

Sistemi Per il Governo dei Robot

Introduction to ROS and V-REP (CoppeliaSim)

 **ROS.org**



CoppeliaSim

from the creators of V-REP

Introduction to ROS and V-REP

ROS: Introduction

What is ROS?

- ROS (Robot Operative System) is an open-source, meta-operating system (or middleware) for robots. It provides the services you would expect from an operating system, including hardware abstraction, low-level device control, implementation of commonly-used functionality, message-passing between processes, and package management.
- It provides tools and libraries for obtaining, building, writing, and running code across multiple computers.
- Code can be written in several languages like C++ or Python.

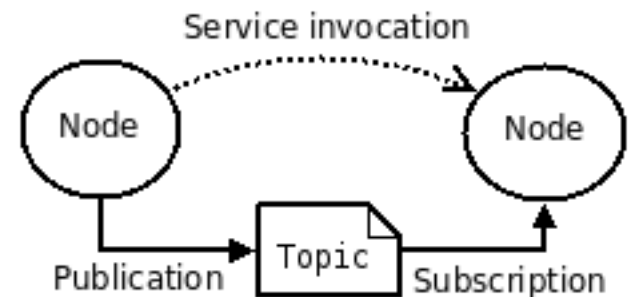
ROS mainly works on Linux!

[<http://wiki.ros.org>]

Introduction to ROS and V-REP

ROS: Key concepts

- **Nodes**: are processes that perform computation (programs). Nodes may control lasers or range-finders, joints or wheel motors, perform localization, path planning, and so on. Organized in **packages**.
- **Master**: provides name registration and lookup nodes. Without the Master, nodes would not be able to find each other or communicate (can be shared among different machines).
- **Communication**: is generally asynchronous using callbacks.
 - **Topics**: transport system with publish/subscribe semantics (similar to pipes).
 - **Services**: One-shot requests.
 - **Actions**: One-shot requests, with control.



Introduction to ROS and V-REP

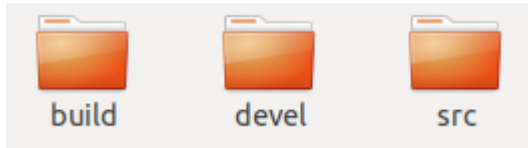
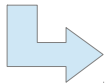
ROS: organization and custom packages

Install and configure ROS:

<http://wiki.ros.org/ROS/Tutorials/InstallingandConfiguringROSEnvironment>



Workspace of ROS (catkin_ws or ros_ws)

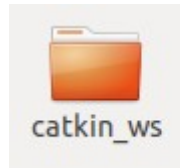


Introduction to ROS and V-REP

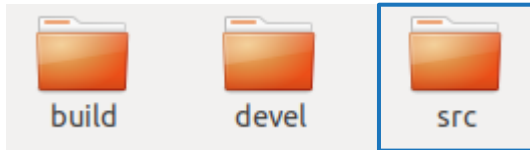
ROS: organization and custom packages

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Workspace of ROS (catkin_ws or ros_ws)



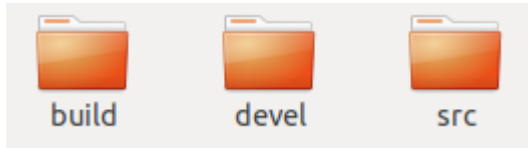
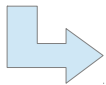
Packages

Introduction to ROS and V-REP

ROS: organization and custom packages

Create a custom ROS package:

<http://wiki.ros.org/ROS/Tutorials/CreatingPackage>



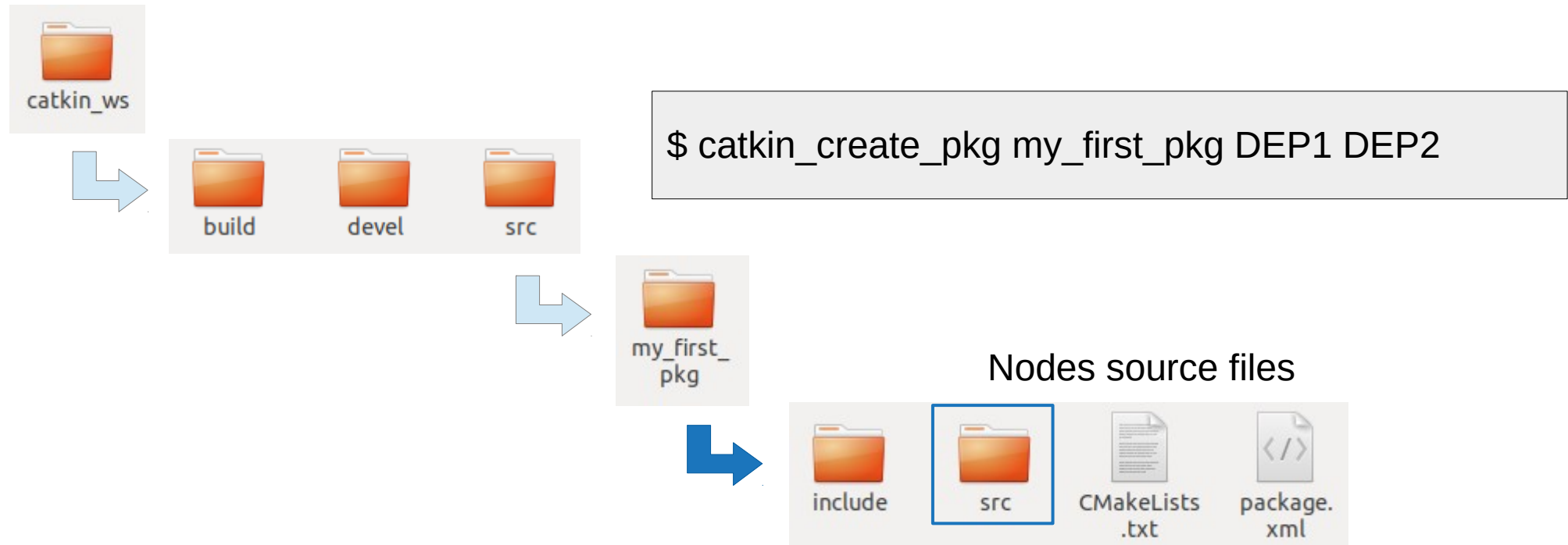
```
$ catkin_create_pkg my_first_pkg DEP1 DEP2
```

Introduction to ROS and V-REP

ROS: organization and custom packages

Create a ROS package:

<http://wiki.ros.org/ROS/Tutorials/CreatingPackage>



Introduction to ROS and V-REP

ROS: node example (C++)

Publisher/subscriber example:

<http://wiki.ros.org/ROS/Tutorials/WritingPublisherSubscriber%28c%2B%2B%29>

```
1  #include "ros/ros.h"
2  #include "std_msgs/String.h"
3
4  #include <sstream>
5
6  void myRosCallback(const std_msgs::String::ConstPtr& msg)
7  {
8      ROS_INFO("I heard: [%s]", msg->data.c_str());
9  }
10
11 int main(int argc, char **argv)
12 {
13     ros::init(argc, argv, "my_node");
14     ros::NodeHandle n;
15
16     ros::Publisher pub = n.advertise<std_msgs::String>("say_hello", 1000);
17     ros::Subscriber sub = n.subscribe("hear_hello", 1000, myRosCallback);
18
19     ros::Rate loop_rate(10);
20
```

Initialize ROS and enable publisher and subscriber (the latter with callback)

Publish into the main loop. The message is received asynchronously

```
21     while (ros::ok())
22     {
23         std_msgs::String msg;
24
25         std::stringstream ss;
26         ss << "hello world";
27         msg.data = ss.str();
28
29         pub.publish(msg);
30
31         ros::spinOnce();
32
33         loop_rate.sleep();
34     }
35
36     return 0;
37 }
```


Introduction to ROS and V-REP

ROS: packages from repository

ROS have a huge community that continuously develop packages and nodes (often implementing state-of-the-art algorithms).

There are thousands of packages and nodes!

```
$ sudo apt-get install ros-DISTRO-PKG_NAME
```

(e.g.)

```
$ sudo apt-get install ros-melodic-amcl
```

DISTRO: Melodic
PKG: Adaptive Monte Carlo Localization

Introduction to ROS and V-REP

ROS: useful commands (nodes)

```
$ roscore
```



Starts the roscore, this have to be always running.

```
$ rosruntime PKG_NAME NODE_NAME
```



Starts a ROS node.

```
$ roslaunch PKG_NAME LAUNCH_FILE_NAME
```



Starts a .launch file. This allows multiple nodes to be started.

```
$ rostopic list
```



Plots the list of all nodes running.

```
$ catkin_make
```



Compiles all C++ nodes and packages.

