ASSIGNMENT 4
ROS ACTIONS:

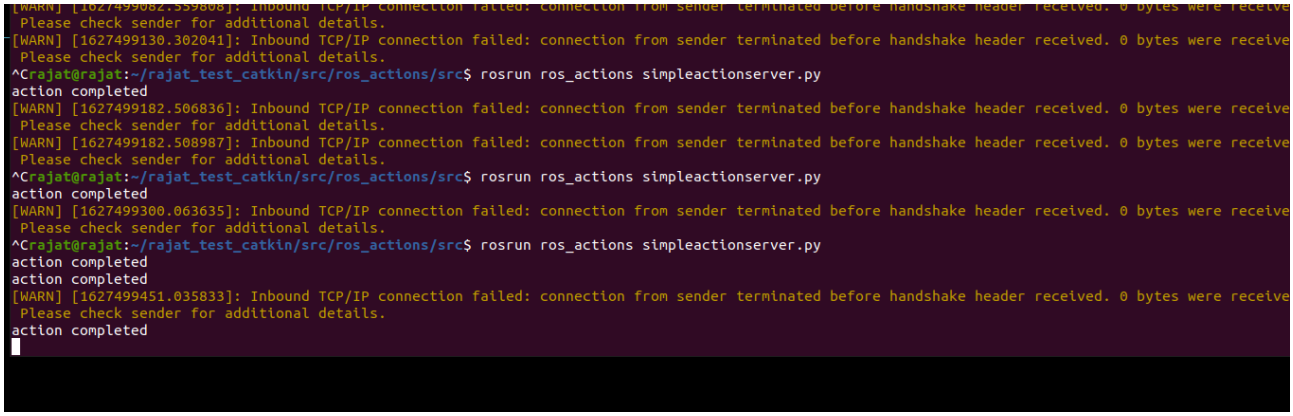
Asycnhronous call to another node functionality is called an action. An asynchrnous process here means that we don have to wait for the result and we can proceed to the other things that need to be done. The node providing the functionality will implement the Action Server.

Goal

The goal is to complete the tasks using action. The notion of goal is introduced in such a way that it can be sent to an Action Server by an Action client. While moving the base the goal would be a PoseStamped message that contains information about where the rovot should move .For instance in a arm which moves objects will have a goal containing parameters such as min speed min distance min angle etc.

Feedback
Feedback provides server implementers a way to tell an ActionClient about the incremental progress of a goal. For moving the base, this might be the robot's current pose along the path. For controlling the tilting laser scanner, this might be the time left until the scan completes.

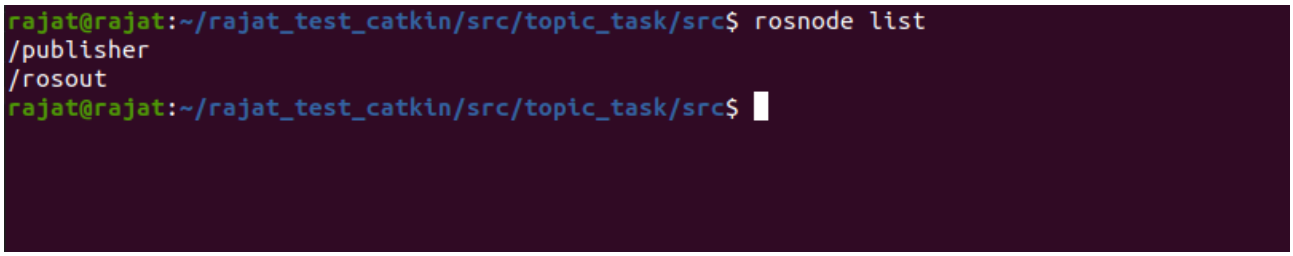
Result :
A result is sent from the ActionServer to the ActionClient upon completion of the goal. This is different from feedback, since it is sent exactly once. This is extremely useful when the purpose of the action is to provide some sort of information. For move base, the result isn't very important, but it might contain the final pose of the robot. For controlling the tilting laser scanner, the result might contain a point cloud generated from the requested scan.

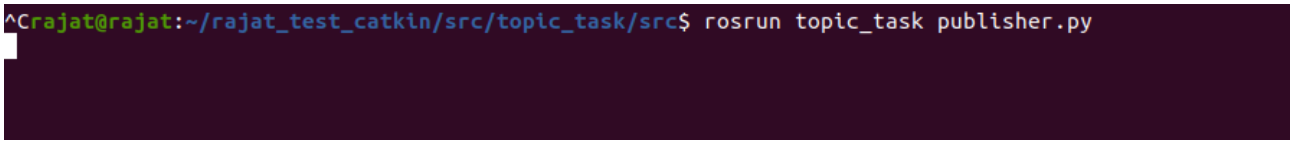


ROS Topics

Some nodes provide information for other nodes, as a camera feed would do, for example. Such a node is said to publish information that can be received by other nodes. The information in ROS is called a topic A topic defines the types of messages that will be sent concerning that topic.

The nodes that transmit data publish the topic name and the type of message to be sent. The actual data is published by the node. A node can subscribe to a topic and transmitted messages on that topic are received by the node subscribing.





ROS SERVICES:

A Service, which is defined by a pair of messages: one for the request and one for the reply. A providing ROS node offers a service under a string name, and a client calls the service by sending the request message and awaiting the reply. Client libraries usually present this interaction to the programmer as if it were a remote procedure call.

Various related services:
1) clear: Clears the turtlesim background and sets the color to the value of the background parameters.
2) reset: Resets the turtlesim to the start configuration and sets the background color to the value of the background.
3) kill: Kills a turtle by name.