev/mmcblk0pX` or a couple of similar entries for each partition on the card, where `X` is the partition number. If you don't see anything like that, take out the SD card and run the command again and see what disappeared.

## 2) Unmount partitions

---

Before proceeding, unmount all partitions.

Run `df -h`. If there are partitions like `/dev/mmcblk0p1`, then unmount each of them. For example:

```
 $ sudo umount /dev/mmcblk0p1  
$ sudo umount /dev/mmcblk0p2
```

## 3) Burn the image

---

Now that you know that the device is `device`, you can burn the image to disk.

Let the image file be `image file`.

Burn the image using the command `dd`:

```
 $ sudo dd of=device if=image file status=progress bs=4M
```

**Note:** Use the name of the device, without partitions. i.e., `/dev/mmcblk0`, not `/dev/mmcblk0pX`.

### 77.3. How to shrink an image

Requires:

- An image file to burn.
- An Ubuntu computer.

Results:

- A shrunk image.

**Note:** Majority of content taken from [here](#)

We are going to use the tool `gparted` so make sure it's installed

```
 $ sudo apt-get install gparted
```

Let the image file be `image file`. Run the command:

```
 $ sudo fdisk -l image file
```

It should give you something like:

Device	Boot	Start	End	Sectors	Size	Id	Type
duckiebot-RPI3-LP-aug15.img1		2048	131071	129024	63M	c	W95 FAT32 (LBA)
duckiebot-RPI3-LP-aug15.img2		131072	21219327	21088256	10.1G	83	Linux

Take note of the start of the Linux partition (in our case 131072), let's call it `start`. Now

we are going to mount the Linux partition from the image:

```
 $ sudo losetup /dev/loop0 imagename.img -o ${((start*512))}
```

and then run `gparted`:

```
 $ sudo gparted /dev/loop0
```

In `gparted` click on the partition and click “Resize” under the “Partition” menu. Resize drag the arrow or enter a size that is equal to the minimum size plus 20MB

**Note:** This didn't work well for me - I had to add much more than 20MB for it to work. Click the “Apply” check mark. *Before* closing the final screen click through the arrows in the dialogue box to find a line such a “`resize2fs -p /dev/loop0 1410048K`”. Take note of the new size of your partition. Let's call it `new size`.

Now remove the loopback on the second partition and setup a loopback on the whole image and run `fdisk`:

```
 $ sudo losetup -d /dev/loop0
$ sudo losetup /dev/loop0 image file
$ sudo fdisk /dev/loop0

Command (m for help): enter d
Partition number (1,2, default 2): enter 2
Command (m for help): enter n
Partition type
p primary (1 primary, 0 extended, 3 free)
e extended (container for logical partitions)
Select (default p): enter p
Partition number (2-4, default 2): enter 2
First sector (131072-62521343, default 131072): start
Last sector, +sectors or +size{K,M,G,T,P} (131072-62521343, default 62521343): +new sizeK
```

**Note:** on the last line include the `+` and the `K` as part of the size.

```
Created a new partition 2 of type 'Linux' and of size 10.1 GiB.
```

```
Command (m for help): enter w
The partition table has been altered.
Calling ioctl() to re-read partition table.
Re-reading the partition table failed.: Invalid argument
```

```
The kernel still uses the old table. The new table will be used at the next reboot or after
you run partprobe(8) or kpartx(8).
```

Disregard the final error.

Your partition has now been resized and the partition table has been updated. Now we will remove the loopback and then truncate the end of the image file:

```
 $ fdisk -l /dev/loop0
```

Device	Boot	Start	End	Sectors	Size	Id	Type
/dev/loop0p1		2048	131071	129024	63M	c	W95 FAT32 (LBA)
/dev/loop0p2		131072	21219327	21088256	10.1G	83	Linux

Note down the end of the second partition (in this case 21219327). Call this `end`.

```
💻 $ sudo losetup -d /dev/loop0  
$ sudo truncate -s $(((end+1)*512)) image file
```

You now have a shrunken image file. A further idea is to compress it:

```
💻 $ xz image file
```

## CHAPTER 78

# Networking tools



Assigned to: Andrea

Preliminary reading:

- Basics of networking, including
  - what are IP addresses
  - what are subnets
  - how DNS works
  - how .local names work
  - ...

→ (ref to find).

Make sure that you know:

### 78.1. Visualizing information about the network



1) ping: are you there?



2) ifconfig



\$ ifconfig

# CHAPTER 79

## Accessing computers using SSH

Assigned to: Andrea

### 79.1. Background reading

- Encryption
- Public key authentication

### 79.2. Installation of SSH

This installs the client:

```
$ sudo apt install ssh
```

This installs the server:

This enables the server:

### 79.3. Local configuration

The SSH configuration as a client is in the file

```
~/.ssh/config
```

Create the directory with the right permissions:

```
$ mkdir ~/.ssh  
$ chmod 0700 ~/.ssh
```

Then add the following lines:

```
HostKeyAlgorithms ssh-rsa
```

The reason is that Paramiko, used by `roslaunch`, does not support the ECDSA keys.

### 79.4. How to login with SSH and a password

To log in to a remote computer `remote` with user `remote-user`, use:

```
$ ssh remote-user@remote
```

#### 1) Troubleshooting

Symptom: “Offending key error”.

If you get something like this:

Warning: the ECDSA host key for ... differs from the key for the IP address '...' '

Offending key for IP in /home/**user**/.ssh/known\_hosts:**line**

then remove line **line** in `~/.ssh/known_hosts`.

## 79.5. Creating an SSH keypair



This is a step that you will repeat twice: once on the Duckiebot, and once on your laptop.

The program will prompt you for the filename on which to save the file.

Use the convention

/home/**username**/.ssh/**username****host name**  
/home/**username**/.ssh/**username****host name**.pub

where:

- **username** is the current user name that you are using (`ubuntu` or your chosen one);
- **host name** is the name of the host (the Duckiebot or laptop);

An SSH key can be generated with the command:

\$ `ssh-keygen -h`

The session output will look something like this:

Generating public/private rsa key pair.  
Enter file in which to save the key (/home/**username**/.ssh/id\_rsa):

At this point, tell it to choose this file:

/home/**username**/.ssh/**username****host name**

Then:

Enter passphrase (empty for no passphrase):

Press enter; you want an empty passphrase.

Enter same passphrase again:

Press enter.

```
Your identification has been saved in /home/username/.ssh/username@host name
Your public key has been saved in /home/username/.ssh/username@host name.pub
The key fingerprint is:
XX:XX:XX:XX:XX:XX:XX:XX:XX:XX:XX:XX:XX:XX:XX:XX username@host name
The key's randomart image is:
+--[ RSA 2048]--+
|           .   |
|          o  o  .  |
|         o = o  . o |
|        B .. * o |
|        S o      0 |
|        o o     . E |
|        o o     o  |
|        o +    .   |
|       ...   .   |
+-----+
```

Note that the program created two files.

The file that contains the private key is

```
/home/username/.ssh/username@host name
```

The file that contains the public key has extension `.pub`:

```
/home/username/.ssh/username@host name.pub
```

Next, tell SSH that you want to use this key.