Introduction to ROS and V-REP

ROS: useful commands (nodes)

```
$ roscore
```



Starts the roscore, this have to be always running.

```
$ rosrun PKG_NAME NODE_NAME
```



Starts a ROS node.

```
$ roslaunch PKG_NAME LAUNCH_FILE_NAME
```



Starts a .launch file. This allows multiple nodes to be started.

```
$ rosnode list
```



Plots the list of all nodes running.

```
$ catkin_make -DCATKIN_WHITELIST_PACKAGES="PKG_NAME"
```



Compiles a single package

Introduction to ROS and V-REP

ROS: useful commands (topics)

```
$ rostopic list
```



Lists all topics published or subscribed by running nodes.

```
$ rostopic info TOPIC_NAME
```



Plots the info of a topic like type or publishing subscribing nodes.

```
$ rostopic echo TOPIC_NAME
```



Plots the value of a topic in real-time.

```
$ rostopic pub TOPIC_NAME TYPE VALUE
```



Publish a value on a topic.

```
$ rviz
```



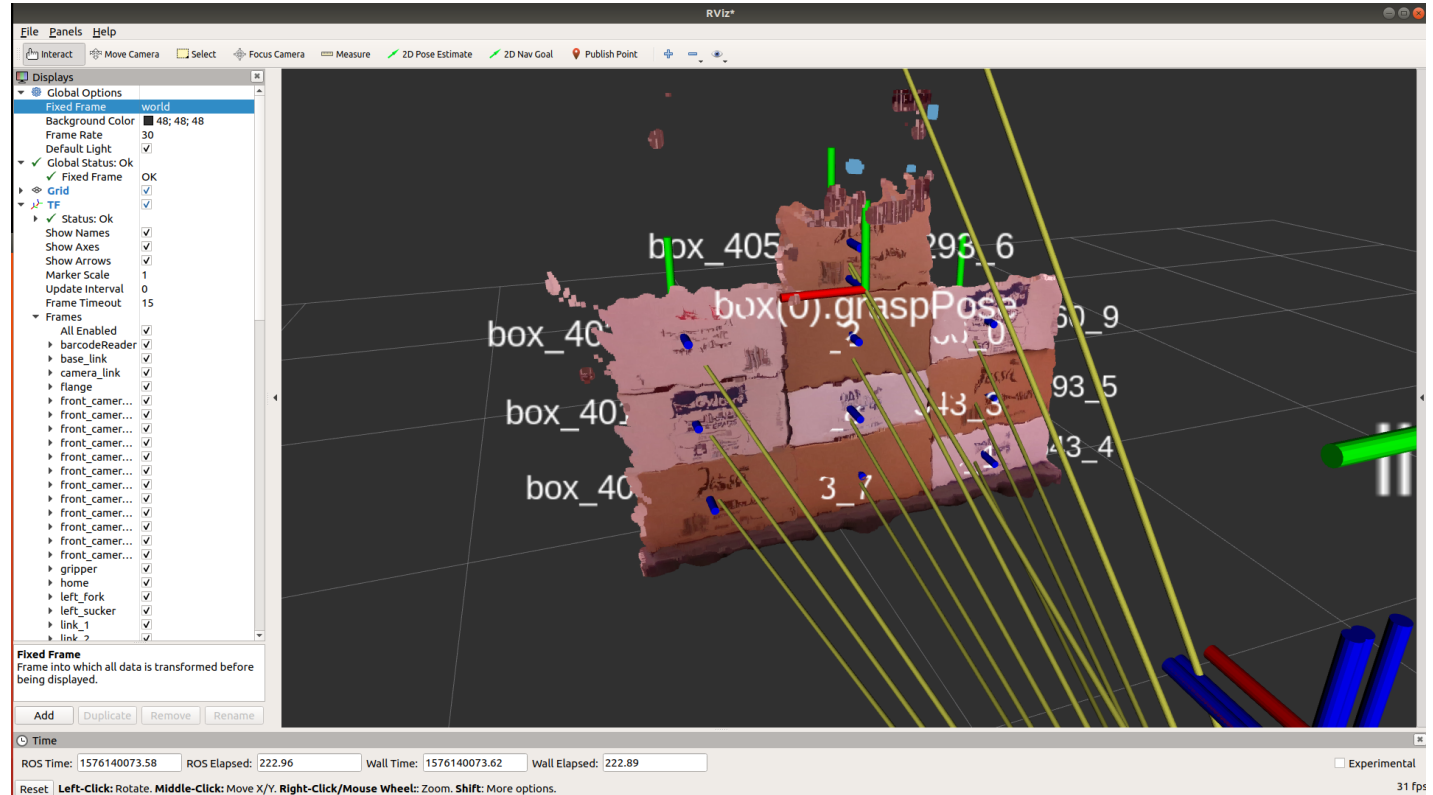
Graphical visualization of topics.

Introduction to ROS and V-REP

ROS: rviz

Graphical visualization of topics.

Rviz is a special node that subscribes to topics and provide to some of them a graphical visualization.

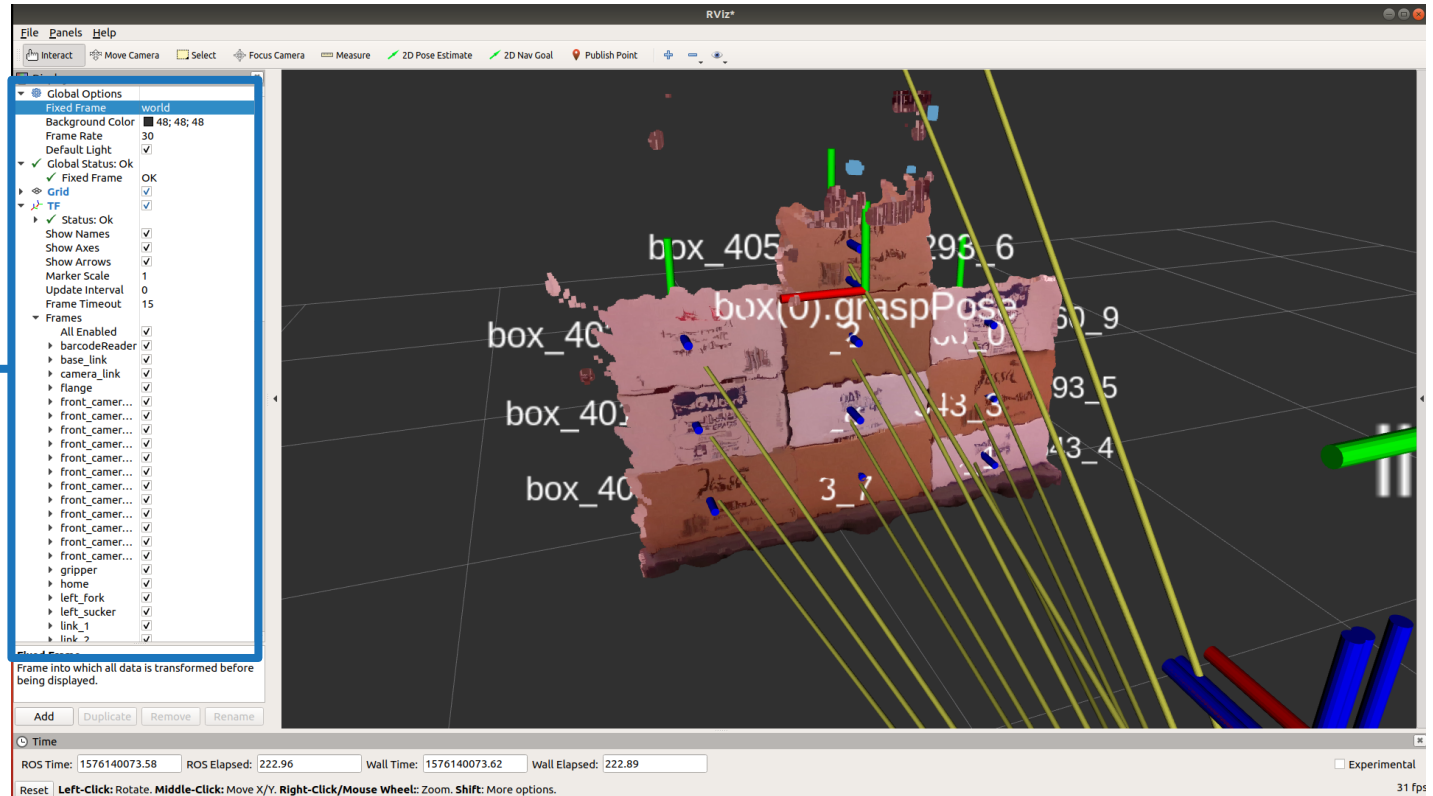


Introduction to ROS and V-REP

ROS: rviz

Graphical visualization of topics.

List of visualized objects and topics



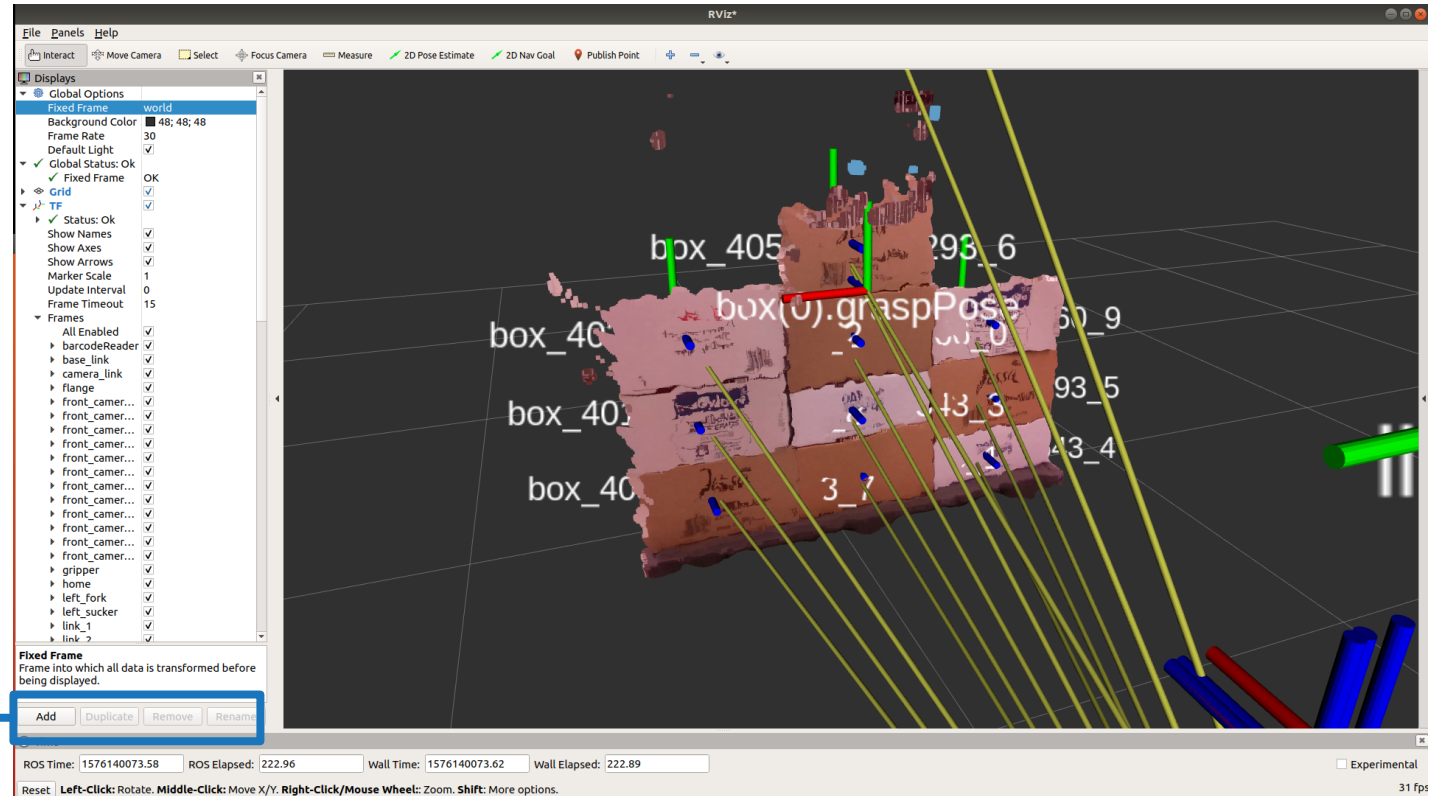
Introduction to ROS and V-REP

ROS: rviz

Graphical visualization of topics.

