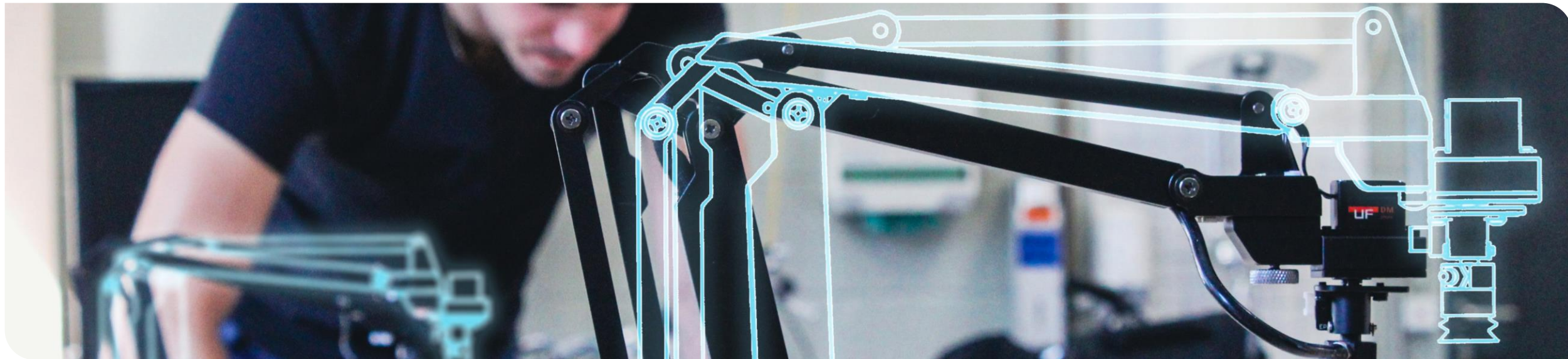


Seamless Engineering

2. Introduction meeting

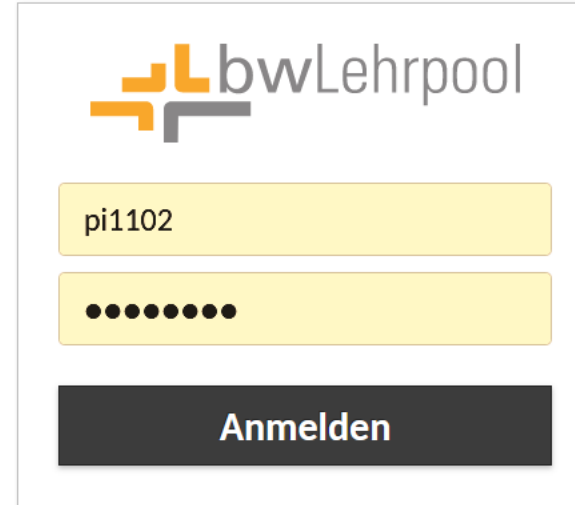


Using bwLehrpool

- Virtual machine prepared with required software and provided simulation environment
- Use of SCC pool computers remotely directly in the browser
- Access: <https://pool-remote.scc.kit.edu>

Using bwLehrpool

- Log in with your own abbreviation and password

A login interface for bwLehrpool. At the top is the logo, which consists of an orange stylized 'L' and the text 'bwLehrpool' in grey. Below the logo are two yellow input fields. The first field contains the text 'pi1102'. The second field contains ten black dots, representing a password. Below these fields is a dark grey button with the white text 'Anmelden'.

 bwLehrpool


pi1102

.....

Anmelden

Using bwLehrpool

- Log in with your own abbreviation and password
- Select SCC Pool computers



The login interface for bwLehrpool. It features the bwLehrpool logo at the top, which consists of a stylized 'L' made of orange and grey blocks. Below the logo is a yellow input field containing the text 'pi1102'.

Wähle einen Raum aus



Stelle sicher, dass das Browser Fenster die gewünschte Größe hat. Die Auflösung des Clients wird dem entsprechend gesetzt.

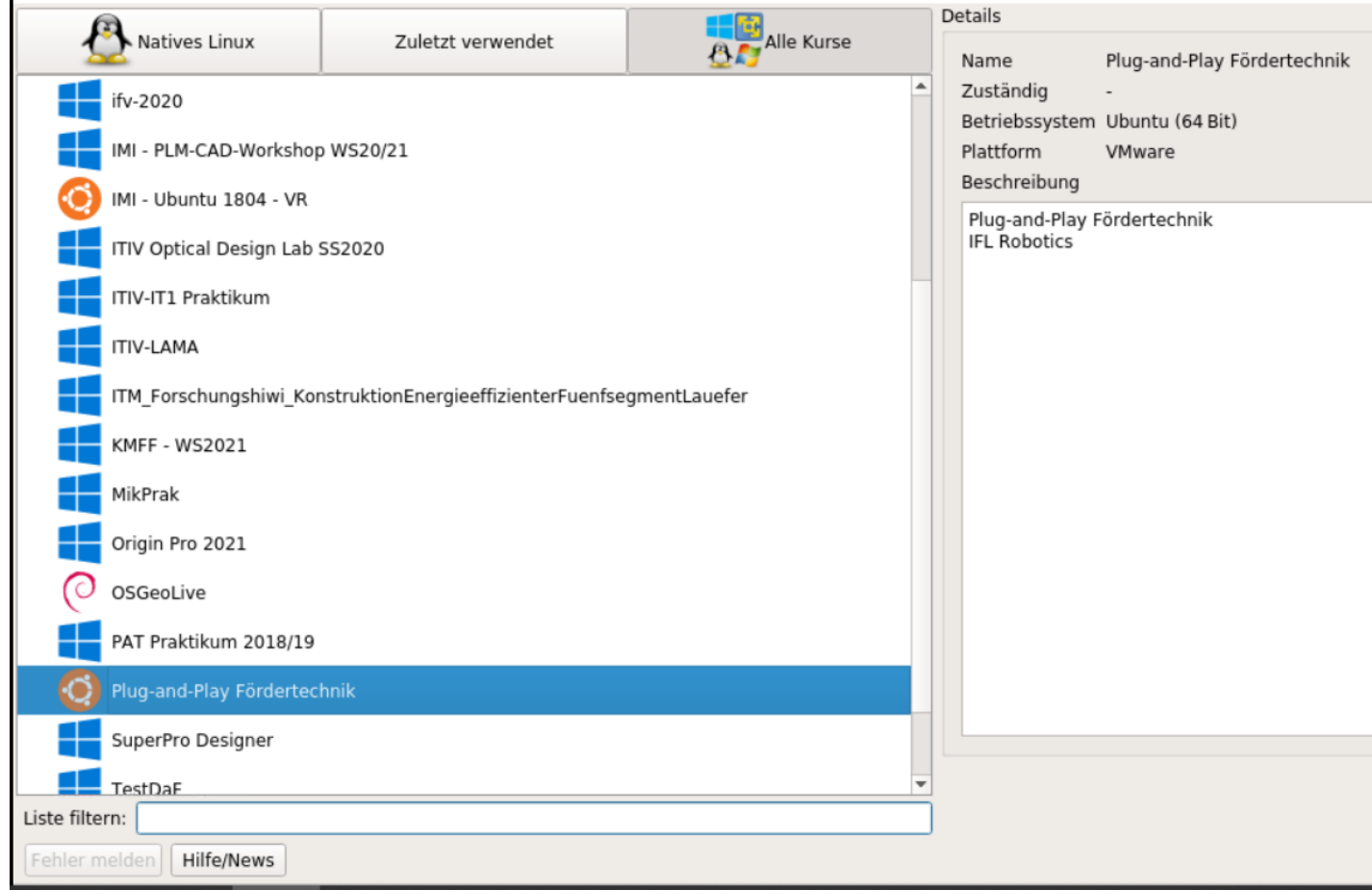

ITIV-Pool	2 verfügbar (1 offline)	
SCC	49 verfügbar (37 offline)	
IMI	0 verfügbar (15 offline)	
IMS	0 verfügbar (6 offline)	Passwortgeschützt
IFL	10 verfügbar (0 offline)	Passwortgeschützt
IMS-8	0 verfügbar (1 offline)	Passwortgeschützt

A blue arrow points to the 'SCC' row, which is highlighted in light green. Below the table are two buttons: 'Ausloggen' and 'Weiter'.