Make sure that the file `~/.ssh/config` exists:

```
$ touch ~/.ssh/config
```

Add a line containing

```
IdentityFile PRIVATE_KEY_FILE
```

(using the filename for the private key).

Check that the config file is correct:

```
$ cat ~/.ssh/config
...
IdentityFile PRIVATE_KEY_FILE
...
```

## 79.6. How to login without a password

Assumptions:

- You have two computers, called “`local`” and “`remote`”, with users “`local-user`” and “`remote-user`”.
- The two computers are on the same network.

- You have created a keypair for `local-user` on `local`.
  - This procedure is described in Section 79.5.

Results:

- From the `local` computer, `local-user` will be able to log in to `remote` computer without a password.

First, connect the two computers to the same network, and make sure that you can ping `remote` from `local`:

```
local $ ping remote.local
```

Do not continue if you cannot do this successfully.

If you have created a keypair for `local-user`, you will have a public key in this file on the `local` computer:

```
/home/local-user/.ssh/local-user@local.pub
```

This file is in the form:

```
ssh-rsa long list of letters and numbers local-user@local
```

You will have to copy the contents of this file on the `remote` computer, to tell it that this key is authorized.

On the `remote` computer, edit or create the file:

```
/home/remote-user/.ssh/authorized_keys
```

and add the entire line as above containing the public key.

Now, from the `local` computer, try to log in into the `remote` one:

```
local $ ssh remote-user@remote
```

This should succeed, and you should not be asked for a password.

## 79.7. Fixing SSH Permissions



Sometimes, SSH does not work because you have the wrong permissions on some files. In doubt, these lines fix the permissions for your `.ssh` directory.

```
$ chmod 0700 ~/.ssh  
$ chmod 0700 ~/.ssh/*
```

# CHAPTER 80

## Wireless networking in Linux

### 80.1. iwconfig

### 80.2. iwlist

#### 1) Getting a list of WiFi networks

---

What wireless networks do I have around?

```
$ sudo iwlist interface scan | grep SSID
```

#### 2) Do I have 5 GHz?

---

Does the interface support 5 GHz channels?

```
$ sudo iwlist interface freq
```

Example output:

```
wlx74da38c9caa0 20 channels in total; available frequencies :  
Channel 01 : 2.412 GHz  
Channel 02 : 2.417 GHz  
Channel 03 : 2.422 GHz  
Channel 04 : 2.427 GHz  
Channel 05 : 2.432 GHz  
Channel 06 : 2.437 GHz  
Channel 07 : 2.442 GHz  
Channel 08 : 2.447 GHz  
Channel 09 : 2.452 GHz  
Channel 10 : 2.457 GHz  
Channel 11 : 2.462 GHz  
Channel 36 : 5.18 GHz  
Channel 40 : 5.2 GHz  
Channel 44 : 5.22 GHz  
Channel 48 : 5.24 GHz  
Channel 149 : 5.745 GHz  
Channel 153 : 5.765 GHz  
Channel 157 : 5.785 GHz  
Channel 161 : 5.805 GHz  
Channel 165 : 5.825 GHz  
Current Frequency:2.437 GHz (Channel 6)
```

Note that in this example only *some* 5Ghz channels are supported (36, 40, 44, 48, 149, 153, 157, 161, 165); for example, channel 38, 42, 50 are not supported. This means that you need to set up the router not to use those channels.

## CHAPTER 81

# Moving files between computers

### 81.1. SCP

- 1) Download a file with SCP
- 

### 81.2. RSync

## CHAPTER 82

# VIM

Assigned to: Andrea

To do quick changes to files, especially when logged remotely, we suggest you use the VI editor, or more precisely, VIM (“VI iMproved”).

### 82.1. External documentation

→ [A VIM tutorial.](#)

### 82.2. Installation

Install like this:

```
$ sudo apt install vim
```

### 82.3. Suggested configuration

Suggested `~/.vimrc`:

```
syntax on
set number
filetype plugin indent on
highlight Comment ctermfg=Gray
autocmd FileType python set complete isk+=.,(
```

### 82.4. Visual mode

#### 82.5. Indenting using VIM

Use the `>` command to indent.

To indent 5 lines, use `5 >`.

To mark a block of lines and indent it, use `v`.

For example, use `v 3j >` to indent 3 lines.

Use `<` to dedent.

CHAPTER 83  
**Atom**

• •

## CHAPTER 84

# Eclipse

### 84.1. Installing LiClipse

## CHAPTER 85

# Byobu



Assigned to: Andrea

You need to learn to use Byobu. It will save you much time later.

\* See the screencast on the website <http://byobu.co/>.



### 85.1. Alternatives

GNU Screen is fine as well.



### 85.2. Advantages of using Byobu



### 85.3. Installation

On Ubuntu, install using:

```
$ sudo apt install byobu
```



### 85.4. Quick command reference

You can change the escape sequence from **Ctrl**-**A** to something else by using the configuration tool that appears when you type **F9**.

Commands to use windows:

TABLE 11. WINDOWS

	Using function keys	Using escape sequences
Create new window	<b>F2</b>	<b>Ctrl</b> - <b>A</b> then <b>C</b>
Previous window	<b>F3</b>	
Next window	<b>F4</b>	
Switch to window		<b>Ctrl</b> - <b>A</b> then a number
Close window	<b>F6</b>	
Rename window		<b>Ctrl</b> - <b>A</b> then <b>,</b>

Commands to use panes (windows split in two or more):

TABLE 12. COMMANDS FOR PANES

	Using function keys	Using escape sequences
Split horizontally	<b>Shift</b> - <b>F2</b>	<b>Ctrl</b> - <b>A</b> then <b>I</b>
Split vertically	<b>Ctrl</b> - <b>F2</b>	<b>Ctrl</b> - <b>A</b> then <b>%</b>
Switch focus among panes	<b>Ctrl</b> - <b>[↑↓↔]</b>	<b>Ctrl</b> - <b>A</b> then one of <b>[↑↓↔]</b>
Break pane		<b>Ctrl</b> - <b>A</b> then <b>!</b>

Other commands:

TABLE 13. OTHER

Using function keys	Using escape sequences
Help	<code>[Ctrl]-[A]</code> then <code>[?]</code>
Detach	<code>[Ctrl]-[A]</code> then <code>[D]</code>

## 85.5. Commands on OS X

Scroll up and down using `[fn][option][↑]` and `[fn][option][↓]`.

Highlight using `[alt]`



## CHAPTER 86

# Source code control with Git



Assigned to: Andrea

### 86.1. Background reading



- Git
- GitFlow

### 86.2. Installation



The basic Git program is installed using

```
$ sudo apt install git
```

Additional utilities for `git` are installed using:

```
$ sudo apt install git-extras
```

This include the `git-ignore` utility.

### 86.3. Setting up global configurations for Git



This should be done twice, once on the laptop, and later, on the robot.