List of visualized objects and topics

Add/remove topics from visualization



Introduction to ROS and V-REP

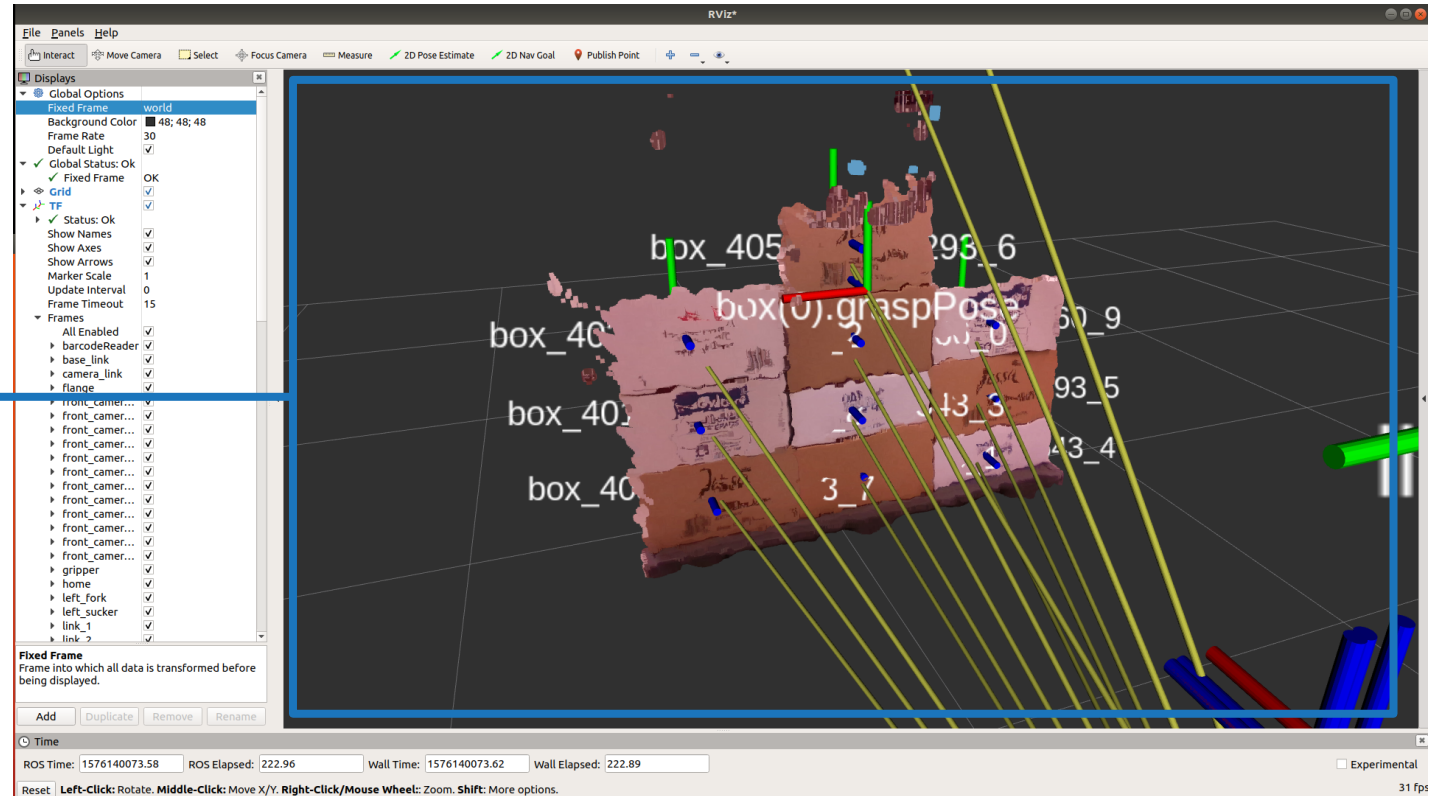
ROS: rviz

Graphical visualization of topics.

List of visualized objects and topics

Add/remove topics from visualization

Visualization environment



Introduction to ROS and V-REP

ROS: rviz

Graphical visualization of topics.

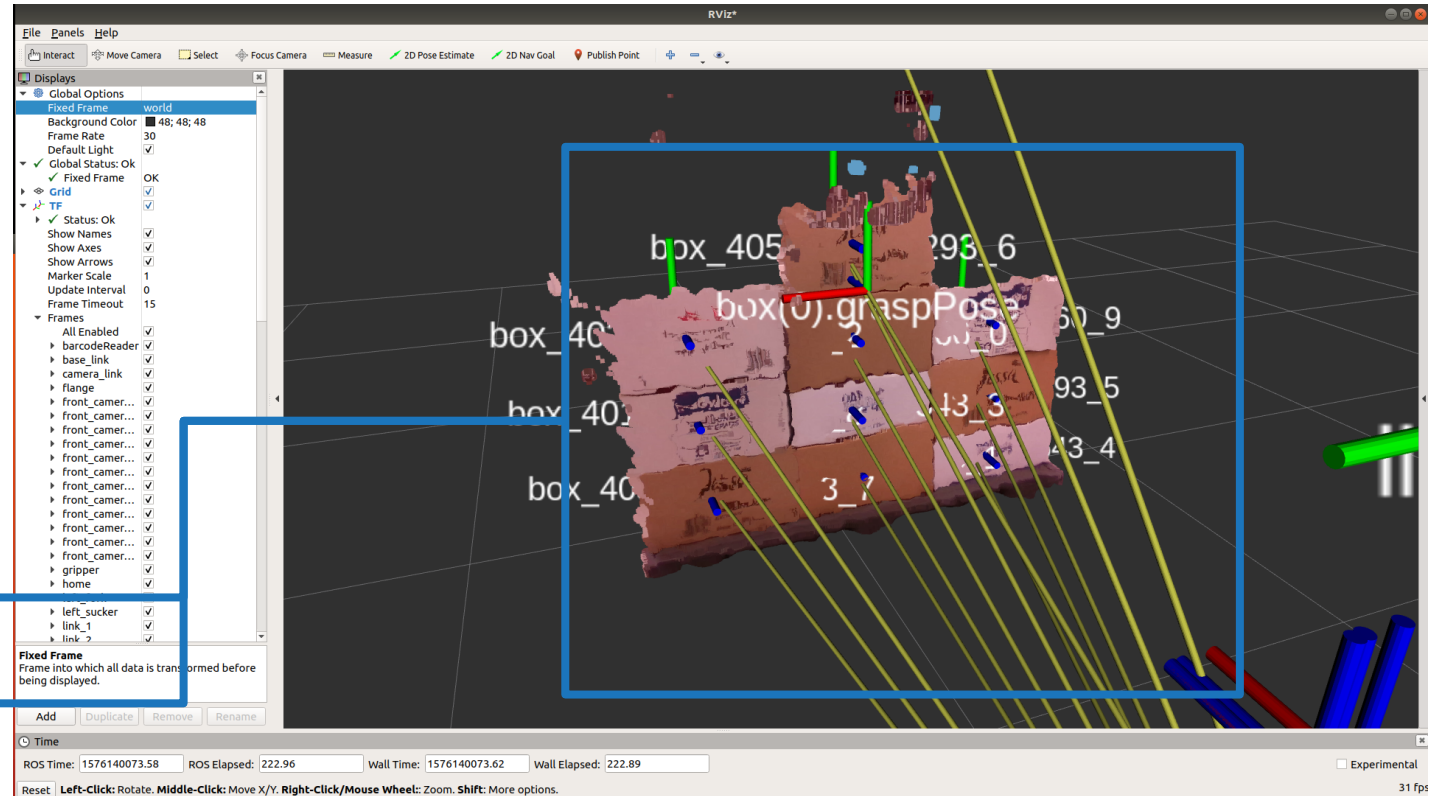
List of visualized objects and topics

Add/remove topics from visualization

Visualization environment

Colored pointcloud

Frames transforms



Introduction to ROS and V-REP

V-REP: Introduction

What is V-REP? To be precise, it is no more! From v4.0 it is CoppeliaSim.

- CoppeliaSim is a robot simulator, with integrated development environment. It is based on a distributed control architecture: each object/model can be individually controlled via an embedded script, a plugin, a ROS or BlueZero node, a remote API client, or a custom solution. This makes CoppeliaSim very versatile and ideal for multi-robot applications.
- Controllers can be written in C/C++, Python, Java, Lua, Matlab or Octave. **The integrated environment is Lua.**

CoppeliaSim works on Windows also!

[<https://www.coppeliarobotics.com>]

Introduction to ROS and V-REP

V-REP: Key concepts

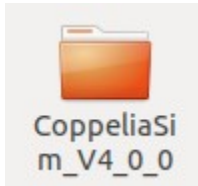
- **Scenes:** are simulated environments that contain static and dynamic objects (models) interacting each other. Specified in .ttx files.
- **Models:** are sub-elements of a scene that can be hierarchically defined by other sub-models. Specified in .ttm files.
- **Scripts:** are processes associated with models that runs during the simulation. Allow scene customization: reading sensors, moving joints, real-time setting poses of models, etc.
 - **Main:** contains the basic code that allows a simulation to run. Without main script, a simulation won't do anything.
 - **Non-threaded:** contain a collection of blocking functions and are called each step of the simulation by the main-script.
 - **Threaded:** are scripts that will launch in a thread.