Using bwLehrpool

- Log in with your own abbreviation and password
- Select SCC Pool computers
- Select „Seamless Engineering“





Name	Plug-and-Play Fördertechnik
Zuständig	-
Betriebssystem	Ubuntu (64 Bit)
Plattform	VMware
Beschreibung	Plug-and-Play Fördertechnik IFL Robotics

ifv-2020
IMI - PLM-CAD-Workshop WS20/21
IMI - Ubuntu 1804 - VR
ITIV Optical Design Lab SS2020
ITIV-IT1 Praktikum
ITIV-LAMA
ITM_Forschungshiwi_KonstruktionEnergieeffizienterFuenfsegmentLaefer
KMFF - WS2021
MikPrak
Origin Pro 2021
OSGeoLive
PAT Praktikum 2018/19
Plug-and-Play Fördertechnik
SuperPro Designer
TestDaF

Liste filtern:

[Fehler melden](#) [Hilfe/News](#)

Using bwLehrpool

- **Note:** After the virtual machine is terminated, it is reset to its original state. **Data that is not backed up is lost!**
- To save one's own code, the personal memory is mounted on the SCC in the virtual machine.
- Access: /home/student/PERSISTENT_mov

Provided simulation environment

- The required simulation environment is already available in the virtual machine
- Access: /home/student/xxxxxx
- Contains code to start the simulation environment as well as to load the hardware

ROS & OPENCV

-



ROS – Filesystem Level

- **Packages:** main unit for organizing software in ROS. It can contain ROS runtime processes (nodes), libraries, datasets, config files, or anything else that belongs to this operational unit.
- **Metapackages:** (left out)
- **Package manifest** : provide metadata about package, *package.xml*
- **Repositories:** a collection of packages sharing the same Version Control System (not that important for you), a collection of packages in organized in a repo
- **Message types:** message descriptions, define the data structure for messages sent in ROS
- **Service types:** define the request and response data structures for [services](#) in ROS.

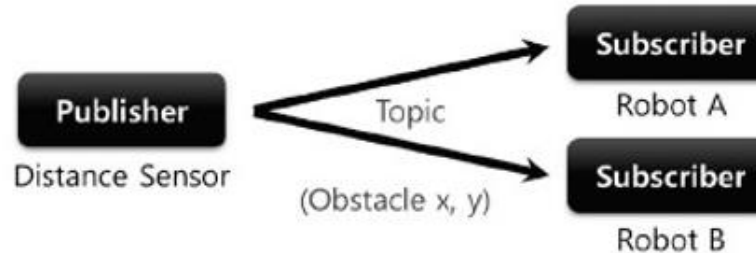
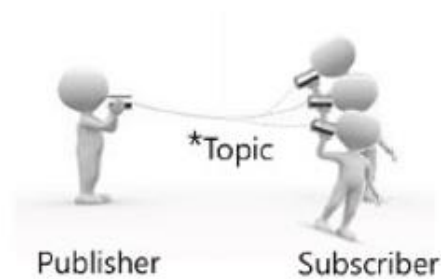
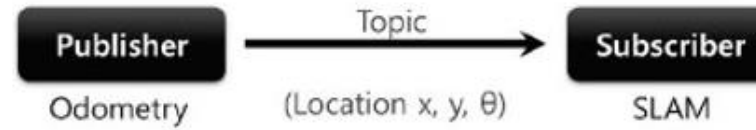
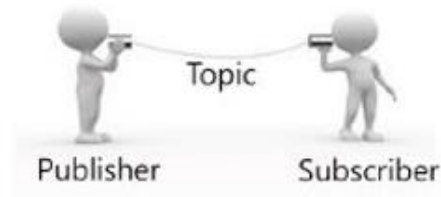
ROS – Computation Graph Level 1/2

- (The *Computation Graph* is the peer-to-peer network of ROS processes that are processing data together.)
- Its concepts are (this list is not complete!):
 - **Nodes** : Nodes are processes that perform computation. For example, one node controls a laser range-finder, one node controls the wheel motors, one node performs localization, one node performs path planning, one Node provides a graphical view of the system, and so on. Written in roscpp or rospy.
 - **Master**: The ROS Master provides name registration and lookup to the rest of the Computation Graph. Without the Master, nodes would not be able to find each other, exchange messages, or invoke services.
 - **Messages**: Nodes communicate with each other by passing [messages](#). A message is simply a data structure, comprising typed fields.
 - **Topics**: Messages are routed via a transport system with publish / subscribe semantics. A node sends out a message by *publishing* it to a given [topic](#). The topic is a [name](#) that is used to identify the content of the message. A node that is interested in a certain kind of data will *subscribe* to the appropriate topic.

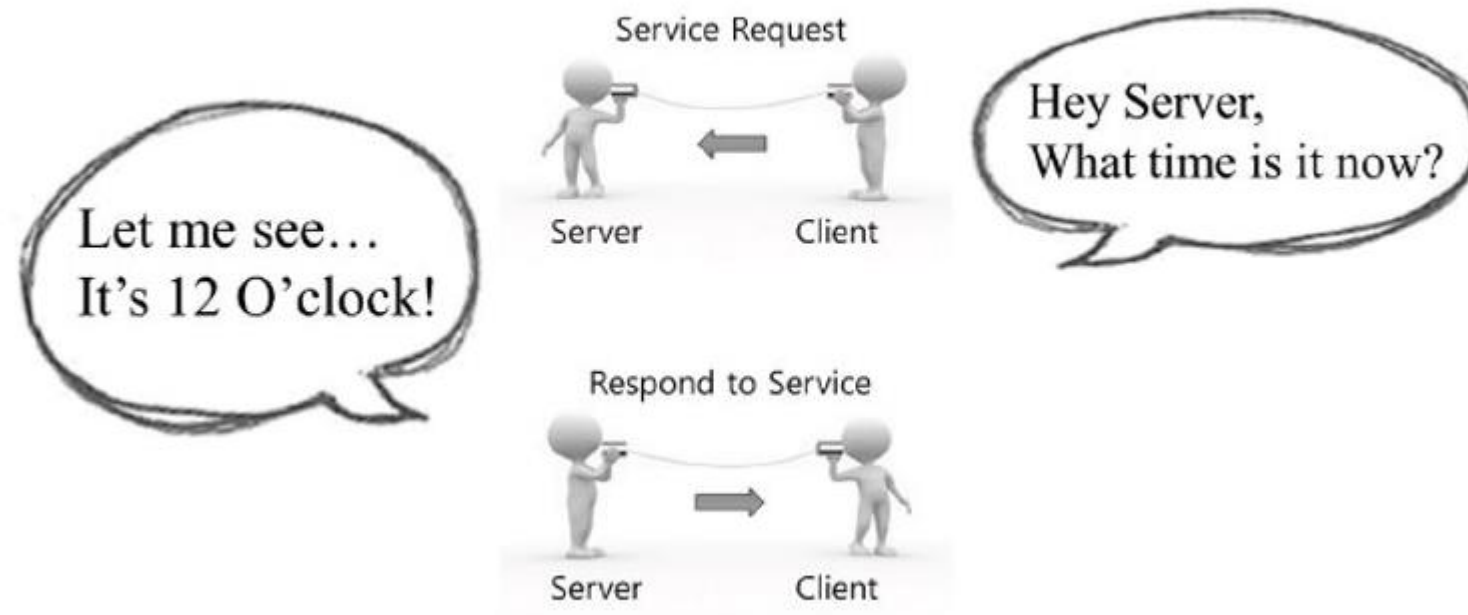
ROS – Computation Graph Level 2/2

- **Services** : The publish / subscribe model is a very flexible communication paradigm, but its many-to-many, one-way transport is not appropriate for request / reply interactions, which are often required in a distributed system. Request / reply is done via [services](#), which are defined by a pair of message structures: one for the request and one for the reply.
- **Actions** :
http://wiki.ros.org/actionlib_tutorials/Tutorials/SimpleActionServer%28ExecuteCallbackMethod%29

