



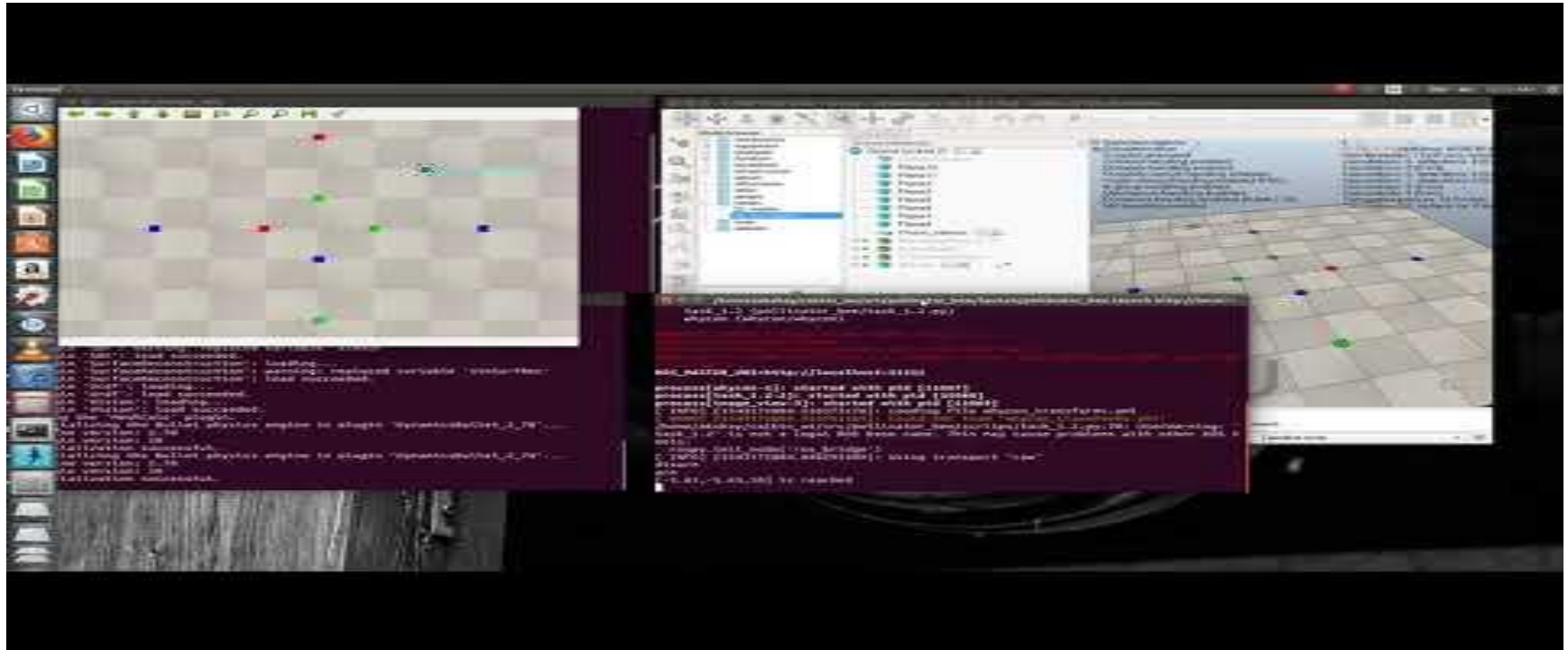
Robot Operating System

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# What is ROS?

- ROS is an open-source robot operating system.
- A set of software libraries and tools that help you build robot applications that work across a wide variety of robotic platforms.
- Originally developed in **2007** at the Stanford Artificial Intelligence Laboratory and development continued at Willow Garage.
- Since **2013** managed by **OSRF** (Open Source Robotics Foundation).

# Lets see ROS in Action First!



# ROS Main Features

ROS has two “sides”

- The *operating system side*, which provides standard operating system services such as: **hardware abstraction, low-level device control, implementation of commonly used functionality, message-passing between processes, package management.**
- A suite of *user contributed packages* that implement common robot functionality such as SLAM, planning, perception, vision, manipulation, etc.

# ROS Philosophy

- **Peer to Peer**

- ROS systems consist of many small programs (nodes) which connect to each other and continuously exchange messages.