Introduction to ROS and V-REP

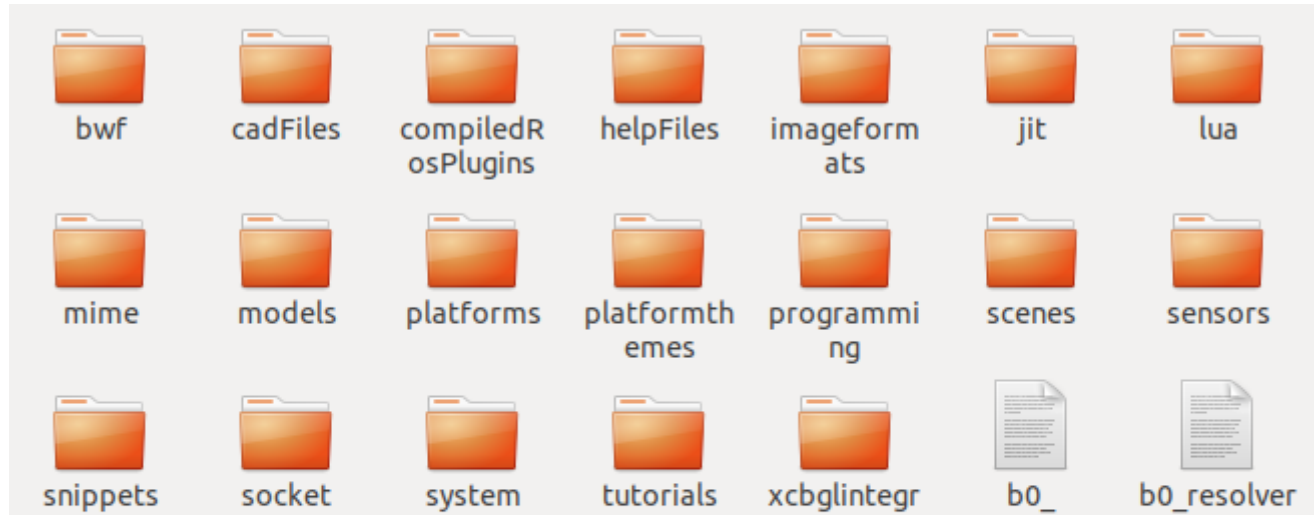
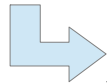
V-REP: organization

Download CoppeliaSim:

<https://www.coppeliarobotics.com/downloads> (EDU version is free)



Workspace: just extract the folder into your home directory.



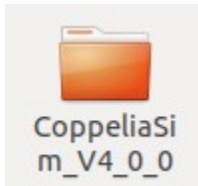
There are tons of files inside this folder.

Introduction to ROS and V-REP

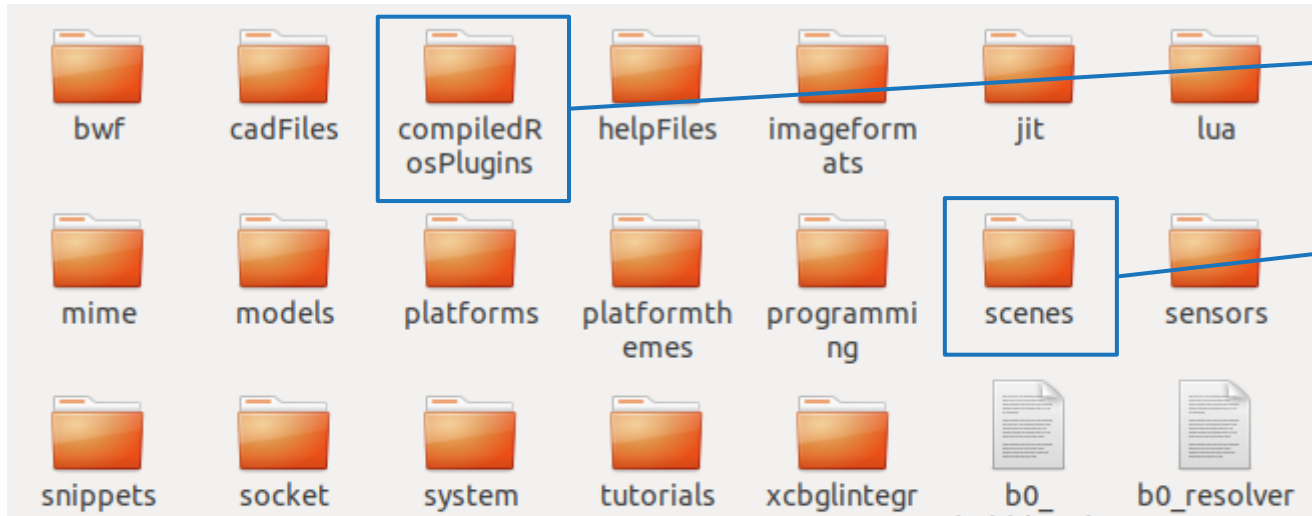
V-REP: organization

Download CoppeliaSim:

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Workspace: just extract the folder into your home directory.



Enables ROS communication.

Contains scenes.

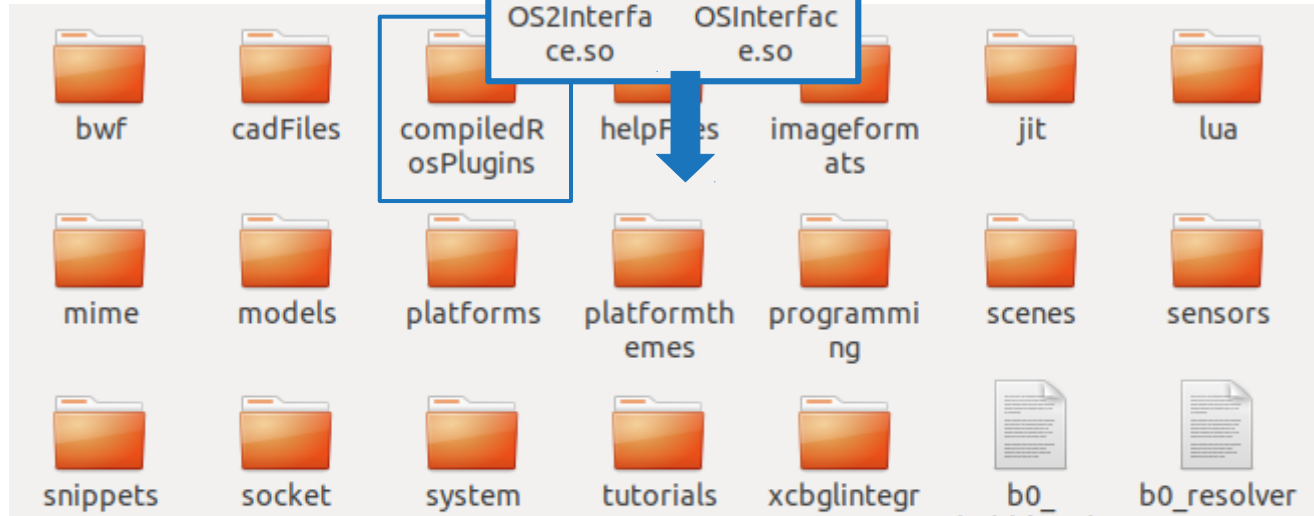
There are several useful built-in scenes!

Introduction to ROS and V-REP

V-REP: ROS interface

Enable ROS interface:

<https://www.coppeliarobotics.com/helpFiles/index.html> (ROS section)



Copy both files into the main dir to enable ROS communication

Introduction to ROS and V-REP

V-REP: Start simulator with ROS

The simulator is associated to a special node that subscribes or publishes user-defined topics. This node is started when the simulator starts. You can see it from `rostopic list`.



```
$ roscore
```

Terminal A



```
$ cd CoppeliaSim_V4_0_0/  
$ ./coppeliaSim.sh
```

Terminal B

You should see some messages on start

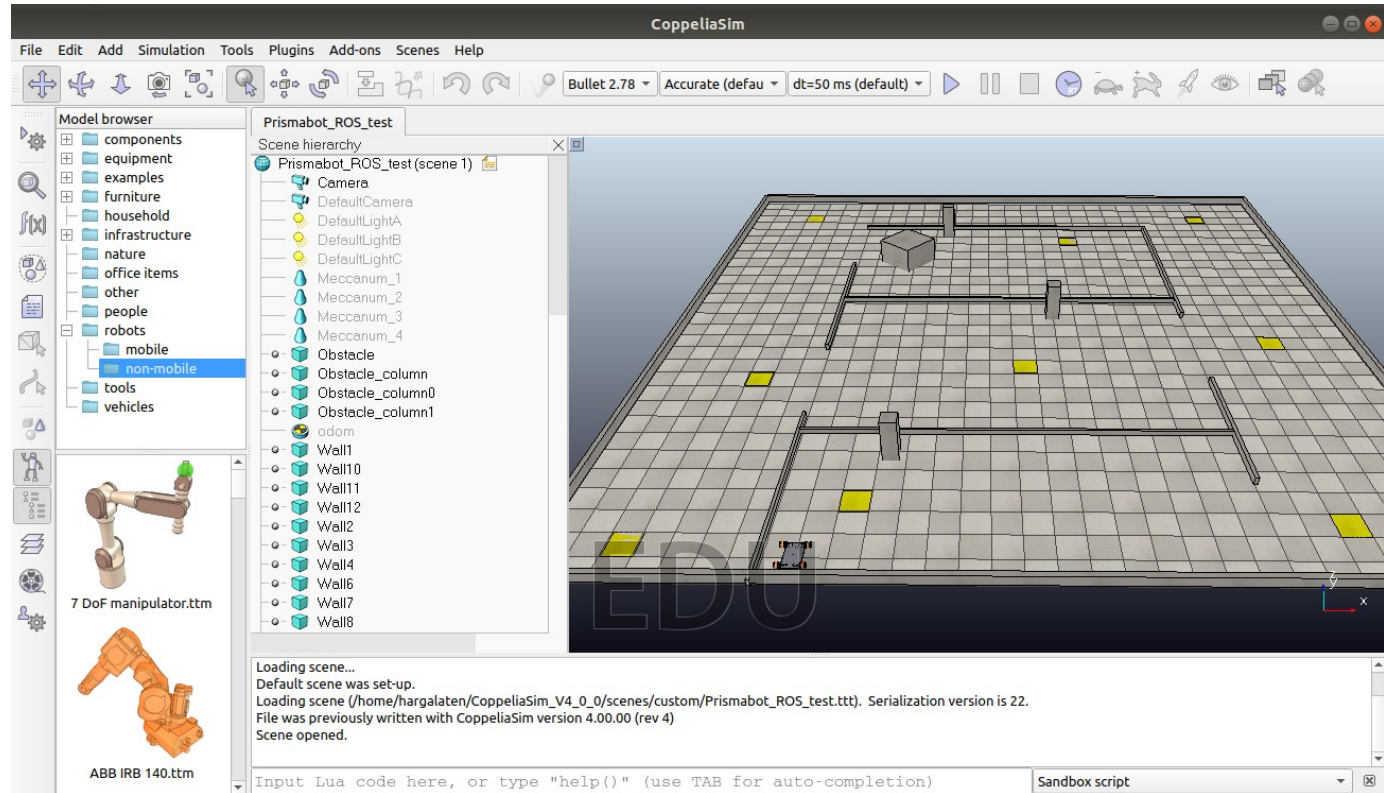
```
Plugin 'ROSInterface': loading..  
Plugin 'RosInterface': warning: replaced variable 'simROS'  
Plugin 'ROSInterface': load succeeded.
```