ROS – Topics, Publisher and Subscriber



ROS – Services



ROS Message Example

sensor_msgs/Image Message

File: `sensor_msgs/Image.msg`

Raw Message Definition

```
# This message contains an uncompressed image
# (0, 0) is at top-left corner of image
#
Header header      # Header timestamp should be acquisition time of image
                   # Header frame_id should be optical frame of camera
                   # origin of frame should be optical center of camera
                   # +x should point to the right in the image
                   # +y should point down in the image
                   # +z should point into to plane of the image
                   # If the frame_id here and the frame_id of the CameraInfo
                   # message associated with the image Conflict
                   # the behavior is undefined

uint32 height      # image height, that is, number of rows
uint32 width       # image width, that is, number of columns

# The legal values for encoding are in file src/image_encodings.cpp
# If you want to standardize a new string format, join
# ros-users@lists.sourceforge.net and send an email proposing a new encoding.

string encoding     # Encoding of pixels -- channel meaning, ordering, size
                   # taken from the list of strings in include/sensor_msgs
                   # /image_encodings.h

uint8 is_bigendian  # is this data bigendian?
uint32 step         # Full row length in bytes
uint8[] data        # actual matrix data, size is (step * rows)
```

Compact Message Definition

```
std_msgs/Header header
uint32 height
uint32 width
string encoding
uint8 is_bigendian
uint32 step
uint8[] data
```

autogenerated on Fri, 15 Jan 2021 03:18:41

ROS – Learning by doing

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

1. Core ROS Tutorials

1.1 Beginner Level

1. Installing and Configuring Your ROS Environment

This tutorial walks you through installing ROS and setting up the ROS environment on your computer.

2. Navigating the ROS Filesystem

This tutorial introduces ROS filesystem concepts, and covers using the `roscd`, `rosls`, and `rospack` commandline tools.

3. Creating a ROS Package

This tutorial covers using `roscmake-pkg` or `catkin` to create a new package, and `rospack` to list package dependencies.

4. Building a ROS Package

This tutorial covers the toolchain to build a package.

5. Understanding ROS Nodes

This tutorial introduces ROS graph concepts and discusses the use of `roscore`, `roslaunch`, and `rosls` commandline tools.

6. Understanding ROS Topics

This tutorial introduces ROS topics as well as using the `rostopic` and `rqt_plot` commandline tools.

7. Understanding ROS Services and Parameters

This tutorial introduces ROS services, and parameters as well as using the `rosservice` and `rosparam` commandline tools.

8. Using `rqt_console` and `roslaunch`

This tutorial introduces ROS using `rqt_console` and `rqt_logger_level` for debugging and `roslaunch` for starting many nodes at once. If you use ROS `fuerte` or earlier distros where `rqt` isn't fully available, please see this page with [this](#) page that uses old `rx` based tools.

9. Using `roscd` to edit files in ROS

This tutorial shows how to use `roscd` to make editing easier.

10. Creating a ROS msg and srv

This tutorial covers how to create and build msg and srv files as well as the `rosmake`, `rossrv` and `roscp` commandline tools.



11. Writing a Simple Publisher and Subscriber (C++)

This tutorial covers how to write a publisher and subscriber node in C++.

12. Writing a Simple Publisher and Subscriber (Python)

This tutorial covers how to write a publisher and subscriber node in python.

13. Examining the Simple Publisher and Subscriber

This tutorial examines running the simple publisher and subscriber.

14. Writing a Simple Service and Client (C++)

This tutorial covers how to write a service and client node in C++.

15. Writing a Simple Service and Client (Python)

This tutorial covers how to write a service and client node in python.

16. Examining the Simple Service and Client

This tutorial examines running the simple service and client.

17. Recording and playing back data

This tutorial will teach you how to record data from a running ROS system into a .bag file, and then to play back the data to produce similar behavior in a running system

18. Reading messages from a bag file

Learn two ways to read messages from desired topics in a bag file, including using the `ros_readbagfile` script.

19. Getting started with `roswtf`

Basic introduction to the `roswtf` tool.

20. Navigating the ROS wiki

This tutorial discusses the layout of the ROS wiki (wiki.ros.org) and talks about how to find what you want to know.

21. Where Next?

This tutorial discusses options for getting to know more about using ROS on real or simulated robots.

ROS – Learning by doing

■ General

<http://wiki.ros.org/tf/Tutorials>

■ TF – Managing coordinate transformations

<http://wiki.ros.org/navigation/Tutorials/RobotSetup/TF>

■ Video tutorials on ROS (3 x approx. 50min videos)

<https://www.youtube.com/watch?v=0BxVPCInS3M&t=1106s>

OpenCV

- Developed by Intel in 2011
- Free library for computer vision
- Strong background in research and industry
- C++ and Python supported
- Alternatives : SciPy and MATLAB