- **Tools-based**

- There are many small, generic programs that perform tasks such as visualization, logging, plotting data streams, etc.

- **Multi-Lingual**

- ROS software modules can be written in any language for which a client library has been written. Currently client libraries exist for C++, **Python**, LISP, Java, JavaScript, MATLAB, Ruby, and more.

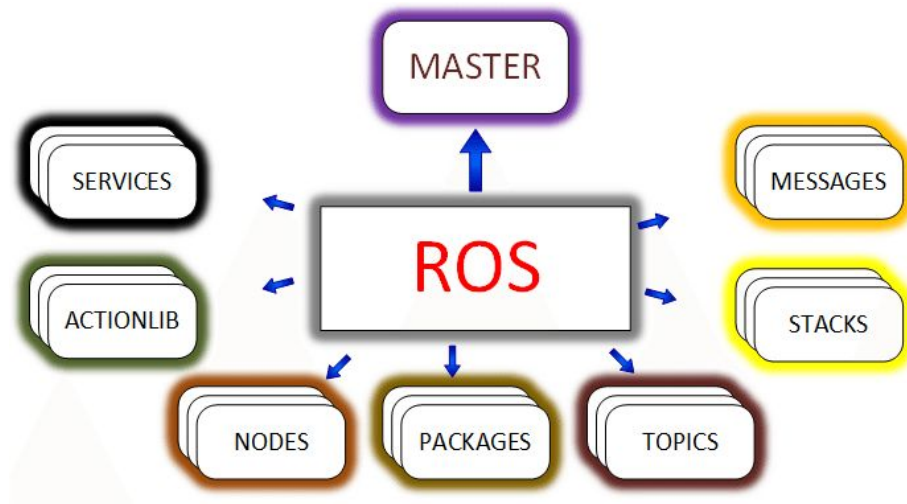
- **Thin**

- The ROS conventions encourage contributors to create stand-alone libraries/packages and then wrap those libraries so they send and receive messages to/from other ROS modules.

- **Free & open source, community-based, repositories**

# ROS Core Concepts

- Nodes
- Messages and Topics
- Services
- Actions
- ROS Master
- Parameters
- Packages and Stacks



# ROS Nodes

- Single-purposed executable programs.
  - e.g. sensor driver(s), actuator driver(s), map building, planner, UI, etc.
- Individually compiled, executed, and managed.
- Nodes are written using a ROS client library.
  - **rospy – python client library.**
  - roscpp – C++ client library.
- Nodes can publish or subscribe to a Topic.
- Nodes can also provide or use a Service or an Action.

# ROS Node Example

ROS Node

ROS Node name

```
task_1.2.py x
1  #!/usr/bin/env python
2
3  import rospy, cv2, cv_bridge
4  import numpy as np
5  from plutodrone.msg import *
6  from sensor_msgs.msg import Image
7  from geometry_msgs.msg import Twist
8  from geometry_msgs.msg import PoseArray
9  from std_msgs.msg import Int32
10 from std_msgs.msg import Float64
11
12 import rospy
13 import time
14
15
16 class WayPoint:
17
18     def __init__(self):
19
20         rospy.init_node('ros_bridge')
21
22
23         # Create a ROS Bridge
24         self.ros_bridge = cv_bridge.CvBridge()
25         self.pluto_cmd = rospy.Publisher('/drone_command', PlutoMsg, queue_size=10)
26         self.pub = rospy.Publisher('/blue', Int32, queue_size=10)
27         self.pub1 = rospy.Publisher('/green', Int32, queue_size=10)
28         self.pub2 = rospy.Publisher('/red', Int32, queue_size=10)
29
30         rospy.Subscriber('whycon/poses', PoseArray, self.get_pose)
31         rospy.Subscriber('/drone_yaw', Float64, self.get_t)
32         self.cmd = PlutoMsg()
33
34
35         # Subscribe to whycon image_out
36
37         self.image_sub = rospy.Subscriber('visionSensor/image_rect', Image, self.image_callback)
```



# ROS Topics and ROS Messages

- **Topic:** named stream of messages with a defined type.
  - Data from a range-finder might be sent on a topic called scan, with a message of type LaserScan.
- Nodes communicate with each other by publishing messages to topics.
- **Publish/Subscribe model:** 1-to-N broadcasting.
- **Messages:** Strictly-typed data structures for inter-node communication
  - geometry\_msgs/Twist is used to express velocity commands: Vector3 linear, Vector3 angular