Introduction to ROS and V-REP

V-REP: description

CoppeliaSim GUI

CoppeliaSim is highly configurable from the GUI. This allows to drag-and-drop models into the scene, to set their initial position, to add/remove scripts, etc.

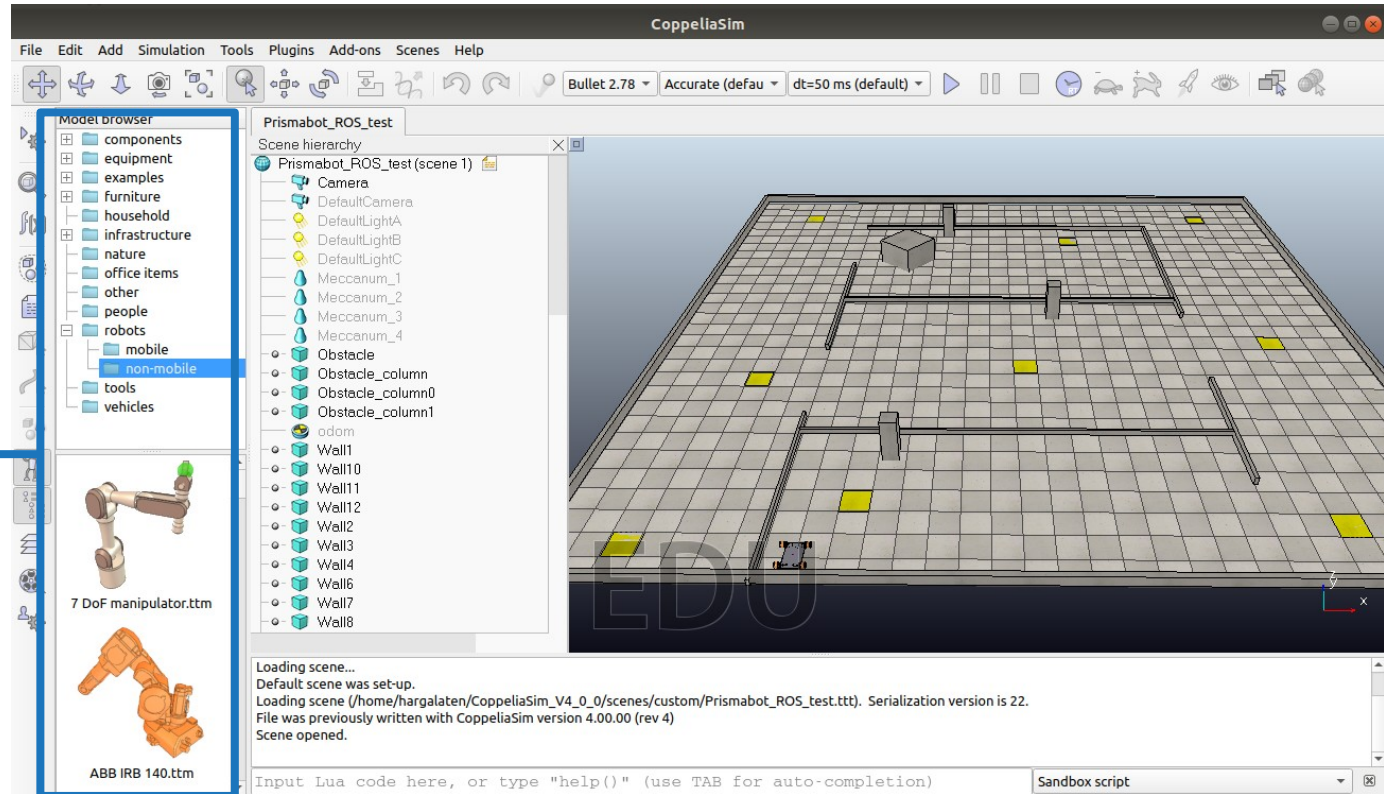


Introduction to ROS and V-REP

V-REP: description

CoppeliaSim GUI

List of built-in models



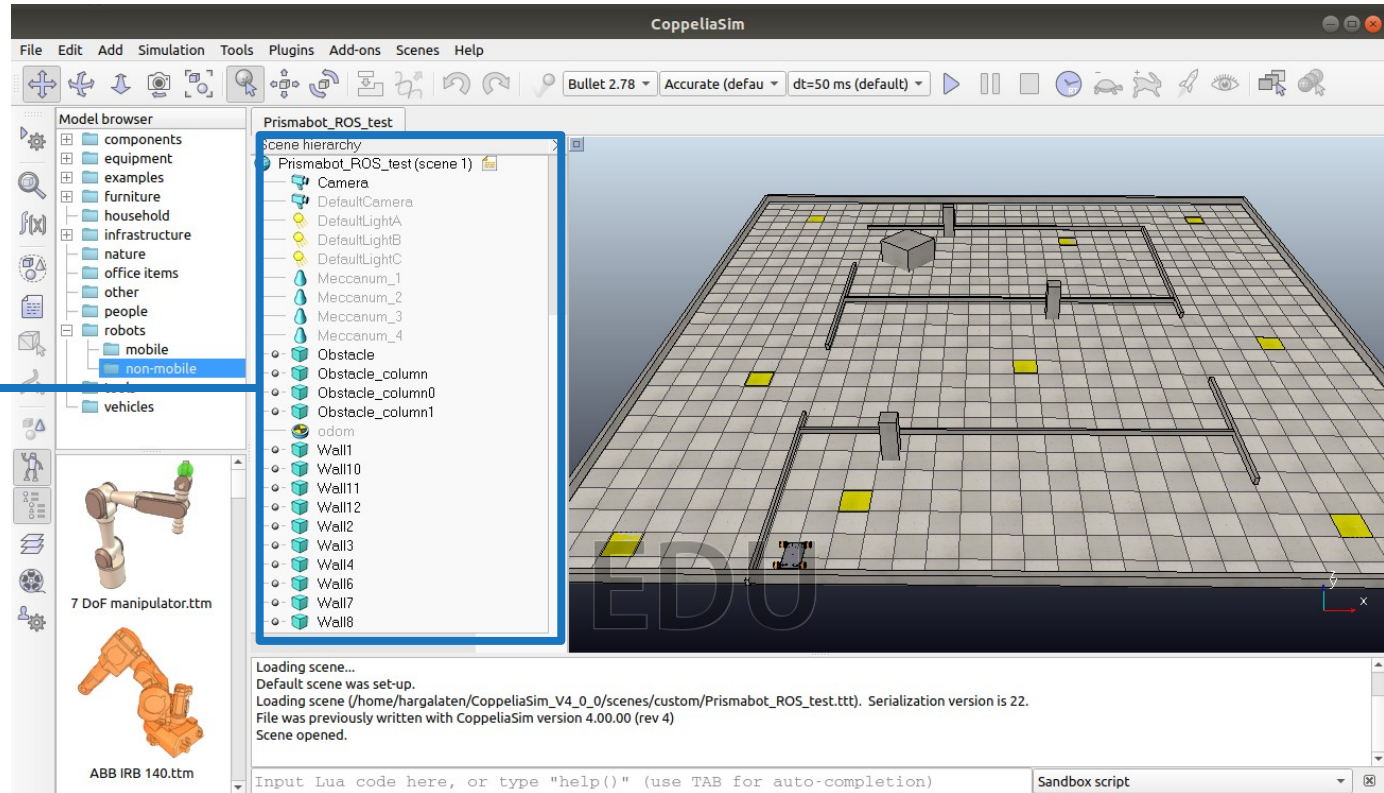
Introduction to ROS and V-REP

V-REP: description

CoppeliaSim GUI