These options tell Git who you are:

```
$ git config --global user.email "email"
$ git config --global user.name "full name"
```

Also do this, and it doesn't matter if you don't know what it is:

```
$ git config --global push.default simple
```

### 86.4. Git tips



#### 1) Shallow clone




---

You can clone without history with the command:

```
$ git clone --depth 1 repository URL
```

### 86.5. Git troubleshooting



---

### 1) Problem 1: https instead of ssh:

The symptom is:

```
$ git push  
Username for 'https://github.com':
```

Diagnosis: the `remote` is not correct.

If you do `git remote` you get entries with `https`:

```
$ git remote -v  
origin  https://github.com/duckietown/Software.git (fetch)  
origin  https://github.com/duckietown/Software.git (push)
```

Expectation:

```
$ git remote -v  
origin  git@github.com:duckietown/Software.git (fetch)  
origin  git@github.com:duckietown/Software.git (push)
```

Solution:

```
$ git remote remove origin  
$ git remote add origin git@github.com:duckietown/Software.git
```

---

### 2) Problem 1: `git push` complains about upstream

The symptom is:

```
fatal: The current branch branch name has no upstream branch.
```

Solution:

```
$ git push --set-upstream origin branch name
```

## CHAPTER 87

# Git LFS



This describes Git LFS.

### 87.1. Generic installation instructions



See instructions at:

<https://git-lfs.github.com/>

### 87.2. Ubuntu 16 installation (laptop)



Following [these instructions](#), run the following:

```
$ sudo add-apt-repository ppa:git-core/ppa  
$ curl -s https://packagecloud.io/install/repositories/github/git-lfs/script.deb.sh | sudo bash  
$ sudo apt update  
$ sudo apt-get install git-lfs
```

### 87.3. Ubuntu 16 Mate installation (Raspberry Pi 3)



**Note:** unresolved issues.

The instructions above do not work.

Following [this](#), the error that appears is that golang on the Pi is 1.6 instead it should be 1.7.

#### 1) Troubleshooting



**Symptom:** The binaries are not installed.

If you have installed LFS after pulling the repository and you see only the pointer files, do:

```
$ git lfs pull --all
```

# CHAPTER 88

## Setup Github access

Assigned to: Andrea

This chapter describes how to create a Github account and setup SSH on the robot and on the laptop.

### 88.1. Create a Github account

Our example account is the following:

```
Github name: greta-p  
E-mail: greta-p@duckietown.com
```

Create a Github account ([Figure 36](#)).

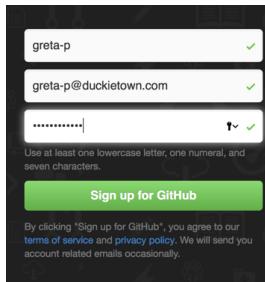


Figure 36

Go to your inbox and verify the email.

### 88.2. Become a member of the Duckietown organization

Give the administrators your account name. They will invite you.

Accept the invitation to join the organization that you will find in your email.

### 88.3. Add a public key to Github

You will do this procedure twice: once for the public key created on the laptop, and later with the public key created on the robot.

Requires:

- A public/private keypair already created and configured.
  - This procedure is explained in [Section 79.5](#).

Result:

- You can access Github using the key provided.

Go to settings ([Figure 37](#)).

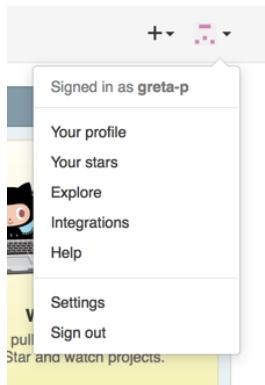


Figure 37

Add the public key that you created:



Figure 38

Figure 39



Figure 40

To check that all of this works, use the command

```
$ ssh -T git@github.com
```

The command tries to connect to Github using the private keys that you specified. This is the expected output:

```
Warning: Permanently added the RSA host key for IP address 'ip address' to the list of known hosts.
```

```
Hi username! You've successfully authenticated, but GitHub does not provide shell access.
```

If you don't see the greeting, stop.

Repeat what you just did for the Duckiebot on the laptop as well, making sure to change the name of the file containing the private key.

## PART 9

# Duckietown development guide



This part is about how to develop software for the Duckiebot.

## CHAPTER 89

# Configuration

This chapter explains what are the assumptions about the configuration.

While the “Setup” parts are “imperative” (do this, do that); this is the “declarative” part, which explains what are the properties of a correct configuration (but it does not explain how to get there).

*\* The tool `what-the-duck` checks these conditions (Chapter 90). If you make a change from the existing conditions, make sure that it gets implemented in `what-the-duck` by filing an issue.*

### 89.1. Environment variables

You need to have set up the variables in [Table 14](#).

TABLE 14. ENVIRONMENT VARIABLES USED BY THE SOFTWARE

variable	reasonable value	contains
DUCKIETOWN_ROOT	~/duckietown	Software repository
DUCKIEFLEET_ROOT	~/duckiefleet	A repository that contains <code>scuderia.yaml</code> and other team-specific configuration.

1) Duckietown root directory DUCKIETOWN\_ROOT

2) Duckiefleet directory DUCKIEFLEET\_ROOT

For Fall 2017, this is the the repository [duckiefleet-fall2017](#).

For self-guided learners, this is an arbitrary repository to create.

### 89.2. The scuderia file

In the  `${DUCKIEFLEET_ROOT}`  directory, there needs to exist a file called:

`${DUCKIEFLEET_ROOT}/scuderia.yaml`

The file must contain YAML entries of the type:

```
robot-name:
  username: username
  owner_duckietown_id: owner duckietown ID
```

A minimal example is in [Listing 4](#).

```
emma:
  username: andrea
  owner_duckietown_id: censi
```

[Listing 4. Minimal scuderia file](#)

Explanations of the fields:

- `robot_name`: the name of the robot, also equal to the host name.
- `username`: the name of the Linux user on the robot, from which to run programs.
- `owner_duckietown_id`: the owner's globally-unique Duckietown ID.

### 89.3. The `machines` file

The `machines` file is created using:

```
$ rosrun duckietown create-machines-file
```

### 89.4. People database

Assigned to: Andrea

#### 1) The globally-unique Duckietown ID

---

This is a globally-unique ID for people in the Duckietown project.

It is equal to the Slack username.

## CHAPTER 90

# What the duck!



`what-the-duck` is a program that tests *dozens* of configuration inconsistencies that can happen on a Duckiebot.

To use it, first compile the repository, and then run:

```
$ ./what-the-duck
```



### 90.1. Adding more tests to what-the-duck



The idea is to add to `what-the-duck` all the tests that can be automated.

The documentation about to do that is not ready yet.



