ROS Parameters

ECE 495/595 Lecture Slides

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Summary and Quick Links

These slides contain the following concepts:

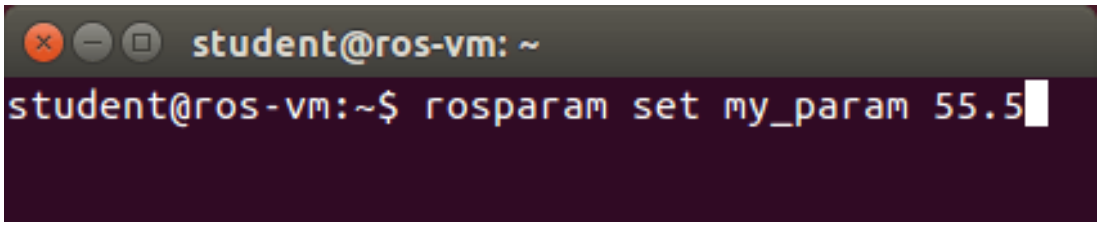
- Static Parameters (Slide 3)
- Dynamically configurable parameters (Slide 7)
- Setting parameters in launch files (Slide 17)

ROS Parameters

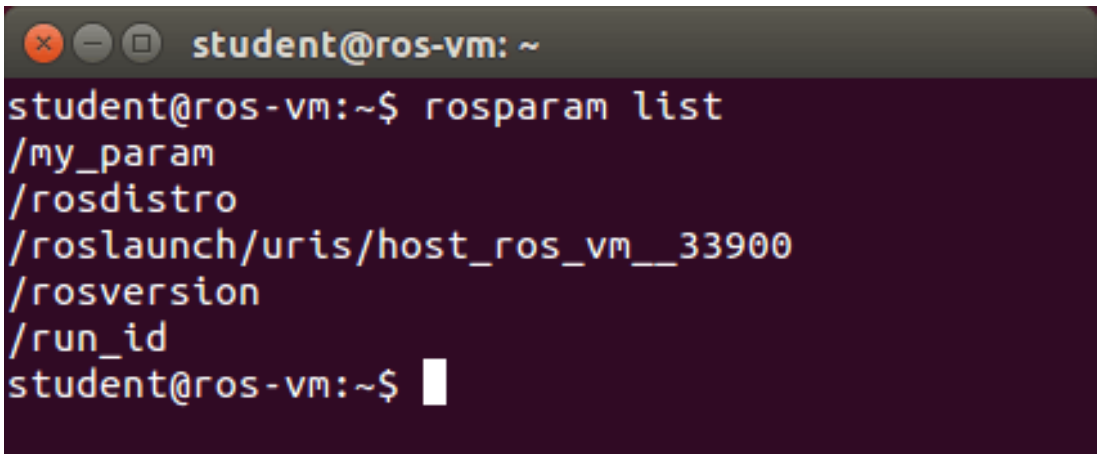
- The ROS parameter server allows the user to set values that are available for nodes to use at run-time.
- Parameters differ from topics in that they are static data that any node can access at any time, rather than being a node to node transmission of data.
- Parameter values can be set in a terminal, in a launch file, or in a YAML file.

ROS Parameters

- Parameters can be set on the command line using *rosparam set*:

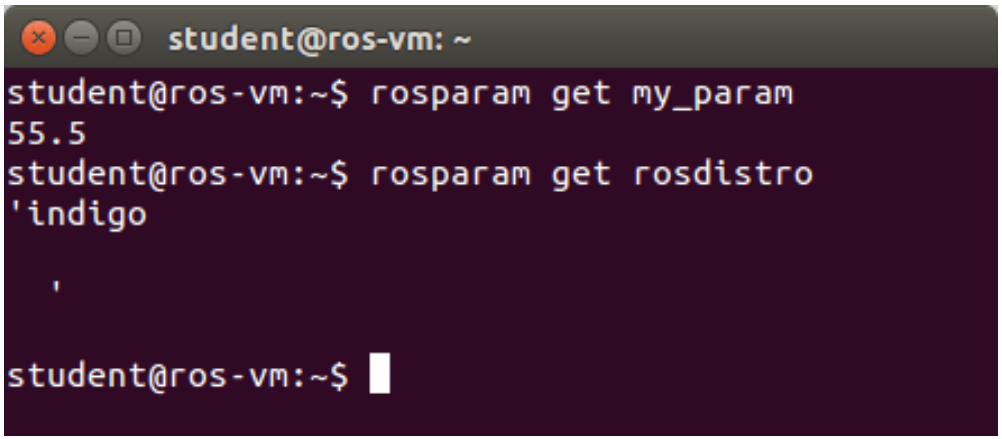


- List all the parameters currently on the ROS parameter server using *rosparam list*:



ROS Parameters

- Display the value of a parameter using *rosparam get*:



- Parameters are accessed in code using a node handle.