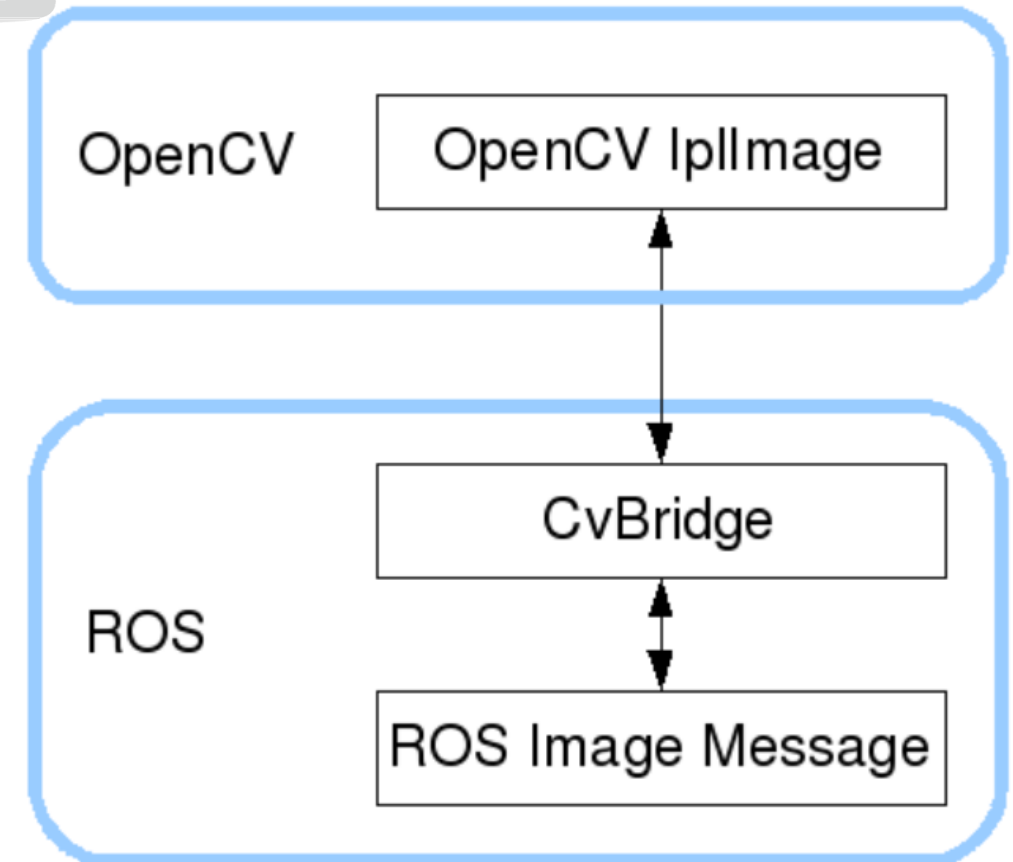


Tutorial 1

From ROS to OpenCV

- OpenCV : BGR channel
- OpenCV : image is numpy array

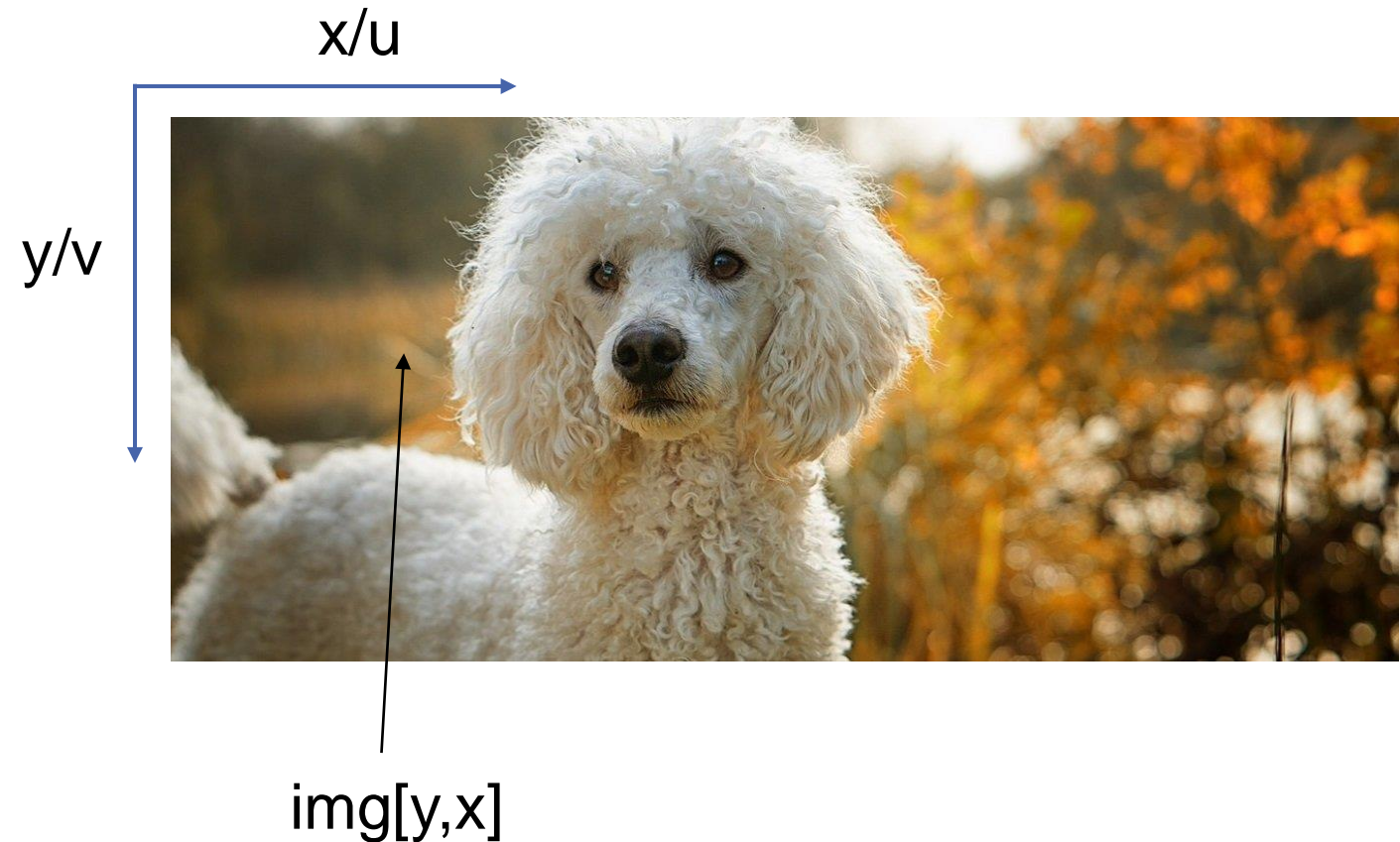
http://wiki.ros.org/cv_bridge/Tutorials/ConvertingBetweenROSImagesAndOpenCVImagesPython



Tutorial 2

Working with images

- Show dimensions
- Manipulating Pixels
- Segmenting image



Python

- What is Python?
 - Interpreted high-level and general-purpose programming language
 - Object-oriented approach
 - Large community
- Main advantages of Python (compared to Java or C++):
 - Easy to use and to read
 - Compact
- Main disadvantages of Python:
 - Speed
- Python Tutorials
 - <https://www.w3schools.com/python/default.asp>



Java

```
1 File dir = new File("."); // get current directory
2 File fin = new File(
3     dir.getCanonicalPath() + File.separator + "Code.txt"
4 );
5
6 FileInputStream fis = new FileInputStream(fin);
7
8 // Construct the BufferedReader object
9 BufferedReader in = new BufferedReader(new InputStreamReader(fis));
10
11 String aLine = null;
12 while ((aLine = in.readLine()) != null) {
13     // Process each line, here we count empty lines
14     if (aLine.trim().length() == 0) {}
15 }
16
17 // do not forget to close the buffer reader
18 in.close();
```

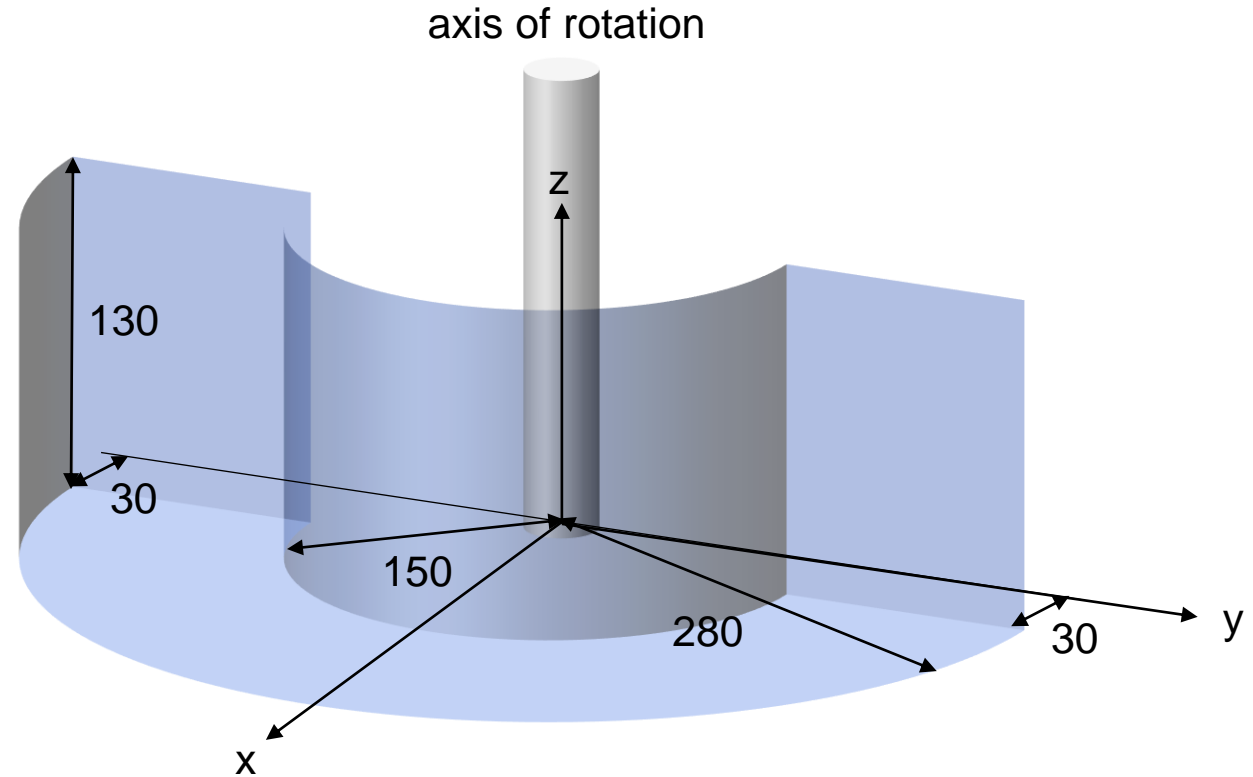
Python

```
1 my_file = open("/home/xiaoran/Desktop/test.txt")
2
3 print(my_file.read())
4 my_file.close()
```