### 90.2. Tests already added



Here's the list of tests already added:

- ✓ Camera is detected
- ✓ Scipy is installed
- ✓ sklearn is installed
- ✓ Date is set correctly
- ✓ Not running as root
- ✓ Not running as ubuntu
- ✓ Member of group sudo
- ✓ Member of group input
- ✓ Member of group video
- ✓ Member of group i2c
- ✓ ~/.ssh exists
- ✓ ~/.ssh permissions
- ✓ ~/.ssh/config exists
- ✓ SSH option HostKeyAlgorithms is set
- ✓ At least one key is configured.
- ✓ ~/.ssh/authorized\_keys exists
- ✓ Git configured
- ✓ Git email set
- ✓ Git name set
- ✓ Git push policy set
- ✓ Edimax detected
- ✓ The hostname is configured
- ✓ /etc/hosts is sane
- ✓ Correct kernel version
- ✓ Messages are compiled
- ✓ Shell is bash
- ✓ Working internet connection
- ✓ Github configured
- ✓ Joystick detected
- ✓ Environment variable DUCKIETOWN\_ROOT
- ✓ \${DUCKIETOWN\_ROOT} exists
- ✓ Environment variable DUCKIETOWN\_FLEET
- ✓ \${DUCKIETOWN\_FLEET} exists
- ✓ \${DUCKIETOWN\_FLEET}/scuderia.yaml exists
- ✓ \${DUCKIETOWN\_FLEET}/scuderia.yaml is valid
- ✓ machines file is valid
- ✓ Wifi network configured
- ✓ Python: No CamelCase
- ✓ Python: No tab chars
- ✓ Python: No half merges

### 90.3. List of tests to add

Please add below any configuration test that can be automated:

- Editor is set to vim.
- They put the right MAC address in the network configuration
- Ubuntu user is in group video, input, i2c (even if run from other user.)
- There is at least X.YGB of free disk space.
- If the SD is larger than 8GB, the disk has been resized.

- Done `sudo rosdep init`

# CHAPTER 91

## Python

### 91.1. Background reading

- Python
- Python tutorial

### 91.2. Python virtual environments

Install using:

```
$ sudo apt install virtualenv
```

### 91.3. Useful libraries

```
matplotlib  
seaborn  
numpy  
panda  
scipy  
opencv  
...
```

## CHAPTER 92

# Introduction to ROS



Assigned to: Liam

### 92.1. Install ROS



This part installs ROS. You will run this twice, once on the laptop, once on the robot. The first commands are copied from [this page](#).

Tell Ubuntu where to find ROS:

```
$ sudo sh -c 'echo "deb http://packages.ros.org/ros/ubuntu $(lsb_release -sc) main" > /etc/apt/sources.list.d/ros-latest.list'
```

Tell Ubuntu that you trust the ROS people (they are nice folks):

```
$ sudo apt-key adv --keyserver hkp://ha.pool.sks-keyservers.net:80 --recv-key  
421C365BD9FF1F717815A3895523BAEEB01FA116
```

Fetch the ROS repo:

```
$ sudo apt update
```

Now install the mega-package `ros-kinetic-desktop-full`.

```
$ sudo apt install ros-kinetic-desktop-full
```

There's more to install:

```
$ sudo apt install  
ros-kinetic-{tf-conversions,cv-bridge,image-transport,camera-info-manager,theora-image-transport,joy,image-proc,...
```

**Note:** Do not install packages by the name of `ros-X`, only those by the name of `ros-kinetic-X`. The packages `ros-X` are from another version of ROS.

: not done in aug20 image:

Initialize ROS:

```
$ sudo rosdep init  
$ rosdep update
```

### 92.2. rqt\_console



### 92.3. roslaunch



## 92.4. rviz

## 92.5. rostopic

1) rostopic hz

---

2) rostopic echo

---

3) catkin\_make

---

4) Troubleshooting

---

| **Symptom:** computer is not in your SSH known\_hosts file

See [this thread](#). Remove the known\_hosts file and make sure you have followed the instructions in [Section 79.3](#).

## CHAPTER 93

# How to create a ROS package

### 93.1. Conforming ROS package checklist

- The name of the package is `package_handle`
- The directory is in ...
- The messages are called ....
- there is a readme file
- there is the first launch file

## CHAPTER 94

# Integrate package in the architecture

..

## CHAPTER 95

# Creating unit tests



## CHAPTER 96

# How to write a ROS node in Python for Duckietown

Assigned to: Andrea

This document outline the process of writing a ROS package and nodes in Python. It is recommend that you duplicate the `pkg_name` folder and edit the content of the files to make your own package.

## 96.1. Package related Files

### 1) CMakeLists.txt

Yes, you still need to have a `CMakeLists.txt` file even if you are just using Python code in your package. But don't worry, it's pretty straight-forward. For a simple package, you only have to pay attention to the following parts.

At line 2 `project(pkg_name)`, this defines the name of the project.

Line 7 to 10, the `find_package`. You will have to specify the packages on which your package is dependent. In duckietown, most packages should depend on `duckietown_msgs` to make use of the customized messages.

Line 21, `catkin_python_setup()` tells catkin to setup Python-related stuff for this package.

### 2) package.xml

This files defines the meta data of the package. catkin makes use of it to flush out the dependency tree and figures out the order of compiling. Pay attention to the following parts.

`<name>` defines the name of the package. It has to match the project name in `CMakeLists.txt`.

`<description>` describes the package concisely.

`<maintainer>` provides information of the maintainer.

`<build_depend>` and `<run_depend>`. The catkin packages this package depends on. This usually match the `find_package` in `CMakeLists.txt`.

### 3) setup.py

This configures the Python modules in this package.

The part to pay attention to is

```
setup_args = generate_distutils_setup(  
    packages=['pkg_name'],  
    package_dir={'': 'include'},  
)
```

The `packages` is set to a list of strings of the name of the folders inside the `include` folder. The convention is to set the folder name the same as the package name. Here it's the `include/pkg_name` folder. You should put ROS-independent and/or reusable module (for

other packages) in the `include/pkg_name` folder. Python files under this folder (for example, the `util.py`) will be available to scripts in the catkin workspace (this package and other packages too) through

```
from pkg_name.util import *
```

## 96.2. Writing a node

Let's look at `src/talker.py` as an example. ROS nodes are put under the `src` folder and they have to be made executable to function properly. You can do so by `chmod +x talker.py`.

### 1) Header

Header:

```
#!/usr/bin/env python
import rospy
from pkg_name.util import HelloGoodbye #Imports module. Not limited to modules in this package.
from std_msgs.msg import String #Imports msg
```

`#!/usr/bin/env python`, this specify that the script is written in Python. Every ROS node in python should start with this line (or else it won't work properly.)

`import rospy` imports the `rospy` module necessary for all ROS nodes in Python.

`from pkg_name.util import HelloGoodbye` imports `HelloGoodbye` defined in the file `pkg_name/include/pkg_name/util.py`. Note that you can also include modules provided by other packages giving that you specify dependency in `CMakeLists.txt` and `package.xml`.

`from std_msgs.msg import String` imports the `String` message defined in the `std_msgs` package. Note that you can use `rosmg show std_msgs/String` in a terminal to lookup the definition of `String.msg`.

