



Return to Classroom

Programming a Real Self-Driving Car

审阅 代码审阅 5 HISTORY

▼ ros/src/waypoint_updater/waypoint_updater.py 4

```
1 #!/usr/bin/env python
 2
 3 import rospy
4 from geometry_msgs.msg import PoseStamped
5 from styx msgs.msg import Lane, Waypoint
 6 from scipy.spatial import KDTree
 7 import numpy as np
8 from std_msgs.msg import Int32
9
10 import math
11
12
13 This node will publish waypoints from the car's current position to some x distance ahea
15 As mentioned in the doc, you should ideally first implement a version which does not care
16 about traffic lights or obstacles.
17
18 Once you have created dbw_node, you will update this node to use the status of traffic lia
19
20 Please note that our simulator also provides the exact location of traffic lights and the
21 current status in `/vehicle/traffic_lights` message. You can use this message to build th
  as well as to verify your TL classifier.
24 TODO (for Yousuf and Aaron): Stopline location for each traffic light.
27 LOOKAHEAD_WPS = 100 # Number of waypoints we will publish. You can change this number
28 \text{ MAX\_DECEL} = 1.25
29
```

```
30
31
   class WaypointUpdater(object):
       def __init__(self):
            rospy.init_node('waypoint_updater')
34
            rospy. Subscriber ('/current pose', PoseStamped, self. pose cb)
            rospy. Subscriber ('/base_waypoints', Lane, self.waypoints_cb)
36
           # TODO: Add a subscriber for /traffic_waypoint and /obstacle_waypoint below
38
            rospy. Subscriber ('/traffic_waypoint', Int32, self. traffic_cb)
39
40
           self.final_waypoints_pub = rospy.Publisher('final_waypoints', Lane, queue_size=1)
41
42
           # TODO: Add other member variables you need below
43
           self.pose = None
44
           self.base_waypoints = None
45
           self.waypoints 2d = None
46
           self.waypoint_tree = None
47
           self.stopline_wp_idx = -1
48
49
           self. 100p()
       def loop(self):
52
           rate = rospy. Rate (50)
           while not rospy.is_shutdown():
                if self.pose and self.base_waypoints:
                    # get closest waypoint
56
                    closest_waypoint_idx = self.get_closest_waypoint_idx()
                    self. publish_waypoints()
                rate.sleep()
59
       def get_closest_waypoint_idx(self):
61
            x = self. pose. position. x
62
            y = self. pose. pose. position. y
63
           closest idx = self. waypoint tree. query([x, y], 1)[1]
65
           # check if closest is ahead or behind vehicle
66
           closest coord = self.waypoints 2d[closest idx]
67
           prev_coord = self.waypoints_2d[closest_idx-1]
68
           # equation for hyperplane through closest_coords (vector)
71
           prev_vect = np. array(prev_coord)
72
           pos_vect = np. array([x, y])
73
74
           val = np. dot(cl_vect-prev_vect, pos_vect-cl_vect)
75
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```

Awesome, confirming if the closest waypoints are indeed in the front of the car.

```
# if the waypoint is behind the car(val>0), take the next one
76
77
               closest_idx = (closest_idx + 1) %len(self.waypoints_2d)
78
           return closest_idx
79
80
       def publish_waypoints(self):
81
            final_lane = self. generate_lane()
82
           self. final_waypoints_pub. publish(final_lane)
83
84
       def generate lane(self):
85
86
```

```
closest_idx = self.get_closest_waypoint_idx()
88
89
           farthest_idx = closest_idx + LOOKAHEAD_WPS
           base_waypoints = self.base_waypoints.waypoints[closest_idx:farthest_idx]
90
91
           if self.stopline_wp_idx == -1 or (self.stopline_wp_idx >= farthest_idx):
92
               lane.waypoints = base waypoints
93
           else:
94
               # slow down the vehicle when encounter the red light until stop
95
               lane.waypoints = self.decelerate_waypoints(base_waypoints, closest_idx)
96
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```