HARDWARE

Working Space of uArm [mm]

- $30 \leq x \leq 280$
- $-278 \leq y \leq 278$
- $-120 \leq z \leq 130$
- $150 \leq r \leq 280$



Most important uArm Topics, Actions & Services

Actions:

- `NAMESPACE/uarm_move`
- `NAMESPACE/uarm_reset`

moves to target position

reset to position [180, 0, 130]

Services

- `NAMESPACE/uarm_set_pump`
- `NAMESPACE/uarm_get_state`

pump of vacuum gripper true / false

gives position, busy and pump status

Topics

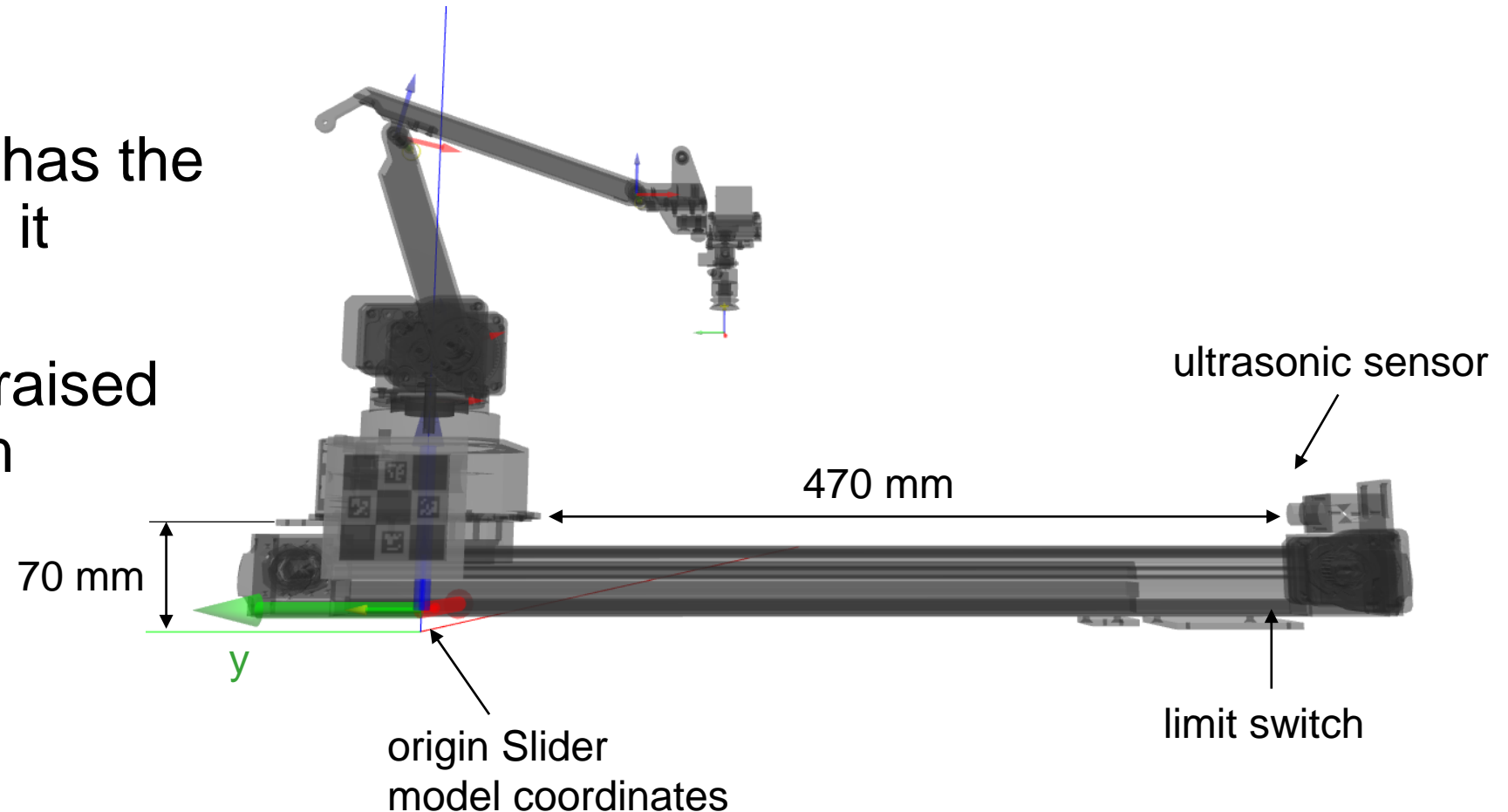
- `NAMESPACE/busy`

true if currently working on task

Note: Only one action / service can be actively used at a time. All other requests are blocked during the execution of a task and get "success = False" (or in the case of `uarm_get_state` "ready = False") as result.

uArm with Slider

- Slider Working Space [mm]:
 $-470 \leq y \leq 0$
- only the real model has the sensors attached to it
- in our environment raised by additional 70 mm (so uArm's platform on 140 mm)



Most important uArm Slider Topics, Actions & Services

Actions:

- `NAMESPACE/slider_move`
- `NAMESPACE/drive_to_limit_switch`

moves to target position y in range [-470, 0]
move until switch gets triggered (real model)

Services

- `NAMESPACE/uarm_set_pump`
- `NAMESPACE/uarm_get_state`

pump of vacuum gripper true / false
gives position, busy and pump status

Topics

- `NAMESPACE/uarm/busy`
- `NAMESPACE/slider/busy`
- `NAMESPACE/state_raw`

true if uArm currently working on task
true if slider currently working on task
raw data from slider (real model)