List of built-in models

Tree of models



Introduction to ROS and V-REP

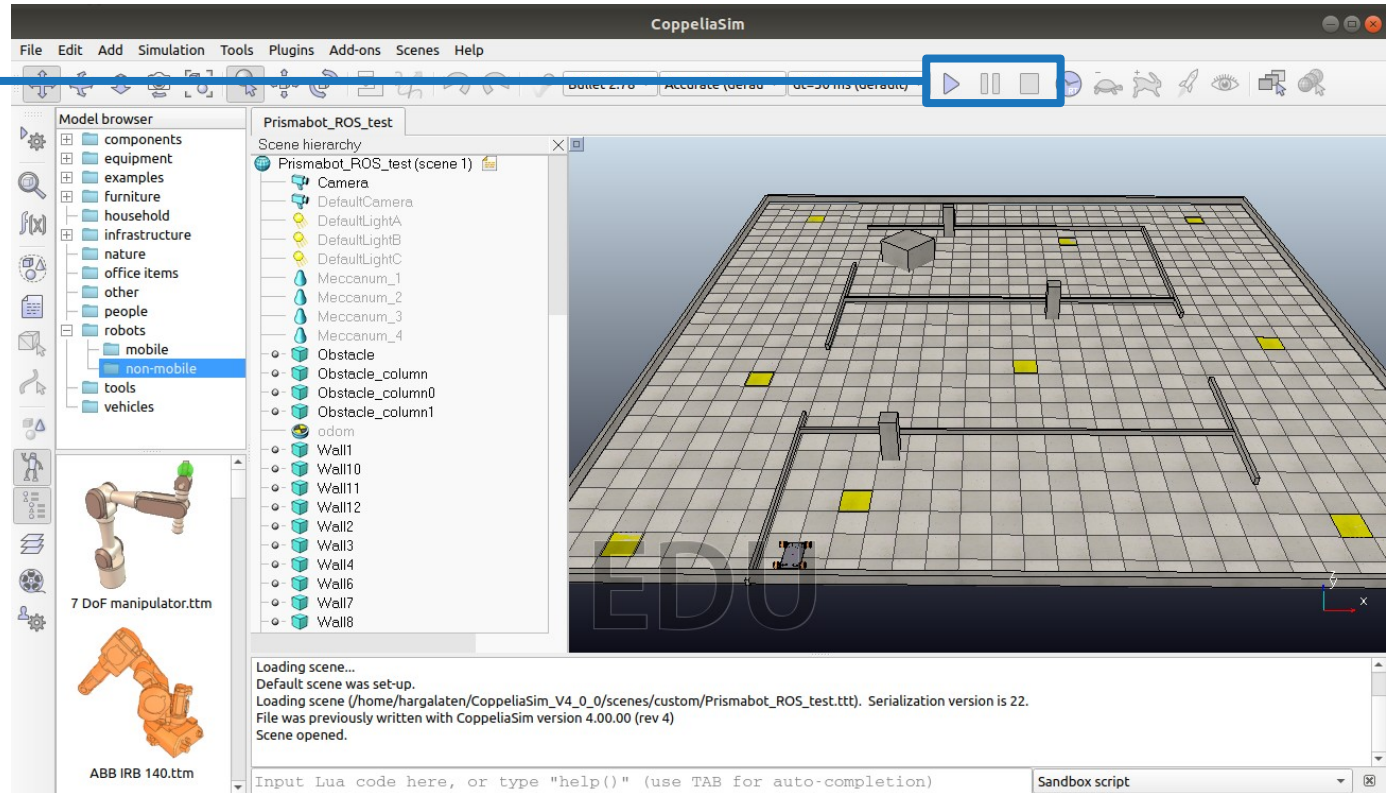
V-REP: description

CoppeliaSim GUI

List of built-in models

Tree of models

Start/pause/stop simulation



Introduction to ROS and V-REP

V-REP: description

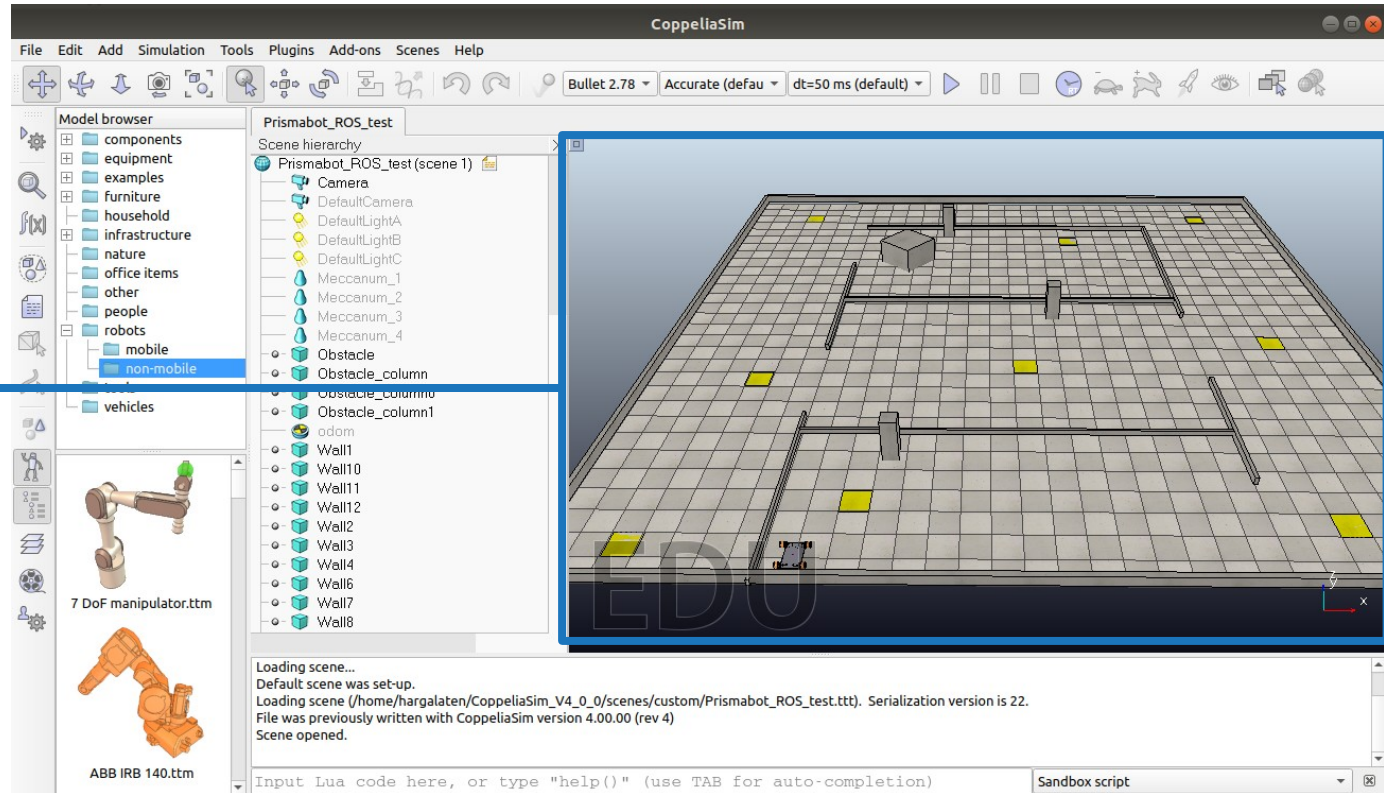
CoppeliaSim GUI

List of built-in models

Tree of models

Start/pause/stop simulation

Visualized scene



Introduction to ROS and V-REP

V-REP: description