### 2) Main

Main:

```
if __name__ == '__main__':
    # Initialize the node with rospy
    rospy.init_node('talker', anonymous=False)

    # Create the NodeName object
    node = Talker()

    # Setup proper shutdown behavior
    rospy.on_shutdown(node.on_shutdown)

    # Keep it spinning to keep the node alive
    rospy.spin()
```

`rospy.init_node('talker', anonymous=False)` initialize a node named `talker`. Note that this name can be overwritten by a launch file. The launch file can also push this node down namespaces. If the `anonymous` argument is set to `True` then a random string of numbers

will be append to the name of the node. Usually we don't use anonymous nodes.

`node = Talker()` creates an instance of the Talker object. More details in the next section.

`rospy.on_shutdown(node.on_shutdown)` ensures that the `node.on_shutdown` will be called when the node is shutdown.

`rospy.spin()` blocks to keep the script alive. This makes sure the node stays alive and all the publication/subscriptions work correctly.

### 3) Talker

Talker:

```
class Talker(object):
    def __init__(self):
        # Save the name of the node
        self.node_name = rospy.get_name()

        rospy.loginfo("[%s] Initialzing." %(self.node_name))

        # Setup publishers
        self.pub_topic_a = rospy.Publisher("~topic_a",String, queue_size=1)
        # Setup subscriber
        self.sub_topic_b = rospy.Subscriber("~topic_b", String, self.cbTopic)
        # Read parameters
        self.pub_timestep = setupParameter("~pub_timestep",1.0)
        # Create a timer that calls the cbTimer function every 1.0 second
        self.timer = rospy.Timer(rospy.Duration.from_sec(self.pub_timestep),self.cbTimer)

        rospy.loginfo("[%s] Initialized." %(self.node_name))

    def setupParameter(self,param_name,default_value):
        value = rospy.get_param(param_name,default_value)
        rospy.set_param(param_name,value) #Write to parameter server for transparency
        rospy.loginfo("[%s] %s = %s " %(self.node_name,param_name,value))
        return value

    def cbTopic(self,msg):
        rospy.loginfo("[%s] %s" %(self.node_name,msg.data))

    def cbTimer(self,event):
        singer = HelloGoodbye()
        # Simulate hearing something
        msg = String()
        msg.data = singer.sing("duckietown")
        self.pub_topic_name.publish(msg)

    def on_shutdown(self):
        rospy.loginfo("[%s] Shutting down." %(self.node_name))
```

### 4) Constructor

Constructor:

```
self.node_name = rospy.get_name()
```

saves the name of the node. Including the name of the node in printouts makes them more informative.

```
rospy.loginfo("[%(s] Initializing." %(self.node_name))
```

prints to ROS info.

```
self.pub_topic_a = rospy.Publisher("~topic_a", String, queue_size=1)
```

defines a publisher which publishes a `String` message to the topic `~topic_a`. Note that the `~` in the name of topic under the namespace of the node. More specifically, this will actually publish to `talker/topic_a` instead of just `topic_a`. The `queue_size` is usually set to 1 on all publishers.

→ For more details see [rospy overview: publisher and subscribers](#).

```
self.sub_topic_b = rospy.Subscriber("~topic_b", String, self.cbTopic)
```

defines a subscriber which expects a `String` message and subscribes to `~topic_b`. The message will be handled by the `self.cbTopic` callback function. Note that similar to the publisher, the `~` in the topic name puts the topic under the namespace of the node. In this case the subscriber actually subscribes to the topic `talker/topic_b`.

It is strongly encouraged that a node always publishes and subscribes to topics under their `node_name` namespace. In other words, always put a `~` in front of the topic names when you define a publisher or a subscriber. They can be easily remapped in a launch file. This makes the node more modular and minimizes the possibility of confusion and naming conflicts. See the launch file section for how remapping works.

```
self.pub_timestep = self.setupParameter("~pub_timestep", 1.0)
```

Sets the value of `self.pub_timestep` to the value of the parameter `~pub_timestep`. If the parameter doesn't exist (not set in the launch file), then set it to the default value `1.0`. The `setupParameter` function also writes the final value to the parameter server. This means that you can `rosparam list` in a terminal to check the actual values of parameters being set.

```
self.timer = rospy.Timer(rospy.Duration.from_sec(self.pub_timestep), self.cbTimer)
```

defines a timer that calls the `self.cbTimer` function every `self.pub_timestep` seconds.

## 5) Timer callback

---

Contents:



```
def cbTimer(self,event):
    singer = HelloGoodbye()
    # Simulate hearing something
    msg = String()
    msg.data = singer.sing("duckietown")
    self.pub_topic_name.publish(msg)
```

Every time the timer ticks, a message is generated and published.

## 6) Subscriber callback

Contents:

```
def cbTopic(self,msg):
    rospy.loginfo("[%s] %s" %(self.node_name,msg.data))
```

Every time a message is published to `~topic_b`, the `cbTopic` function is called. It simply prints the message using `rospy.loginfo`.

## 96.3. Launch File

You should always write a launch file to launch a node. It also serves as a documentation on the I/O of the node.

Let's take a look at `launch/test.launch`.

```
<launch>
    <node name="talker" pkg="pkg_name" type="talker.py" output="screen">

        <param name="~pub_timestep" value="0.5"/>

        <remap from="~topic_b" to="~topic_a"/>
    </node>
</launch>
```

For the `<node>`, the `name` specifies the name of the node, which overwrites `rospy.init_node()` in the `__main__` of `talker.py`. The `pkg` and `type` specify the package and the script of the node, in this case it's `talker.py`.

Don't forget the `.py` in the end (and remember to make the file executable through `chmod`).

The `output="screen"` directs all the `rospy.loginfo` to the screen, without this you won't see any printouts (useful when you want to suppress a node that's too talkative.)

The `<param>` can be used to set the parameters. Here we set the `~pub_timestep` to `0.5`. Note that in this case this sets the value of `talker/pub_timestep` to `0.5`.

The `<remap>` is used to remap the topic names. In this case we are replacing `~topic_b` with `~topic_a` so that the subscriber of the node actually listens to its own publisher. Replace the line with

```
<remap from="~topic_b" to="talker/topic_a"/>
```

will have the same effect. This is redundant in this case but very useful when you want

to subscribe to a topic published by another node.