# ROS Topic & Message Example

ROS message type

Publisher  
Topic

```
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39
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Subscriber  
Topic

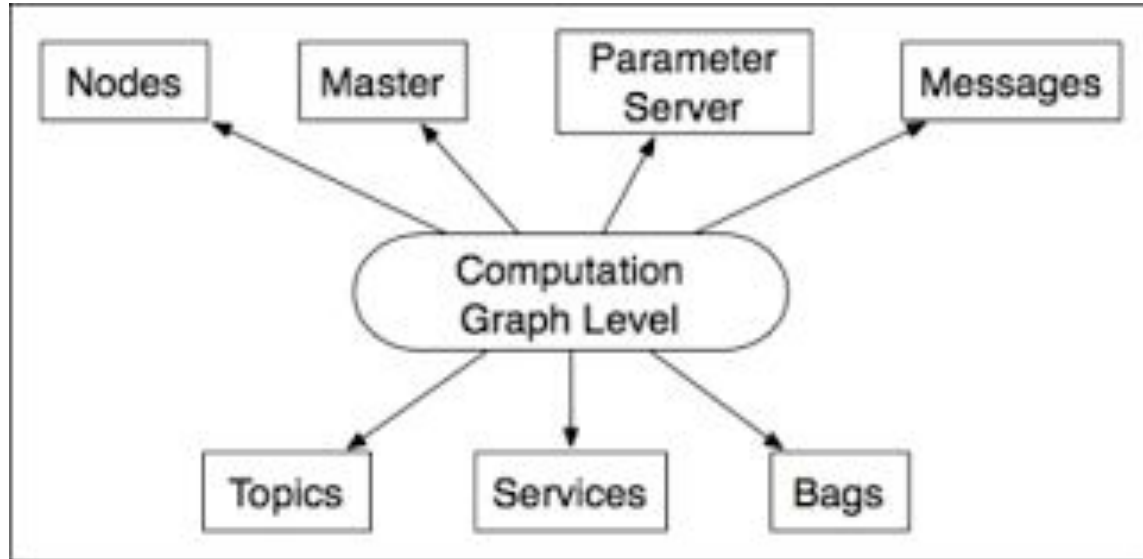
# ROS Bags

- Bags are the primary mechanism in ROS for **data logging**.
- Bags subscribe to one or more ROS **topics**, and **store the serialized message** data in a file as it is received.
- Bag files can also be **played back** in ROS to the same topics they were recorded from, or even remapped to new topics.

# ROS Bag Example

[illegible]

# ROS Computational Graph level

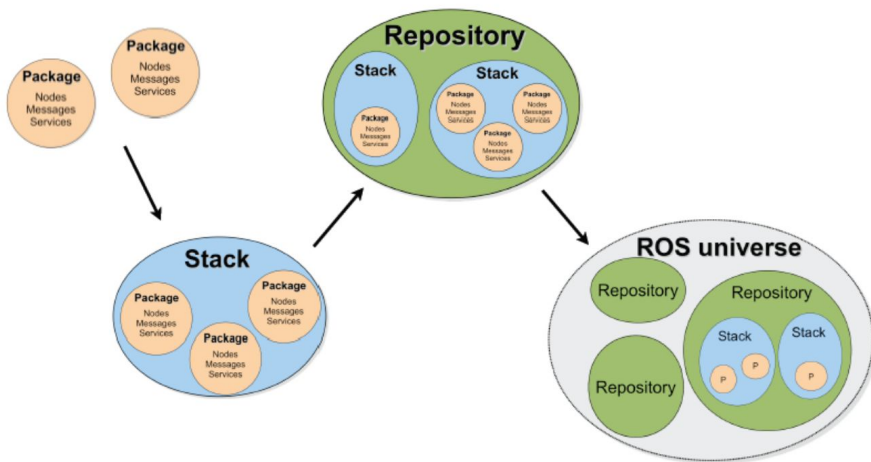


# ROS Supported Platforms

- ROS is currently supported only on Ubuntu
- other variants such as Windows, Mac OS X, and Android are considered experimental.

# ROS Packages

- Software in ROS is organized in packages.
- A package contains one or more nodes, documentation, and provides a ROS interface.
- Most of ROS packages are hosted in GitHub.



# ROS Package and Catkin Workspace

- Packages are the most atomic unit of build and the unit of release.
- A package contains the source files for one node or more and configuration files.
- A ROS package is a directory inside a catkin workspace that has a package.xml file in it.
- A catkin workspace is a set of directories in which a set of related ROS code/packages live (catkin ROS build system: CMake + Python scripts).