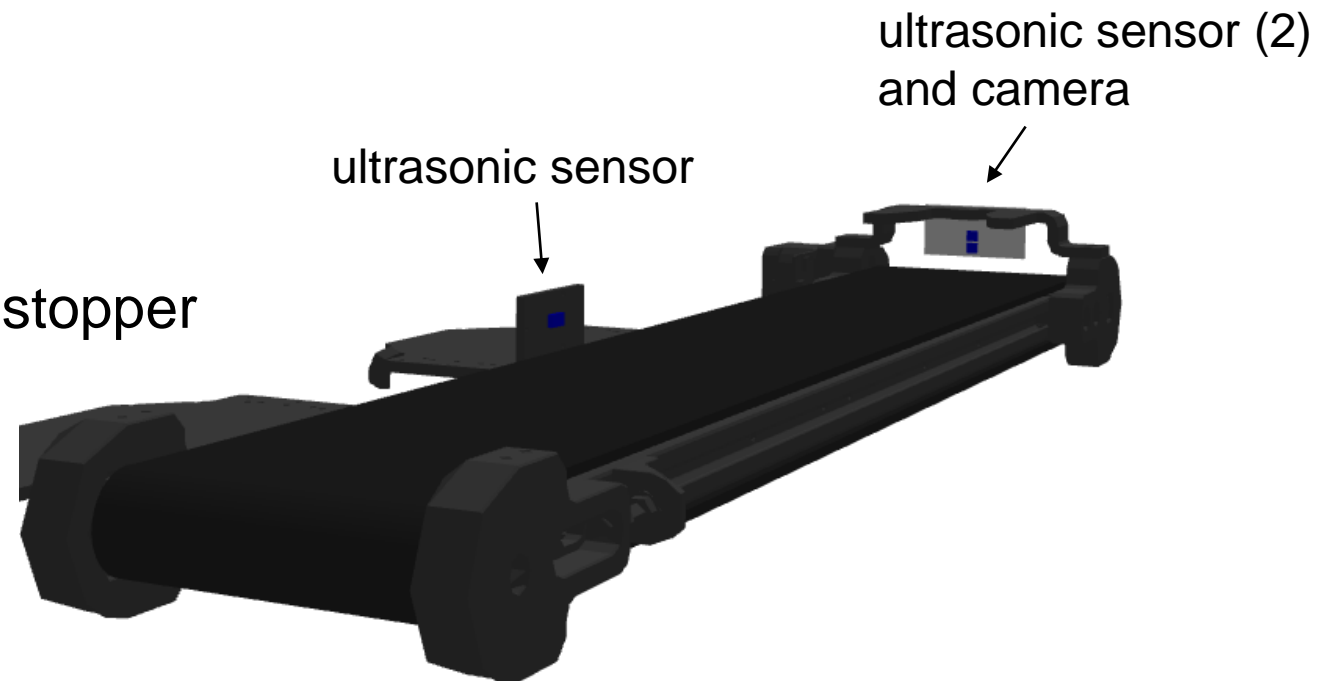
uArm Conveyor

Sensors – real Model:

- ultrasonic sensor
- color sensor at the stopper

Sensors – Simulation:

- ultrasonic sensor
- camera & ultrasonic sensor at the stopper



Most important uArm Conveyor Services

Services

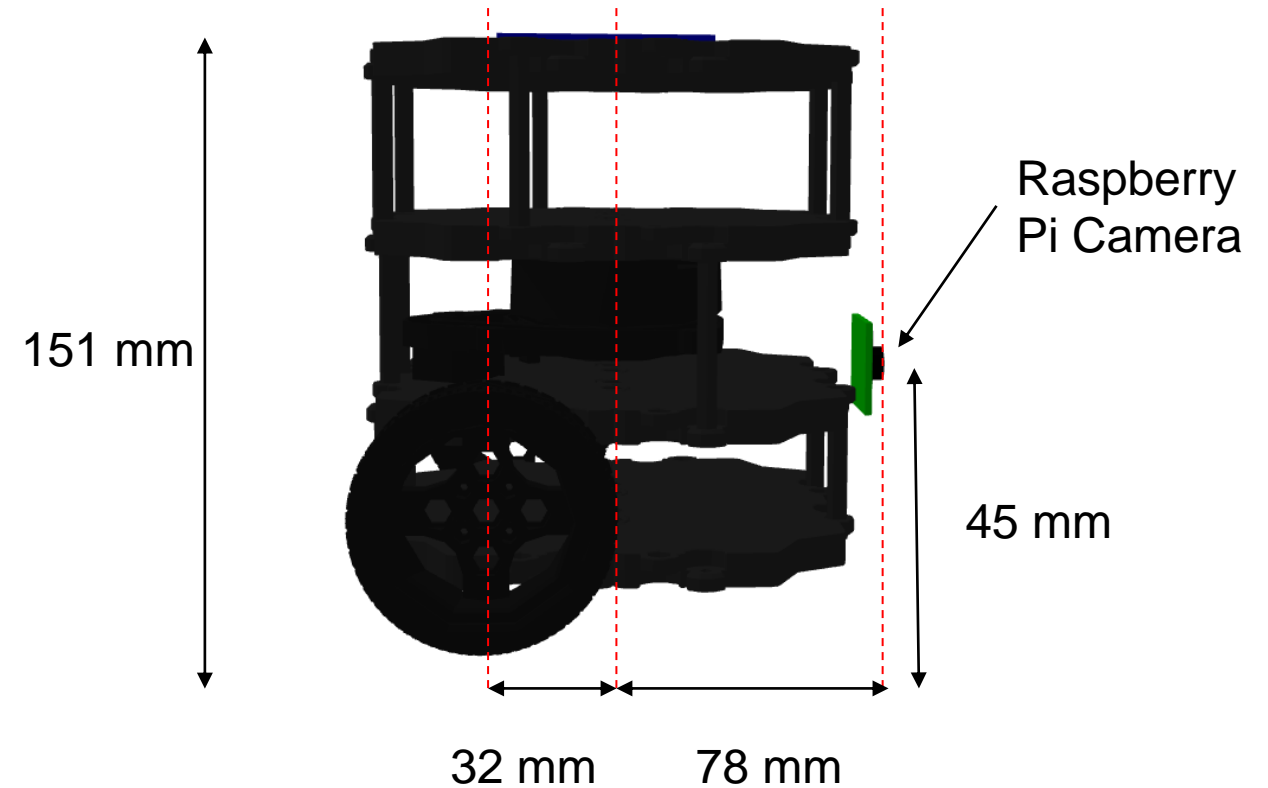
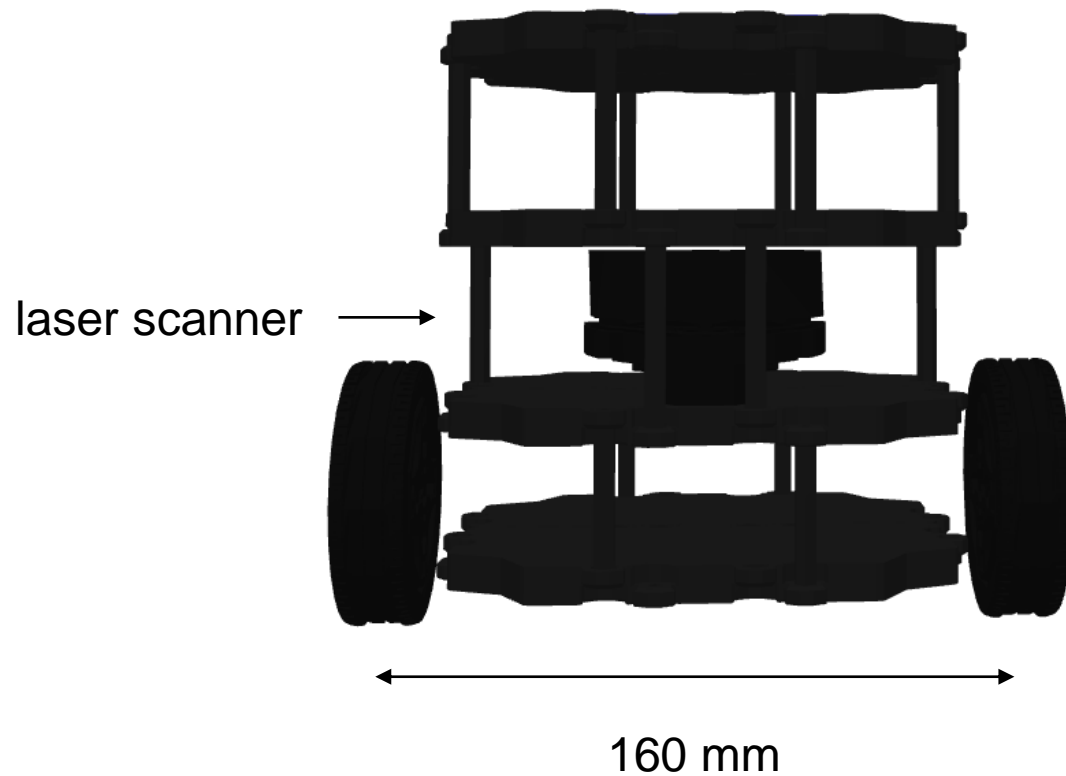
- conveyor/conveyor/control
move conveyor belt (-15.0,0,15.0)
(simulation)
- NAMESPACE/move_forward (Int16 data)
moves belt with the duration of data
(defaults to 0 – 0 means infinite)
- NAMESPACE/move_backward (Int16 data)
(real model)
- NAMESPACE/stop
Stop conveyor belt (real model)
- NAMESPACE/start_search
stops the conveyor when the ultrasonic
sensor detects an object. Deactivates itself
when object detected (real model)
- NAMESPACE/stop_search