## 96.4. Testing the node



First of all, you have to `catkin_make` the package even if it only uses Python. `catkin` makes sure that the modules in the include folder and the messages are available to the whole workspace. You can do so by

```
$ cd ~/duckietown/catkin_ws  
$ catkin_make
```

Ask ROS to re-index the packages so that you can auto-complete most things.

```
$ rospack profile
```

Now you can launch the node by the launch file.

```
$ roslaunch pkg_name test.launch
```

You should see something like this in the terminal:

```
... logging to /home/shihyuan/.ros/log/d4db7c80-b272-11e5-8800-5c514fb7f0ed/
roslaunch-Wolverine-15961.log
Checking log directory for disk usage. This may take awhile.
Press Ctrl-C to interrupt
Done checking log file disk usage. Usage is 1GB.

started roslaunch server http://Wolverine.local:33925/

SUMMARY
=====

PARAMETERS
* /rosdistro: $ROS_DISTRO
* /rosversion: 1.11.16
* /talker/pub_timestep: 0.5

NODES
/
  talker (pkg_name/talker.py)

auto-starting new master
process[master]: started with pid [15973]
ROS_MASTER_URI=http://localhost:11311

setting /run_id to d4db7c80-b272-11e5-8800-5c514fb7f0ed
process[rosout-1]: started with pid [15986]
started core service [/rosout]
process[talker-2]: started with pid [15993]
[INFO] [WallTime: 1451864197.775356] [/talker] Initialzing.
[INFO] [WallTime: 1451864197.780158] [/talker] ~pub_timestep = 0.5
[INFO] [WallTime: 1451864197.780616] [/talker] Initialzed.
[INFO] [WallTime: 1451864198.281477] [/talker] Goodbye, duckietown.
[INFO] [WallTime: 1451864198.781445] [/talker] Hello, duckietown.
[INFO] [WallTime: 1451864199.281871] [/talker] Goodbye, duckietown.
[INFO] [WallTime: 1451864199.781486] [/talker] Hello, duckietown.
[INFO] [WallTime: 1451864200.281545] [/talker] Goodbye, duckietown.
[INFO] [WallTime: 1451864200.781453] [/talker] Goodbye, duckietown.
```

Open another terminal and

```
$ rostopic list
```

You should see

```
/rosout
/rosout_agg
/talker/topic_a
```

In the same terminal:

```
$ rosparam list
```

You should see `/talker/pub_timestep`

You can see the parameters and the values of the `talker` node with

```
$ rosparam get /talker
```

## 96.5. Documentation

You should document the parameters and the publish/subscribe topic names of each node in your package. The user should not have to look at the source code to figure out how to use the nodes.

## 96.6. Guidelines

- Make sure to put all topics (publish or subscribe) and parameters under the name-space of the node with `~`. This makes sure that the IO of the node is crystal clear.
- Always include the name of the node in the printouts.
- Always provide a launch file that includes all the parameters (using `<param>`) and topics (using `<remap>`) with each node.

CHAPTER 97

# Duckietown Software architecture



## PART 10

### Fall 2017



This is the first time that a class is taught jointly across 3 continents!

There are 4 universities involved in the joint teaching for the term:

- ETH Zürich (ETHZ), with instructors Emilio Frazzoli, Andrea Censi, Jacopo Tani.
- University of Montreal (UdeM), with instructor Liam Paull.
- TTI-Chicago (TTIC), with instructor Matthew Walter.
- National C T University (NCTU), with instructor Nick Wang.

This part of the Duckiebook describes all the information that is needed by the students of the four institutions.

## CHAPTER 98

# General remarks

Assigned to: Andrea

### 98.1. The rules of Duckietown

#### The first rule of Duckietown

The first rule of Duckietown is: you don't talk about Duckietown, *using email*.

Instead, we use a communication platform called Slack.

There is one exception: inquiries about "meta" level issues, such as course enrollment and other official bureaucratic issues can be communicated via email.

#### The second rule of Duckietown

The second rule of Duckietown is: be kind and respectful, and have fun.

#### The third rule of Duckietown

The third rule of Duckietown is: read the instructions carefully.

Do not blindly copy and paste.

Only run a command if you know what it does.

### 98.2. Synchronization between classes

At ETHZ, UdeM, TTIC, the class will be more-or-less synchronized. The materials are the same; there is some slight variation in the ordering.

Moreover, there will be some common groups for the projects.

The NCTU class is undergraduate level. Students will learn slightly simplified materials. They will not collaborate directly with the classes.

### 98.3. Accounts for students

To participate in Duckietown, students must use two accounts: Slack and Github.

#### 1) Slack

---

You need a Slack account, for team discussion and organization.

#### 2) Github

- 
- A Github account;
  - Membership in the Duckietown organization.

### 98.4. Accounts for all instructors and TAs

As an instructor/TA for the Fall 2017 class, in addition to the accounts above, these are two more accounts that you need.

---

**1) Twist**

Twist is used for class organization (such as TAs, logistics);

TODO:

---

**2) Google docs**

Google Docs is used to maintain TODOs and other coordination materials.

In particular:

- This is the schedule: XXX
- This is the calendar in which to annotate everything: XXX

## CHAPTER 99

# Additional information for ETH Zürich students



Assigned to: Andrea

This section describes information specific for ETH Zürich students.

### 1) Website

---

All really important information, such as deadlines, is in the authoritative website:



### 2) Duckiebox distribution

---



### 3) Lab access

---



### 4) The local TAs

---



**CHAPTER 100****Additional information for UdeM students**

| Assigned to: Liam

CHAPTER 101

## Additional information for TTIC students



| Assigned to: Matt

## CHAPTER 102

### Additional information for NCTU students



| Assigned to: Nick

## CHAPTER 103

# Milestone: ROS node working

..

**CHAPTER 104****Homework: Take and process a log**

CHAPTER 105

Milestone: Calibrated robot



CHAPTER 106

# Homework: Camera geometry



CHAPTER 107

Milestone: Illumination invariance



CHAPTER 108  
Homework: Place recognition

..

CHAPTER 109  
**Milestone: Lane following**

..

**CHAPTER 110****Homework: localization**

CHAPTER 111

Milestone: Navigation

..

CHAPTER 112

Homework: group forming

•

•

CHAPTER 113  
**Milestone: Ducks in a row**

..

**CHAPTER 114****Homework: Comparison of PID**

10

CHAPTER 115  
Homework: RRT

..

CHAPTER 116  
Caffe tutorial

..

CHAPTER 117

## Milestone: Object Detection



CHAPTER 118  
Homework: Object Detection

• •

CHAPTER 119

Milestone: Semantic perception

..

CHAPTER 120

Homework: Semantic perception

•

CHAPTER 121

Milestone: Reacting to obstacles

..

**CHAPTER 122****Homework: Reacting to obstacles**

CHAPTER 123

Milestone: SLAM demo



CHAPTER 124  
Homework: SLAM

• •

CHAPTER 125

Milestone: fleet demo

..

CHAPTER 126  
Homework: fleet

• •

CHAPTER 127

Project proposals

..

## CHAPTER 128

# Template of a project



### 128.1. Checklist for students



- Have a Github account. See [Chapter 88](#). See name conventions (TODO).
- Be part of the Duckietown Github organization. You are sure only when you commit and push one change to one of our repositories.
- Be part of the Duckietown Slack. See name conventions (TODO).

### 128.2. Checklist for TAs



- Be signed up on

PART 11

## Packages - Infrastructure

..

CHAPTER 129  
Package duckietown

• •

# CHAPTER 130

## Package duckietown\_logs



Until we fix the dependencies:

```
sudo pip install SystemCmd==1.2 ros_node_utils==1.0 ConfTools==1.8 QuickApp==1.2.2  
sudo apt-get install -y mplayer mencoder  
sudo add-apt-repository ppa:mc3man/trusty-media  
sudo apt-get update  
sudo apt-get install -y ffmpeg gstreamer0.10-ffmpeg
```

## CHAPTER 131

Package `duckietown_msgs`

## CHAPTER 132

### Package what\_the\_duck

`what-the-duck` is a program that tests *dozens* of configuration inconsistencies that can happen on a Duckiebot.