CoppeliaSim GUI

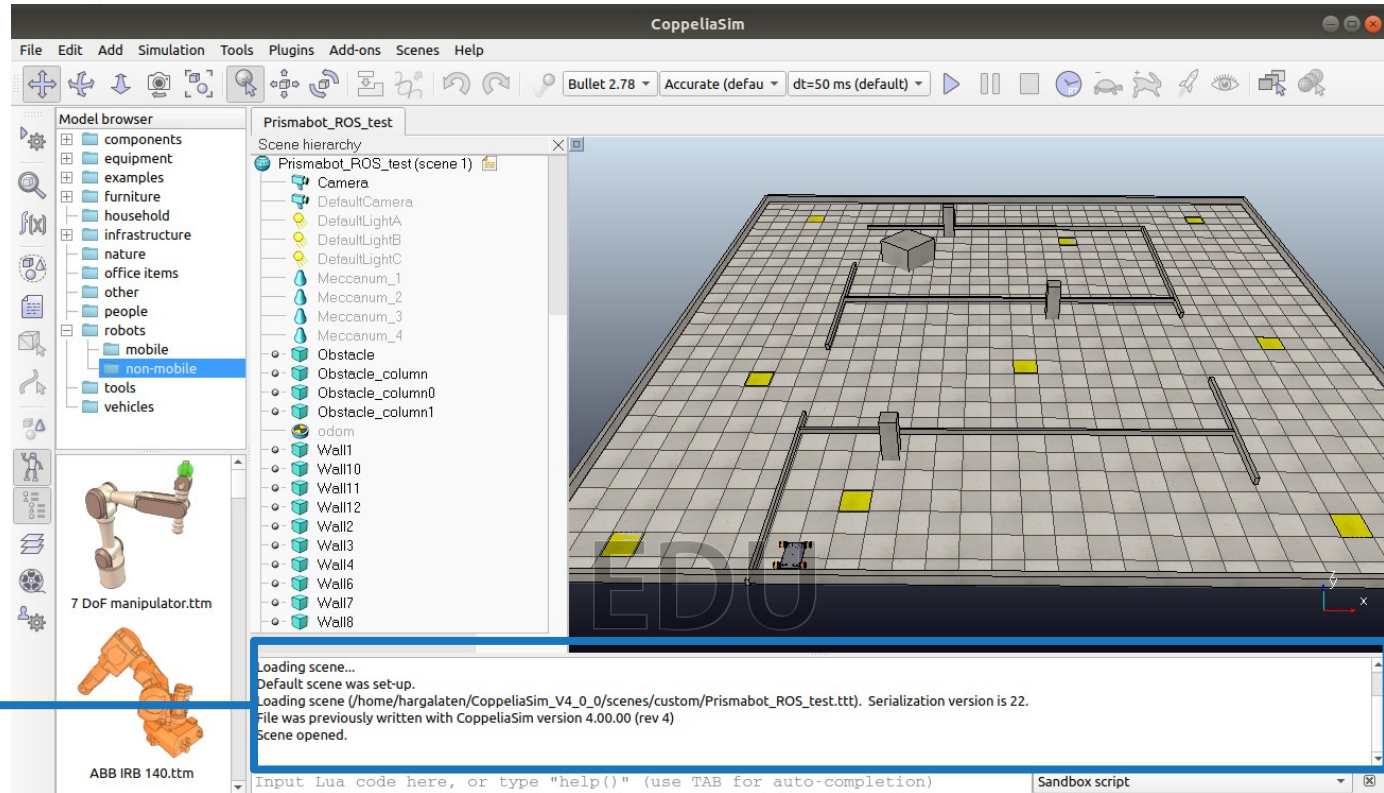
List of built-in models

Tree of models

Start/pause/stop simulation

Visualized scene

Output terminal



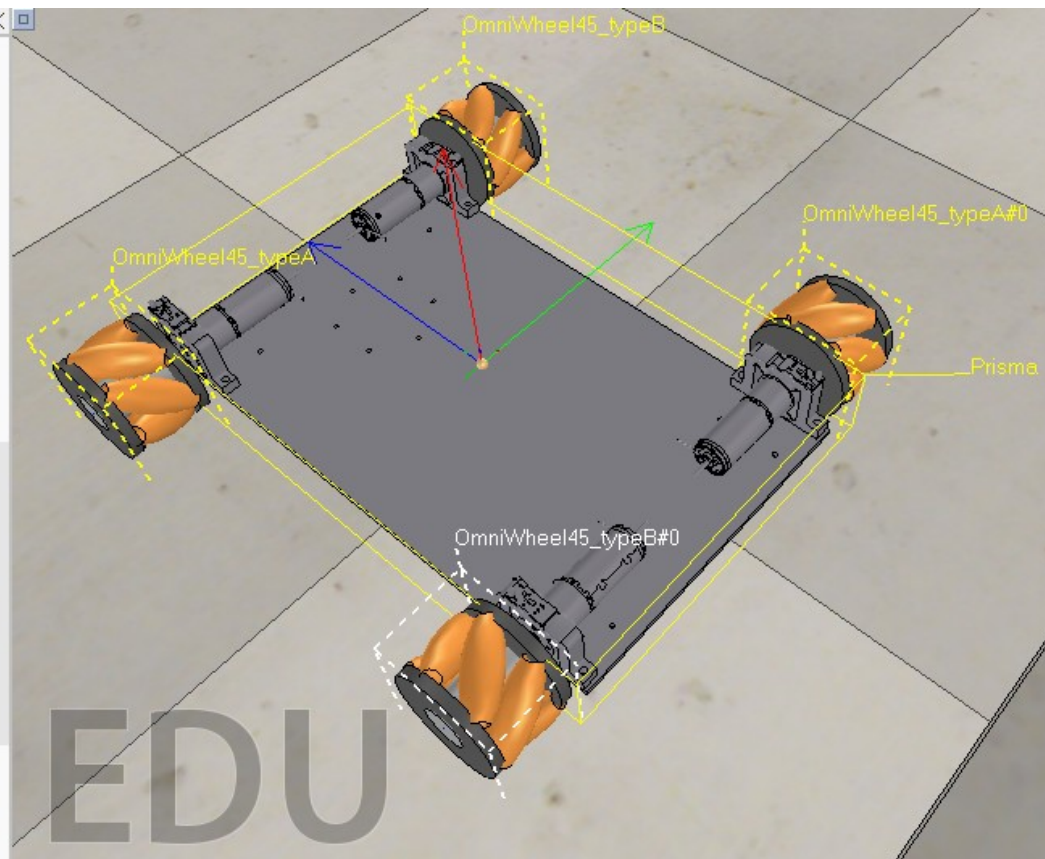
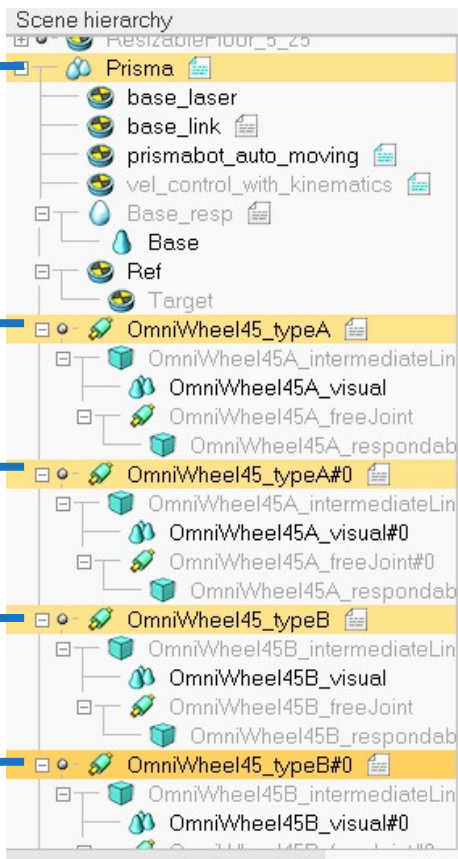
Introduction to ROS and V-REP

V-REP: models hierarchy

CoppeliaSim GUI

Root of the robot

Four omni-wheels selected



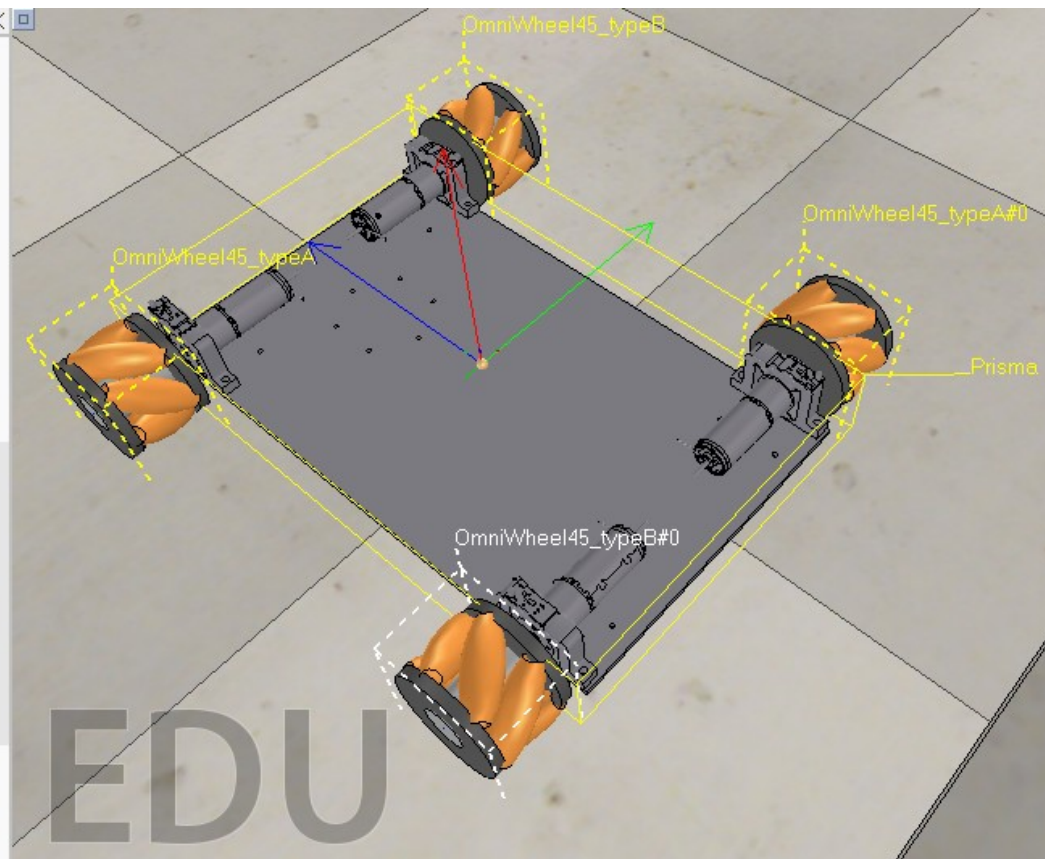
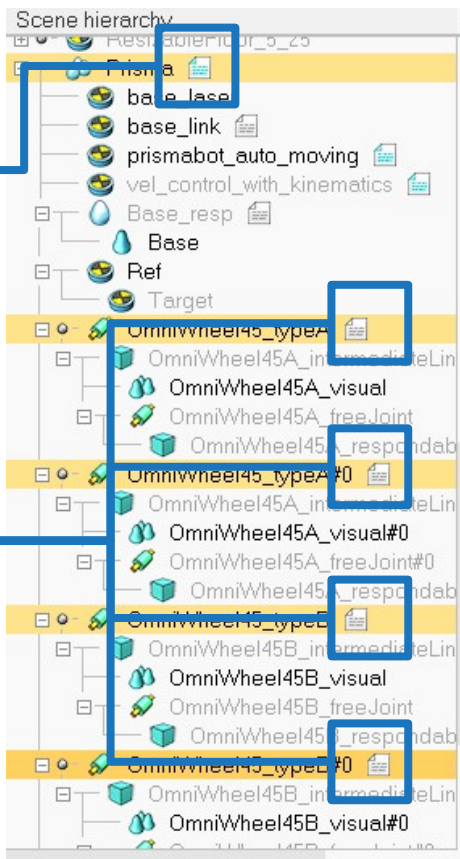
Introduction to ROS and V-REP