Well done checking if the traffic light is not within the farthest waypoint and calling decelerate_ways

```
97
            return lane
98
99
        def decelerate_waypoints(self, waypoints, closest_idx):
100
101
            for i, wp in enumerate(waypoints):
                p = Waypoint()
                p. pose = wp. pose
                # two waypoints back from line so front part of car stops at stopline
106
                stop_idx = max(self.stopline_wp_idx - closest_idx -4, 0)
                dist = self.distance(waypoints, i, stop_idx)
108
                # change the velocity according the distance to the red light
109
                vel = math.sqrt(2 * MAX_DECEL * dist)
110
```

The car slows down successfully based on the distance with the stop waypoint and also stops 4 wayp well implemented.

```
if vel < 1.:
111
                     ve1 = 0
112
                p. twist. twist. linear. x = min(vel, wp. twist. twist. linear. x)
113
                 temp. append (p)
114
115
            return temp
116
117
        def pose_cb(self, msg):
118
            # TODO: Implement
119
            self.pose = msg
120
121
        def waypoints_cb(self, waypoints):
122
            # TODO: Implement
123
            self.base_waypoints = waypoints
124
125
            if not self.waypoints_2d:
126
                 self. waypoints_2d = [[waypoint.pose.pose.position.x, waypoint.pose.pose.posit
                self.waypoint_tree = KDTree(self.waypoints_2d)
127
```

Good job using KDTree to get the closest waypoints from the car efficiently.

```
128
129 def traffic_cb(self, msg):
```

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```
# TODO: Callback for /traffic_waypoint message. Implement
130
131
            self.stopline_wp_idx = msg.data
132
        def obstacle_cb(self, msg):
133
            # TODO: Callback for /obstacle_waypoint message. We will implement it later
134
135
136
        def get_waypoint_velocity(self, waypoint):
137
            return waypoint. twist. twist. linear. x
138
139
        def set_waypoint_velocity(self, waypoints, waypoint, velocity):
140
141
            waypoints[waypoint]. twist. twist. linear. x = velocity
142
        def distance(self, waypoints, wp1, wp2):
143
            dist = 0
144
            d1 = 1ambda a, b: math. sqrt((a. x-b. x)**2 + (a. y-b. y)**2 + (a. z-b. z)**2)
145
            for i in range (wp1, wp2+1):
146
                dist += dl(waypoints[wp1].pose.pose.position, waypoints[i].pose.pose.position)
147
                wp1 = i
148
            return dist
149
150
151
152 if __name__ == '__main__':
       try:
153
            WaypointUpdater()
154
        except rospy. ROSInterruptException:
155
156
            rospy. logerr ('Could not start waypoint updater node.')
```

- ros/src/twist_controller/twist_controller.py
- ros/src/waypoint_updater/package.xml
- ros/src/waypoint_updater/CMakeLists.txt
- ros/src/waypoint_loader/waypoint_loader.py
- ros/src/waypoint_loader/package.xml
- ros/src/waypoint_loader/CMakeLists.txt
- ros/src/waypoint_follower/src/pure_pursuit_core.cpp
- ros/src/waypoint_follower/src/pure_pursuit.cpp
- ros/src/waypoint_follower/package.xml
- ros/src/waypoint_follower/lib/libwaypoint_follower.cpp
- ros/src/waypoint_follower/include/pure_pursuit_core.h

ros/src/waypoint_follower/include/libwaypoint_follower.h ros/src/waypoint_follower/CMakeLists.txt ros/src/twist_controller/yaw_controller.py ros/src/twist_controller/pid.py ros/src/twist_controller/package.xml ros/src/twist_controller/lowpass.py ros/src/twist_controller/dbw_test.py ros/src/twist_controller/dbw_node.py ros/src/twist_controller/CMakeLists.txt ros/src/tl_detector/tl_detector.py ros/src/tl_detector/site_traffic_light_config.yaml ros/src/tl_detector/sim_traffic_light_config.yaml ros/src/tl_detector/package.xml ros/src/tl_detector/light_publisher.py ros/src/tl_detector/light_classification/tl_classifier.py ros/src/tl_detector/light_classification/__init__.py ros/src/tl_detector/CMakeLists.txt ros/src/styx_msgs/package.xml ros/src/styx_msgs/CMakeLists.txt ros/src/styx/server.py ros/src/styx/package.xml ros/src/styx/conf.py

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返回 PATH

给这次审阅打分

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