#### 132.1. What the duck

To use it, first compile the repository, and then run:

```
$ ./what-the-duck
```

#### 132.2. Adding more tests to what-the-duck

The idea is to add to `what-the-duck` all the tests that can be automated.  
The documentation about to do that is not ready yet.

#### 132.3. Tests already added

Here is the list of tests already added:

```
✓ Camera is detected
✓ Scipy is installed
✓ sklearn is installed
✓ Date is set correctly
✓ Not running as root
✓ Not running as ubuntu
✓ Member of group sudo
✓ Member of group input
✓ Member of group video
✓ Member of group i2c
✓ ~/.ssh exists
✓ ~/.ssh permissions
✓ ~/.ssh/config exists
✓ SSH option HostKeyAlgorithms is set
✓ At least one key is configured.
✓ ~/.ssh/authorized_keys exists
✓ Git configured
✓ Git email set
✓ Git name set
✓ Git push policy set
✓ Edimax detected
✓ The hostname is configured
✓ /etc/hosts is sane
✓ Correct kernel version
✓ Messages are compiled
✓ Shell is bash
✓ Working internet connection
✓ Github configured
✓ Joystick detected
✓ Environment variable DUCKIETOWN_ROOT
✓ ${DUCKIETOWN_ROOT} exists
✓ Environment variable DUCKIETOWN_FLEET
✓ ${DUCKIETOWN_FLEET} exists
✓ ${DUCKIETOWN_FLEET}/scuderia.yaml exists
✓ ${DUCKIETOWN_FLEET}/scuderia.yaml is valid
✓ machines file is valid
✓ Wifi network configured
✓ Python: No CamelCase
✓ Python: No tab chars
✓ Python: No half merges
```

### 132.4. List of tests to add



Please add below any configuration test that can be automated:

- Editor is set to vim.
- Syntax on in ~/.vimrc
- They put the right MAC address in the network configuration
- Ubuntu user is in group video, input, i2c (even if run from other user.)
- There is at least X.YGB of free disk space.

- If the SD is larger than 8GB, the disk has been resized.

PART 12

Packages - Lane control

..

CHAPTER 133

Package **adafruit\_drivers**

..

## CHAPTER 134

**Package anti\_instagram**

` `

CHAPTER 135

Package car\_supervisor

..

CHAPTER 136  
Package `dagu_car`

• •

CHAPTER 137

Package ground\_projection

..

## CHAPTER 138

### Package joy\_mapper

#### 138.1. Test

To test run:

- 1) connect joystick
- 2) `roslaunch launch/joy_mapper_test.launch`
- 3) the robot should move when you push buttons

#### 138.2. Dependencies

- `rospy`
- `sensor_msgs`: for the `Joy.msg`
- `duckietown_msgs`: for the `CarControl.msg`

#### 138.3. Node: joy\_mapper.py

This node takes a `sensor_msgs/Joy.msg` and convert it to a `duckietown_msgs/CarControl.msg`. Publishes at fix interval with a zero order hold.

Parameters:

- `~pub_timestep`: Time steps (in seconds) between publishings of `CarControl` msgs. Default to 0.02 (50hz)

Subscribe Topics:

- `joy`: `sensor_msgs/Joy.msg` The Joy.msg from a `joy_node` of the `joy` package. The Vertical axis of the left stick maps to speed. The Horizontal axis of the right stick maps to steering.

Publish Topics:

- `~joy_control`: `duckietown_msgs/CarControl.msg`

`CarControl.speed`: [-1,1] Positive is forward speed.

`CarControl.steering`: [-1,1] Positive is steering left.

`CarControl.need_steering`: default to false.

#### 138.4. Services

None.

CHAPTER 139

Package lane\_control

..

CHAPTER 140  
Package `lane_filter`

..

CHAPTER 141

Package `line_detector`

..

CHAPTER 142  
Package `pi_camera`

..

## PART 13

# Packages - Indefinite navigation

..

## CHAPTER 143

### Package fsm

..

## CHAPTER 144

### Package `indefinite_navigation`

..

CHAPTER 145  
Package intersection\_control

..

# CHAPTER 146

## Package navigation

..

## CHAPTER 147

Package `stop_line_filter`

PART 14

## Packages - Localization and planning

..

PART 15

Packages - Coordination

•

•

## PART 16

# Packages - Additional functionality

..

PART 17

## Packages - Templates



These are templates.

# CHAPTER 148

## Package `pkg_name`



The package `pkg_name` is a template for ROS packages.

For the tutorial, see [Chapter 96](#).



### 148.1. Status

Given an honest assessment of the status of this package.

**CHAPTER 149****Package rostest\_example**

PART 18

## Packages - Convenience

..

## CHAPTER 150

Package `duckietown_demos`

## CHAPTER 151

### Package duckietown\_unit\_test

..

**PART 19**

**Packages - To sort**



We need to decide where these packages go.

# CHAPTER 152

## Package `adafruit_imu`

### 152.1. Testing

To test run:

TODO

### 152.2. Dependencies

- `rospy`
- `sensor_msgs`: for the `Joy.msg`
- `duckietown_msgs`: for the `CarControl.msg`

### 152.3. Node `adafruit_imu`

This node reads sensor data from adafruit IMU and publishes it to `sensor_msgs.Imu` and `sensor_msgs.MagneticField`.

#### 1) Parameters

- `~pub_timestep`: Time steps (in seconds) between publishings of `CarControl` msgs. Default to 0.02 (50 Hz).

#### 2) Publish Topics

- `~adafruit_imu: sensor_msgs.Imu`  
`Imu.angular_velocity`: Vector3 of angular velocity vector.  
`Imu.linear_acceleration`: Vector3 of linear acceleration.
- `~adafruit_mag: sensor_msgs.MagneticField`  
`MagneticField.magnetic_field`: Vector3 of magnetic field.

#### 3) Services

None

## CHAPTER 153

Package **apriltags\_ros**

AprilTags for ROS.

build passing

CHAPTER 154  
Package `duckie_rr_bridge`

..

## CHAPTER 155

**Package `duckiebot_visualizer`**

CHAPTER 156

Package `duckietown_description`

..

CHAPTER 157  
Package bag\_stamper

~ ~

# CHAPTER 158

## Package kinematics

..

**CHAPTER 159****Package `visual_odometry`**

# CHAPTER 160

## LED emitter



The coordination team will use 3 signals: CAR\_SIGNAL\_A, CAR\_SIGNAL\_B, CAR\_SIGNAL\_C. To test the LED emitter with your joystick, run the following command:

```
$ rosrun led_joy_mapper led_joy_with_led_emitter_test.launch veh:=robot name
```

This launches the joy controller, the mapper controller, and the led emitter nodes. You should not need to run anything external for this to work. Use the joystick buttons A, B and C to change your duckiebot's LED's blinking frequency.