Most important uArm Conveyor Topics

Topics

- `NAMESPACE/busy` True, while search mode activated (real)
- `NAMESPACE/ultrasonic/scan` ultrasonic sensor beside belt [m] (sim)
- `NAMESPACE/ultrasonic_2/scan` ultrasonic sensor at stopper [m] (sim)
- `NAMESPACE/camera/image_raw` camera at stopper (sim)
- `NAMESPACE/state` information about belt, mode, color sensor, time moving since last start command and (feed – not attached here) (real)

Turtlebot3 Burger



Most important Turtlebot 3 Topics, Actions & Services

Actions:

- `NAMESPACE/move_base_simple` moves to target position

Topics

- `NAMESPACE /camera/image` image of camera (sim)
- `raspicam_node/image` image of camera (real)
- `NAMESPACE/camera/image_charuco_pose` pose of recognized marker relative to camera (origin in bottom right corner of marker) (sim)
- `raspicam_node /image_charuco_pose` ~ (real)
- `NAMESPACE/scan_filtered` array of distances measured by laser scanner

Example Nodes in Python code

uArm

- `roslaunch uarm spawn.launch
start_gazebo:=true box:=true`
- `roslaunch uarm
very_simple_action_client_example.py`
(path to code:
~/2021_pnp_ws/src/models/uarm/scripts/)

to start gazebo with a uArm and a box

to start example script in new terminal

Slider

- `roslaunch spawn.launch
start_gazebo:=true`
- `roslaunch slider
very_simple_action_client_example.py`

use spawn command in new terminal

to start example script in new terminal

uarm_msgs

uarm_move.action

```
#goal definition
int64 x
int64 y
int64 z
---
#result definition
bool success
---
#feedback
#int32[] sequence
```

uarm_reset.action

```
#goal definition
---
#result definition
bool success
---
#feedback
```

uarm_pump.srv

```
bool run
---
bool success
```

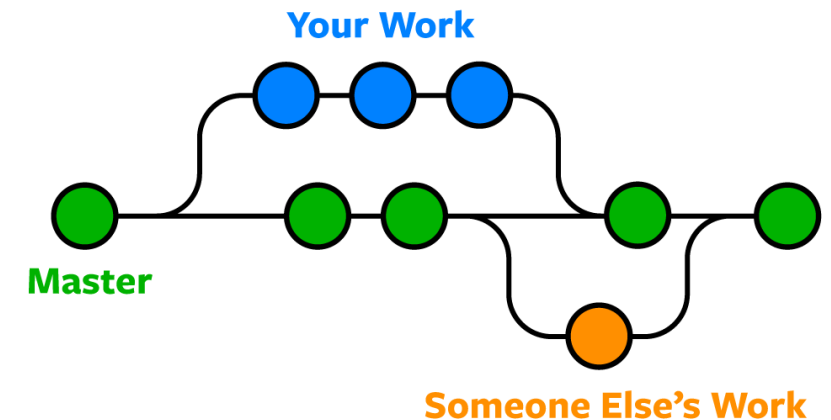
uarm_get_state.srv

```
---
bool ready
bool pump
int64 x
int64 y
int64 z
```

GIT

Git structure (1)

- Entire source code is in a repository
- Code can be developed in any number of branches in parallel
- Example: Master-Branch: last stable program version
 - Test-Branch: current development status, not yet tested („Alpha-Version“)
- Developers add new (improved) code via commit to the branch
 - Every commit is saved and can be undone

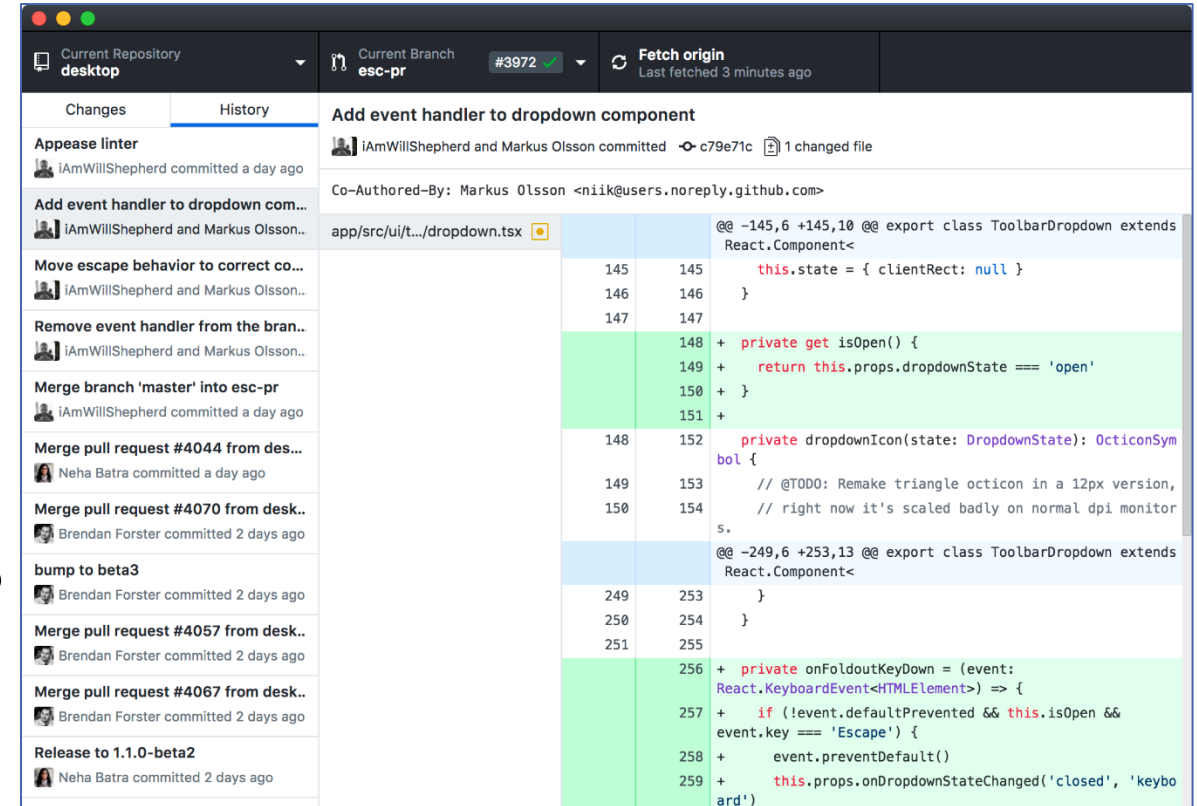


Git Structure (2)

- Merging of branches
 - Automatic comparison of the code in the different branches („always take the latest version“)
 - Most of the time this works without problems, otherwise solve Merge conflict.
- Developers and program users can communicate with each other about issues
 - Report found bugs
 - Specify suggestions for improvement and wishes
- Repository (Code) + Issues = Project

What is GitHub Desktop?