V-REP: models hierarchy

CoppeliaSim GUI

Robot main threaded script

omni-wheels non-threaded scripts



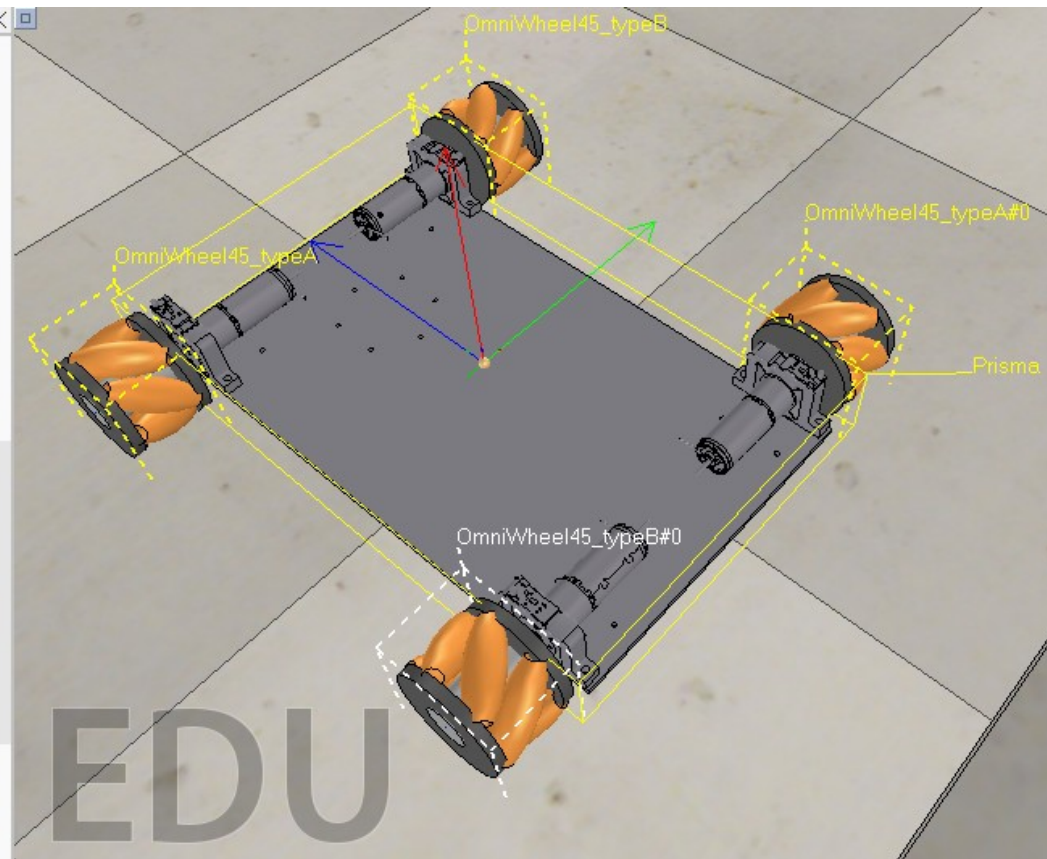
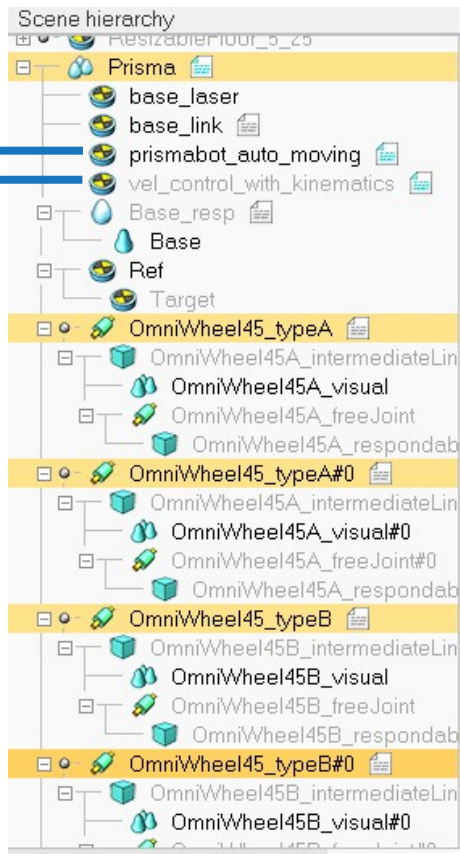
Introduction to ROS and V-REP

V-REP: scripts

CoppeliaSim GUI

Autonomous movement script

Velocities from ROS script



Introduction to ROS and V-REP

V-REP: scripts

Script GUI (Lua)

CoppeliaSim provides a built-in editor for scripts, just double-click on a script icon to open it.

When a new script is created with the GUI (right-click -> add child script) the template of a script is given by default

```
Threaded child script (vel_control_with_kinematics)
1
2 function prismabot_fs_callback(msg)
3     sim.setFloatSignal('prismabot_fs_signal',msg.data)
4     sim.addStatusbarMessage('fs_cb: '..msg.data)
5 end
6
7 function prismabot_ls_callback(msg)
8     sim.setFloatSignal('prismabot_ls_signal',msg.data)
9     sim.addStatusbarMessage('ls_cb: '..msg.data)
10 end
11
12 function prismabot_ts_callback(msg)
13     sim.setFloatSignal('prismabot_ts_signal',msg.data)
14     sim.addStatusbarMessage('ts_cb: '..msg.data)
15 end
16
17 -- thread start
18 function sysCall_threadmain()
19     sim.setThreadSwitchTiming(2) -- Default timing for automatic thread switching
20
21     wheelJoints={-1,-1,-1,-1} -- front left, rear left, rear right, front right
22     wheelJoints[1]=sim.getObjectHandle('OmniWheel45_typeA')
23     wheelJoints[2]=sim.getObjectHandle('OmniWheel45_typeB#0')
24     wheelJoints[3]=sim.getObjectHandle('OmniWheel45_typeA#0')
25     wheelJoints[4]=sim.getObjectHandle('OmniWheel45_typeB')
26     --Prismabot dimensions in meters
27     robot_semi_len = 0.2
28     robot_semi_wdt = 0.2
29     wheel_ray      = 0.05
30
31     subscriber1ID=simROS.subscribe('/prismabot/fs', 'std_msgs/Float32', 'prismabot_fs_callback')
32     simROS.subscriberTreatUInt8ArrayAsString(subscriber1ID)
33
```

Introduction to ROS and V-REP

V-REP: scripts

Velocities from ROS

3 callbacks



```
1
2 function prismabot_fs_callback(msg)
3     sim.setFloatSignal('prismabot_fs_signal',msg.data)
4     sim.addStatusBarMessage('fs_cb: '..msg.data)
5 end
6
7 function prismabot_ls_callback(msg)
8     sim.setFloatSignal('prismabot_ls_signal',msg.data)
9     sim.addStatusBarMessage('ls_cb: '..msg.data)
10 end
11
12 function prismabot_ts_callback(msg)
13     sim.setFloatSignal('prismabot_ts_signal',msg.data)
14     sim.addStatusBarMessage('ts_cb: '..msg.data)
15 end
16
```

Introduction to ROS and V-REP

V-REP: scripts

Velocities from ROS

3 subscribers

```
16
17 -- thread start
18 function sysCall_threadmain()
19     sim.setThreadSwitchTiming(2) -- Default timing for automatic thread switching
20
21     wheelJoints={-1,-1,-1,-1} -- front left, rear left, rear right, front right
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24     wheelJoints[3]=sim.getObjectHandle('OmniWheel45_typeA#0')
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26     --Prismabot dimensions in meters
27     robot_semi_len = 0.2
28     robot_semi_wdt = 0.2
29     wheel_ray      = 0.05
30
31     subscriber1ID=simROS.subscribe('/prismabot/fs', 'std_msgs/Float32', 'prismabot_fs_callback')
32     simROS.subscriberTreatUInt8ArrayAsString(subscriber1ID)
33
34     subscriber2ID=simROS.subscribe('/prismabot/lr', 'std_msgs/Float32', 'prismabot_lr_callback')
35     simROS.subscriberTreatUInt8ArrayAsString(subscriber2ID)
36
37     subscriber3ID=simROS.subscribe('/prismabot/tr', 'std_msgs/Float32', 'prismabot_tr_callback')
38     simROS.subscriberTreatUInt8ArrayAsString(subscriber3ID)
39
```

Introduction to ROS and V-REP

V-REP: scripts

Velocities from ROS

Get 3 velocities

Get 4 wheels velocities

Set to joints

```
52 while(true) do
53     sim.waitForSignal('prismabot_fs_signal')
54     fs=sim.getFloatSignal('prismabot_fs_signal')--*2
55     sim.waitForSignal('prismabot_ls_signal')
56     ls=sim.getFloatSignal('prismabot_ls_signal')--*2
57     sim.waitForSignal('prismabot_ts_signal')
58     ts=sim.getFloatSignal('prismabot_ts_signal')--*2
59
60     --Prismabot-base kinematics
61     fs_motor = fs / wheel_ray
62     ts_motor = ( ( robot_semi_len + robot_semi_wdt ) * ts ) / wheel_ray
63     ls_motor = ls / wheel_ray
64
65     bl_vel = fs_motor - ts_motor + ls_motor
66     br_vel = fs_motor + ts_motor - ls_motor
67     fl_vel = fs_motor - ts_motor - ls_motor
68     fr_vel = fs_motor + ts_motor + ls_motor
69
70     sim.setJointTargetVelocity(wheelJoints[1],fl_vel)
71     sim.setJointTargetVelocity(wheelJoints[2],bl_vel)
72     sim.setJointTargetVelocity(wheelJoints[3],br_vel)
73     sim.setJointTargetVelocity(wheelJoints[4],fr_vel)
74
75
76     sim.clearFloatSignal('prismabot_fs_signal')
77     sim.clearFloatSignal('prismabot_ls_signal')
78     sim.clearFloatSignal('prismabot_ts_signal')
79
80 end
81 end
```

Introduction to ROS and V-REP

Running example

roscore

gmapping
(SLAM)

pointcloud to
laserscan

rviz

coppeliaSim

The image shows a ROS terminal window on the left and a V-REP simulation environment on the right. The terminal displays the following output:

```
process[rosout-1]: started with pid [5665]
started core service [/rosout]

hargalaten@hargalaten-Lenovo-B50-80:~/catkin_ws_42
hargalaten@hargalaten-Lenovo-B50-80:~/catk
in_ws$ rosrn gmapping slam_gmapping scan:
=vrep/prismabot/scan

/opt/ros/melodic/share/pointcloud_to_laserscan/laun
ts, underscores, and dashes.
process[pointcloud_to_laserscan-1]: starte
d with pid [7869]

hargalaten@hargalaten-Lenovo-B50-80:~/catkin_ws_42
[ INFO ] [1586427579.640652123]: Creating 1
swatches

hargalaten@hargalaten-Lenovo-B50-80:~/CoppeliaSim
plugin 'DynamicsBullet_2_78'...
Engine version: 2.78
Plugin version: 11
Initialization successful.
Initializing the Bullet physics engine in
plugin 'DynamicsBullet_2_78'...
Engine version: 2.78
Plugin version: 11
Initialization successful.
Initializing the Bullet physics engine in
```

The V-REP simulation environment shows a 3D view of a robot (a small black and white car) on a grid floor. The robot is surrounded by a rectangular obstacle course. A small window in the foreground shows the 'Options' dialog box with 'Experimental' checked and '31 fps' displayed. A 3D coordinate system (x, y, z) is visible in the bottom right corner of the simulation.

Introduction to ROS and V-REP

Running example

Video
[outsourced]