ROS Parameters

- The *param()* node handle method is used to retrieve a parameter's value from the server and assign it to a program variable. If the specified parameter doesn't exist, this method assigns a default value.

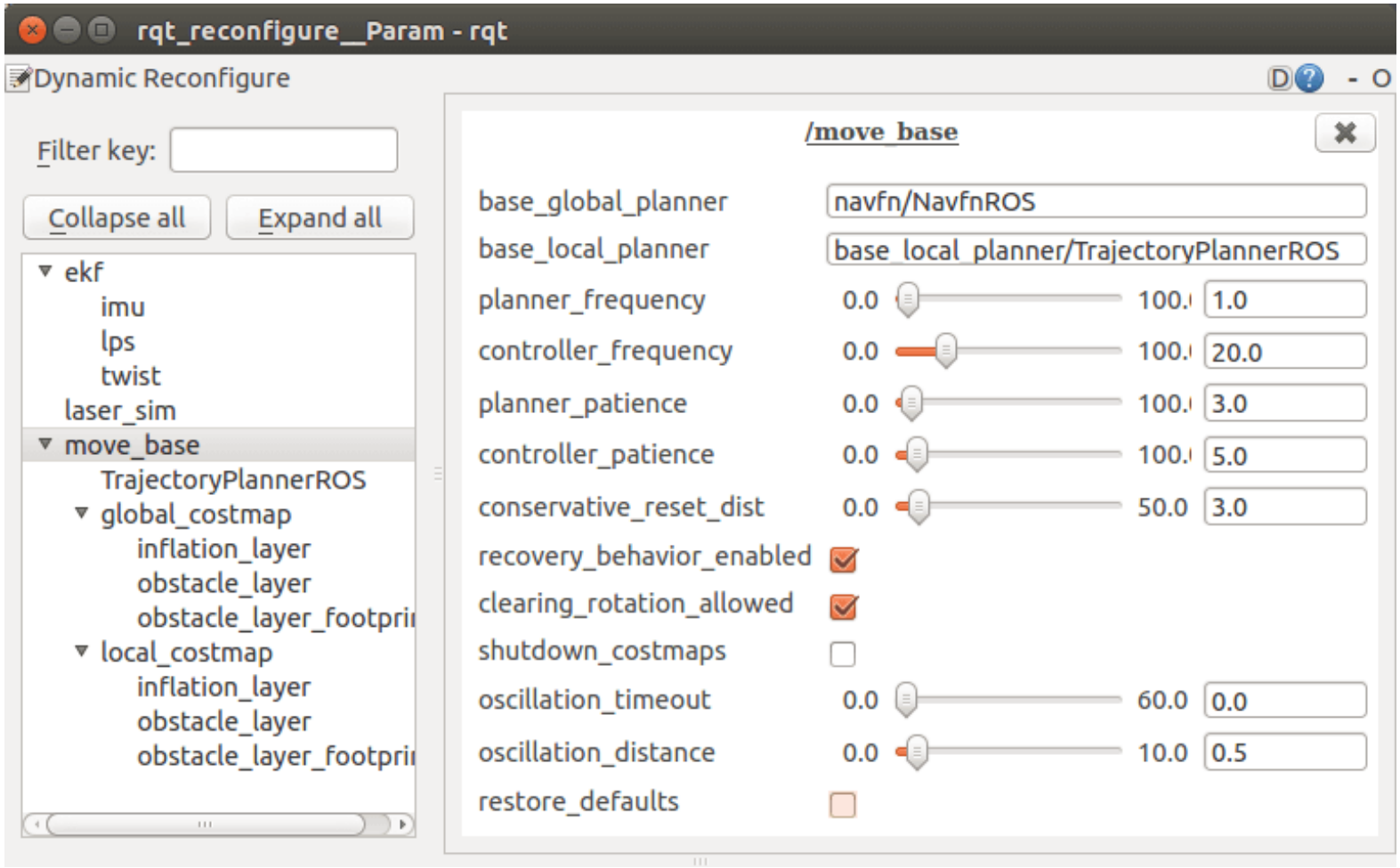
```
double var;
node_handle.param("param_name", var, 10.0);
```

- The *getParam()* method is the same as *param()*, except that it returns a boolean flag indicating the existence of the parameter, instead of setting the variable to a default value.

```
double var;
bool found = node_handle.getParam("param_name", var);
```

Dynamically Configurable Parameters

- Using *dynamic_reconfigure*, parameters can be defined that are capable of being dynamically adjusted at runtime.