- It's possible to have multiple workspaces, but work can be performed on only one-at-a-time.



# Catkin Workspace Folders

- Source space: **workspace\_folder/src**
- Build space: **workspace\_folder/build**
- Development space: **workspace\_folder/devel**
- Install space: **workspace\_folder/install**

Source space	Contains the source code of catkin packages. Each folder within the source space contains one or more catkin packages.
Build Space	is where CMake is invoked to build the catkin packages in the source space. CMake and catkin keep their cache information and other intermediate files here.
Development (Devel) Space	is where built targets are placed prior to being installed
Install Space	Once targets are built, they can be installed into the install space by invoking the install target.

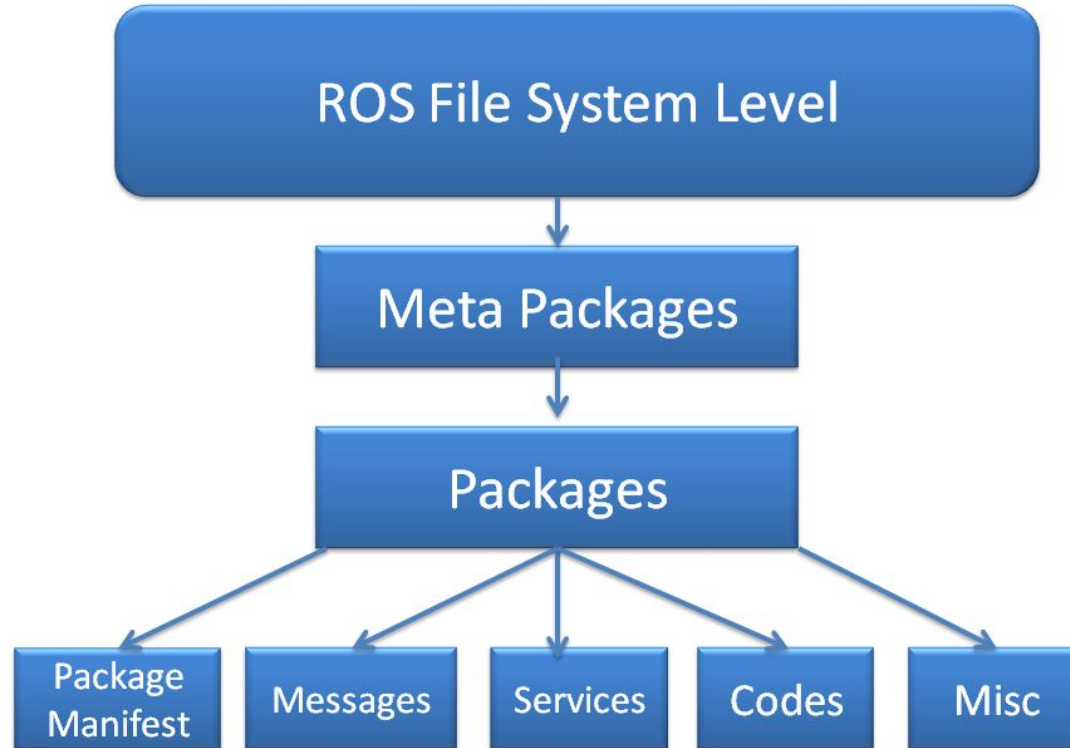
# ROS Package Files

- Layout of the `src/my_package` folder in a catkin workspace:

Directory	Explanation
<code>include/</code>	C++ include headers
<code>src/</code>	Source files
<code>msg/</code>	Folder containing Message (msg) types
<code>srv/</code>	Folder containing Service (srv) types
<code>launch/</code>	Folder containing launch files
<code>package.xml</code>	The package manifest
<code>CMakeLists.txt</code>	CMake build file

- Source files implement nodes, can be written in multiple languages
- Nodes are launched individually or in groups, using launch files

# ROS File System Level



# ROS Community Level