Button A broadcasts signal CAR\_SIGNAL\_A (2.8hz), button B broadcasts signal CAR\_SIGNAL\_B (4.1hz), and button CAR\_SIGNAL\_C (Y on the controller) broadcasts signal C(5hz).The LB button will make the LEDs all white, the RB button will make some LEDs blue and some LEDs green, and the logitek button (middle button) will make the LEDs all red

Repeat this for each vehicle at the intersection that you wish to be blinking. Use previous command replacing **robot name** the names of the vehicles and try command different blinking patterns on different duckiebots.

(optional tests) For a grasp of the low level LED emitter, run:

```
$ rosrun led_emitter led_emitter_node.launch veh:=robot name
```

You can then publish to the topic manually by running the following command in another screen on the duckiebot:

```
$ rostopic pub /robot name/led_emitter_node/change_to_state std_msgs/Float32 float-value
```

Where **float-value** is the desired blinking frequency, e.g. 1.0, .5, 3.0, etc. If you wish to run the LED emitter test, run the following:

```
$ rosrun led_emitter led_emitter_node_test.launch veh:=robot name
```

This will cycle through frequencies of 3.0hz, 3.5hz, and 4hz every 5 seconds. Once done, kill everything and make sure you have joystick control as described above.



### 160.1. LED detector

Pick your favourite duckiebot as the observer-bot. Refer to it as **robot name** for this step. If you are in good company, this can be tried on all the available duckiebots. First, activate the camera on the observer-bot:

```
$ rosrun duckietown camera.launch veh:=robot name
```

In a separate terminal, fire up the LED detector and the custom GUI by running:

```
$ roslaunch led_detector LED_detector_with_gui.launch veh:=robot name
```

| **Note:** to operate without a GUI:

💻 `$ roslaunch led_detector LED_detector.launch veh:=robot name`

The LED\_detector\_node will be launched on the robot, while LED\_visualizer (a simple GUI) will be started on your laptop. Make sure the camera image from the observer-bot is visualized and updated in the visualizer (tip: check that your camera cap is off).

Hit on Detect and wait to trigger a detection. This will not have any effect if LED\_detector\_node is not running on the duckiebot (it is included in the above launch file). After the capture and processing phases, the outcome will look like:

The red numbers represent the frequencies directly inferred from the camera stream, while the selected detections with the associated signaling frequencies will be displayed in green. You can click on the squares to visualize the brightness signals and the Fourier amplitude spectra of the corresponding cells in the video stream. You can also click on the camera image to visualize the variance map.

## 160.2. Unit tests



To run the unit tests for the LED detector, you need to have the F23 rosbags on your hard disk. These bag files should be synced from [this dropbox link] ([https://www.dropbox.com/sh/5kx8qwgttu69fhr/AAASLpOVjV5r1xpzeW7xWZh\\_a?dl=0](https://www.dropbox.com/sh/5kx8qwgttu69fhr/AAASLpOVjV5r1xpzeW7xWZh_a?dl=0)).

For the test to locate the bag files, you should have the DUCKIETOWN\_DATA environment variable set, pointing to the location of your duckietown-data folder. This can be achieved by:

```
$ export DUCKIETOWN_DATA=local-path-to-duckietown-data-folder
```

All the available tests are specified in file `all_tests.yaml` in the scripts/ folder of the package led\_detection in the duckietown ROS workspace. To run these, use the command:

```
$ rosrun led_detection unittests.py algorithm name-of-test
```

Currently, `algorithm` can be either ‘baseline’ or ‘LEDDetector\_plots’ to also display the plot in the process. To run all test with all algorithms, execute:

```
$ rosrun led_detection unittests.py '*' '*'
```

CHAPTER 161  
Package led\_detection

..

## CHAPTER 162

## Package led\_emitter



CHAPTER 163

Package led\_interpreter

..

## CHAPTER 164

## Package led\_joy\_mapper



# CHAPTER 165

## Package `rgb_led`

### 165.1. Demos

To test the traffic light:

```
$ rosrun rgb_led blink trafficlight4way
```

Fancy test:

```
$ rosrun rgb_led blink trafficlight4way
```

To do other tests:

```
$ rosrun rgb_led blink
```

## CHAPTER 166

## Package traffic\_light



# CHAPTER 167

## Package localization

..

CHAPTER 168  
Package `mdoap`

..

CHAPTER 169

Package parallel\_autonomy

..

CHAPTER 170

Package `scene_segmentation`



CHAPTER 171

Package `veh_coordinator`

..

CHAPTER 172  
Package vehicle\_detection

•

## CHAPTER 173

### Package `visual_odometry_line`

..

## PART 20

# Packages - Failed projects



These packages are abandoned failed projects.

# CHAPTER 174

## Package mouse\_encoder



Use a mouse as encoder. Requires read permission to `/dev/input/mice`.



### 174.1. Publish Topic



- `mouse_encoder/tick: geometry_msg/Point` message with number of ticks in the x and y direction.



### 174.2. Parameters



- `~dev_path`: Default to `/dev/input/mice`. Point to the device path of the mouse.



### 174.3. Getting access to `/dev/input/mice`.



- Create a group named `input`

```
$ sudo groupadd input  
...  
* Add yourself to the `input` group  
...  
$ sudo adduser your_user_name input
```

- Log out and log back in for the change to take effect
- Put all devices under `/dev/input/` into the `input` group to grant the group read/write permission. Can be done by adding a file name `99-pure-data.rules` under `/etc/udev/rules.d` with the following line:

```
SUBSYSTEM=="input", GROUP=="input", MODE=="660"
```

- Reboot for the rule to take effect.

## CHAPTER 175

### Package simcity - Map Editor Version 0.1



All ./ references point to duckietown(Software)/catkin\_ws/src/simcity A good reference for duckietown packages in general is catkin\_ws/src/pkg\_name/howto.md

#### 175.1. How to run the map editor



(V0.1)

Inside ./launch is basic\_map\_tiler.launch. Ensure that the map file's path is correct for your machine. We start simcity, given a specific map file. We also start rviz, ROS' common gui.

#### 175.2. How to edit the map



(V0.1)

The map is contained in ./maps as a YAML file. map.yaml is a small example of some circular streets, and censi\_map.yaml is the map of the duckietown currently up and running.

#### 175.3. What am I looking at, anyway?



(V0.1)

The magenta arrows point in the direction of traffic. These arrows are lines indicating where traffic flows.

#### 175.4. What else is there to do?



(V0.1)

Lots of things. This part is mostly for rmata (1/11/16)

(1) Beautify it. Arrows are straight and ugly. Roads in duckietown can be curved, have not-so-subtle lane markings, stop signs, grass, and potentially cones and duckies.....

(2) Make it interactive. MarkerArrays consist of Markers. What does an InteractiveMarker consist of?

(3) Establish consistency and validation when adding a tile to a map. This would involve: - checking node positions at adjacent tiles - multiplying the sparse lane matrices and checking that number of lanes is consistent - having a perhaps separate node receive messages from the interactive server, or the basic\_map\_tiler node, and doing these computations for each change

CHAPTER 176  
Package slam

..

## CHAPTER 177

Package **street\_name\_detector**



Page left blank