Dynamically Configurable Parameters

- The arguments of a dynamic parameter are:
  - *name* – String that specifies the parameter's name in the ROS system, as well as the C++ structure variable name.
  - *type* – Defines the type of parameter, which governs the type of graphical control that is shown in the GUI, as well as how it is represented in programs.
  - *level* – Usually set to 0.
  - *description* – A string that describes what the parameter is.
  - *default* – The default value of the parameter.
  - *min* – The minimum value of the parameter.
  - *max* – The maximum value of the parameter.

Dynamically Configurable Parameters

- Dynamic parameters are defined in a *cfg* file. All *cfg* files are usually placed in a folder called 'cfg' in the root of the package.

- *cfg* files are actually Python programs:

```
#! /usr/bin/env python
PACKAGE='reconfig_example'

from dynamic_reconfigure.msg import SensorLevels
from dynamic_reconfigure.parameter_generator_catkin import *

gen = ParameterGenerator()
```

Dynamically Configurable Parameters

```
option_list =
    gen.enum(
      [gen.const("Option_1", int_t, 0, "A drop-down option"),
      gen.const("Option_2", int_t, 1, "A drop-down option"),
      gen.const("Option_3", int_t, 2, "A drop-down option")],
      "Different drop-down selections"
    )

gen.add("enable", bool_t, 0, "Boolean parameter", False)
gen.add("x", double_t, 0, "Floating point parameter", 0.0,
    0.0, 100.0)
gen.add("y", double_t, 0, "Floating point parameter", 0.0,
    -1.0, 1.0)
gen.add("list", int_t, 0, "List of options", 0, 0,
    2, edit_method=option_list)

exit(gen.generate(PACKAGE, PACKAGE, "Example"))
```

Dynamically Configurable Parameters

- To use dynamically configurable parameters in code, include the header files for *dynamic_reconfigure* server and the particular dynamic parameter header file generated from the *cfg* file:

```
#include <dynamic_reconfigure/server.h>
#include <reconfig_example/ExampleConfig.h>
```

- The name of the dynamic parameter header file is the name of the *cfg* file, with "Config" added to it.

- However, in order to generate the dynamic parameter header file, modifications must be made to *CMakeLists.txt*.

Dynamically Configurable Parameters

- Somewhere before the *catkin_package* line of *CMakeLists.txt*, this needs to be placed:

```
generate_dynamic_reconfigure_options(cfg/Example.cfg)
```

- The path to the *cfg* file must be specified relative to the package root.

- Additionally, any node that uses a *dynamic_reconfigure* server will need the following *add_dependencies* line:

```
add_dependencies(reconfig_example ${PROJECT_NAME}_gencfg)
```

Dynamically Configurable Parameters

- First, define a callback function to be called whenever a dynamic parameter is changed:

```
void reconfig(reconfig_example::ExampleConfig& config,
                                        uint32_t level)
{
  // Code goes here
}
```

- Initializing a *dynamic_reconfigure* server can be done with two lines of code in the main function:

```
dynamic_reconfigure::Server<reconfig_example::ExampleConfig> srv;
srv.setCallback(boost::bind(reconfig, _1, _2));
```

- The first line instantiates the server, and the second line binds the *reconfig* callback function to the server object.

Dynamically Configurable Parameters

- The *config* argument is a structure containing the current values of each parameter defined in the *cfg* file.
- The *level* argument is usually unused.
- The callback function is called whenever a parameter is changed in the reconfigure GUI.
- The callback is also called once at start-up when it is assigned to the *dynamic_reconfigure* server in the main function.

Dynamically Configurable Parameters

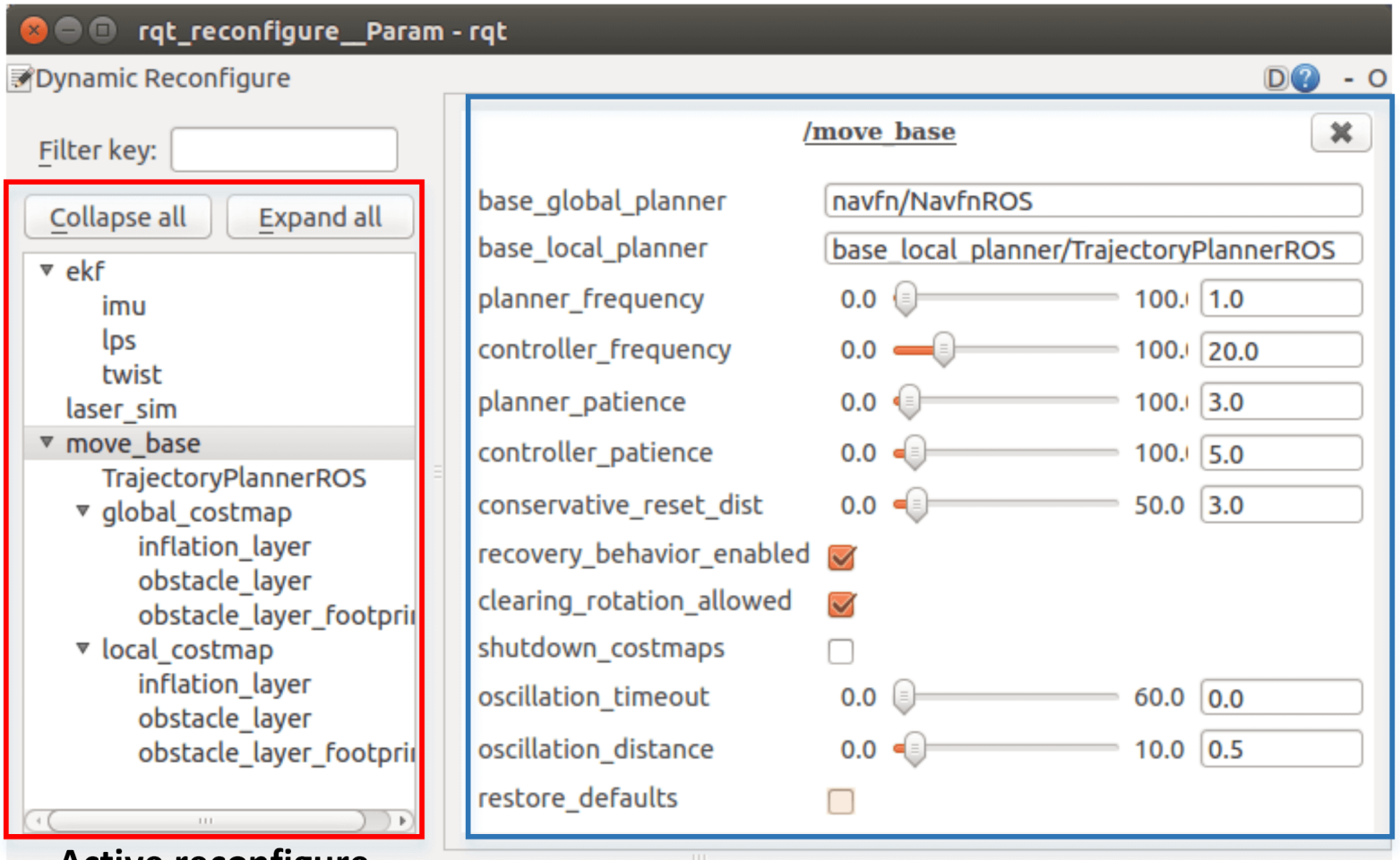
- After compiling and running any nodes with *dynamic_reconfigure* servers, open the GUI by opening a terminal and typing:

```
rosrun rqt_reconfigure rqt_reconfigure
```

- The parameters can be changed by sliding slider bars, editing text boxes, checking checkboxes, etc.

- Every time a parameter is changed, the corresponding server's reconfigure callback is called with the new set of parameters.

Dynamically Configurable Parameters



Active reconfigure servers

Parameters for selected server

Setting and Loading Parameters in Launch Files

- Specific parameters can be set directly in the *node* tag:

```
<node pkg="package_name" type="node_type" name="node_name" >
  <param name="param_name" value="param_value" />
</node>
```

  > This method is used when it makes sense to set parameters specifically for a given launch file.

- Multiple parameter values can be loaded from a YAML file:

```
<node pkg="package_name" type="node_type" name="node_name" >
  <rosparam file="{path to file}/param_file.yaml" />
</node>
```

  > This is helpful when the same set of parameters are used in many different launch files.

Setting and Loading Parameters in Launch Files

- A simple YAML file looks like this:

```
float_param: 4.5
int_param: 7
string_param: hello_world
bool_param: true
```

- In this example, a launch file can load this YAML file to assign the given values to the four parameters named *float_param*, *int_param*, *string_param* and *bool_param*.