- Service to synchronize Git with your computer with a GUI
- Contents of the Git repository are stored locally on your computer
- Available for Windows and MacOS



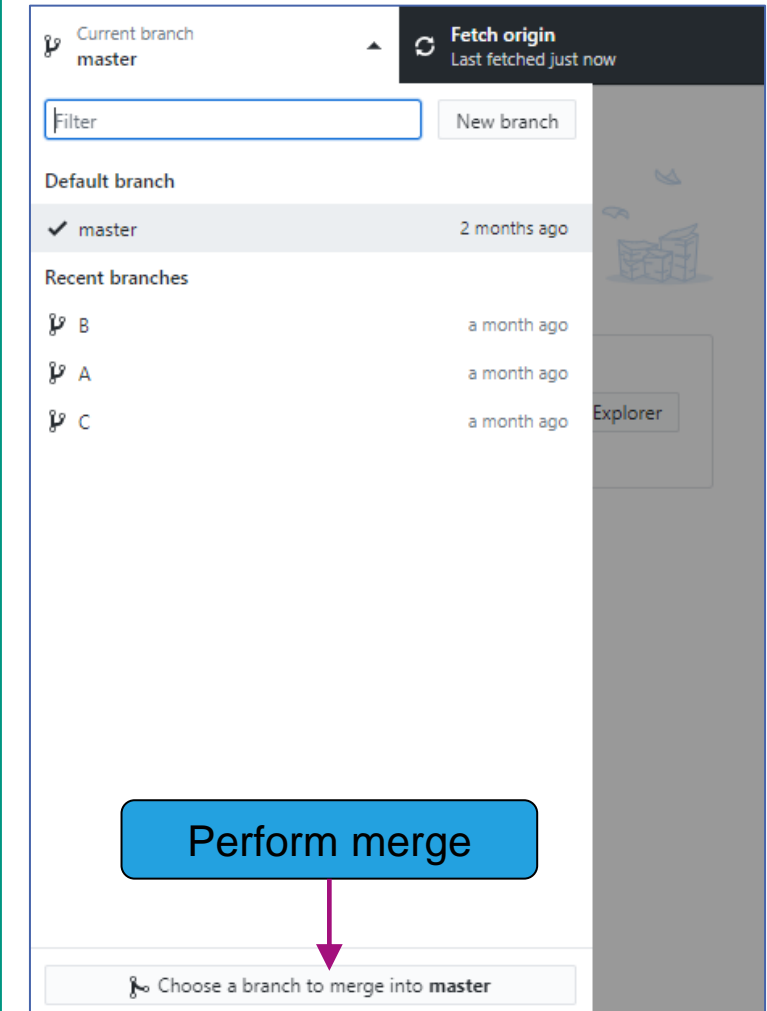
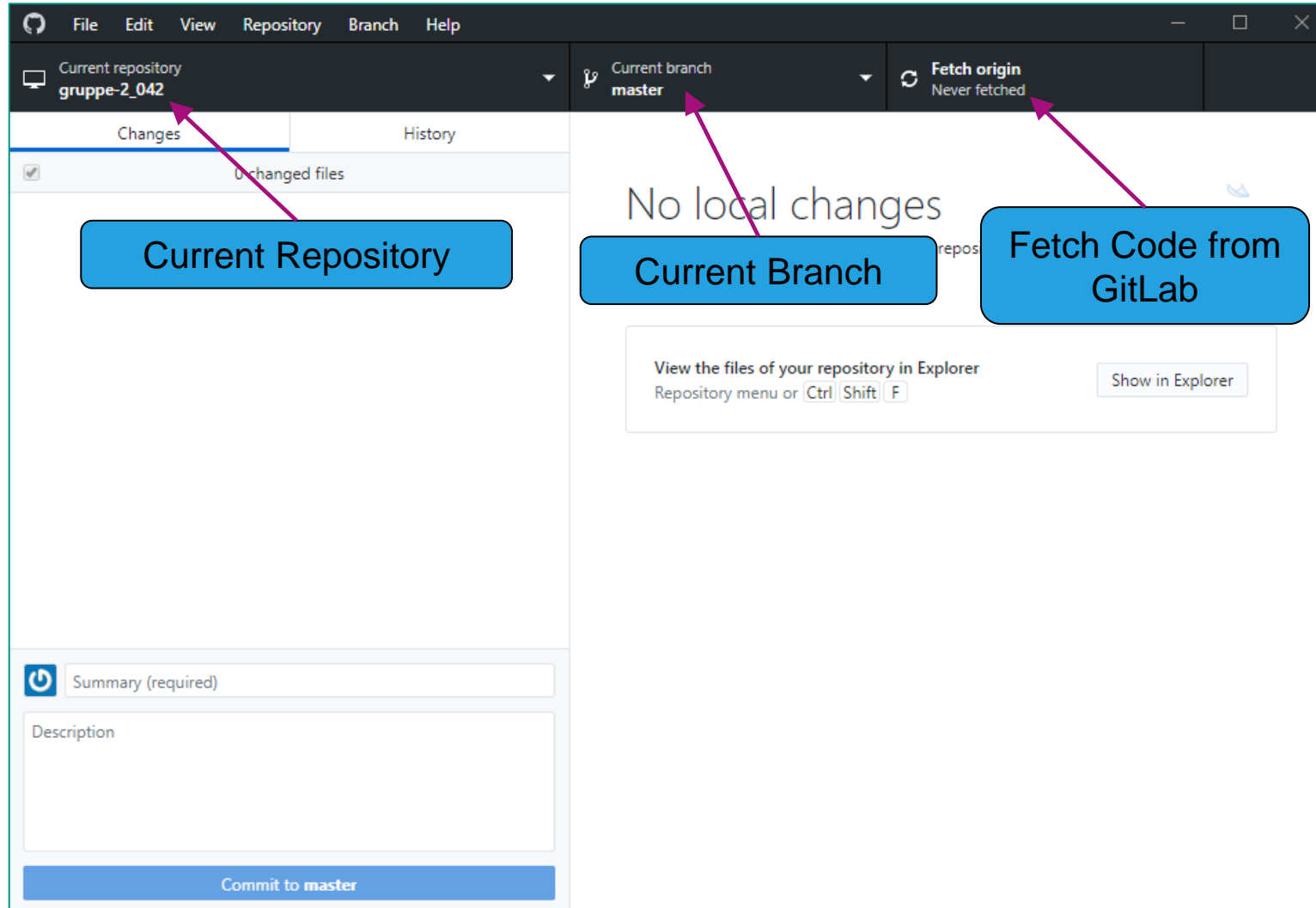
The screenshot shows the GitHub Desktop application interface. The top bar displays the current repository as 'desktop', the current branch as 'esc-pr' with commit hash #3972, and a 'Fetch origin' button. The left sidebar shows a list of commit history items, including 'Appease linter', 'Add event handler to dropdown component', 'Move escape behavior to correct co...', 'Remove event handler from the bran..', 'Merge branch 'master' into esc-pr', 'Merge pull request #4044 from des...', 'Merge pull request #4070 from desk..', 'bump to beta3', 'Merge pull request #4057 from desk..', 'Merge pull request #4067 from desk..', and 'Release to 1.1.0-beta2'. The main area shows a diff view for the commit 'Add event handler to dropdown component' by 'iAmWillShepherd and Markus Olsson'. The diff shows changes to the file 'app/src/ui/t.../dropdown.tsx', with line numbers 145 to 259. The code changes include adding a state property 'clientRect' to 'this.state', adding a 'private get isOpen()' method, and adding an 'onFoldoutKeyDown' event handler.

Setting up GitLab and GitHub Desktop

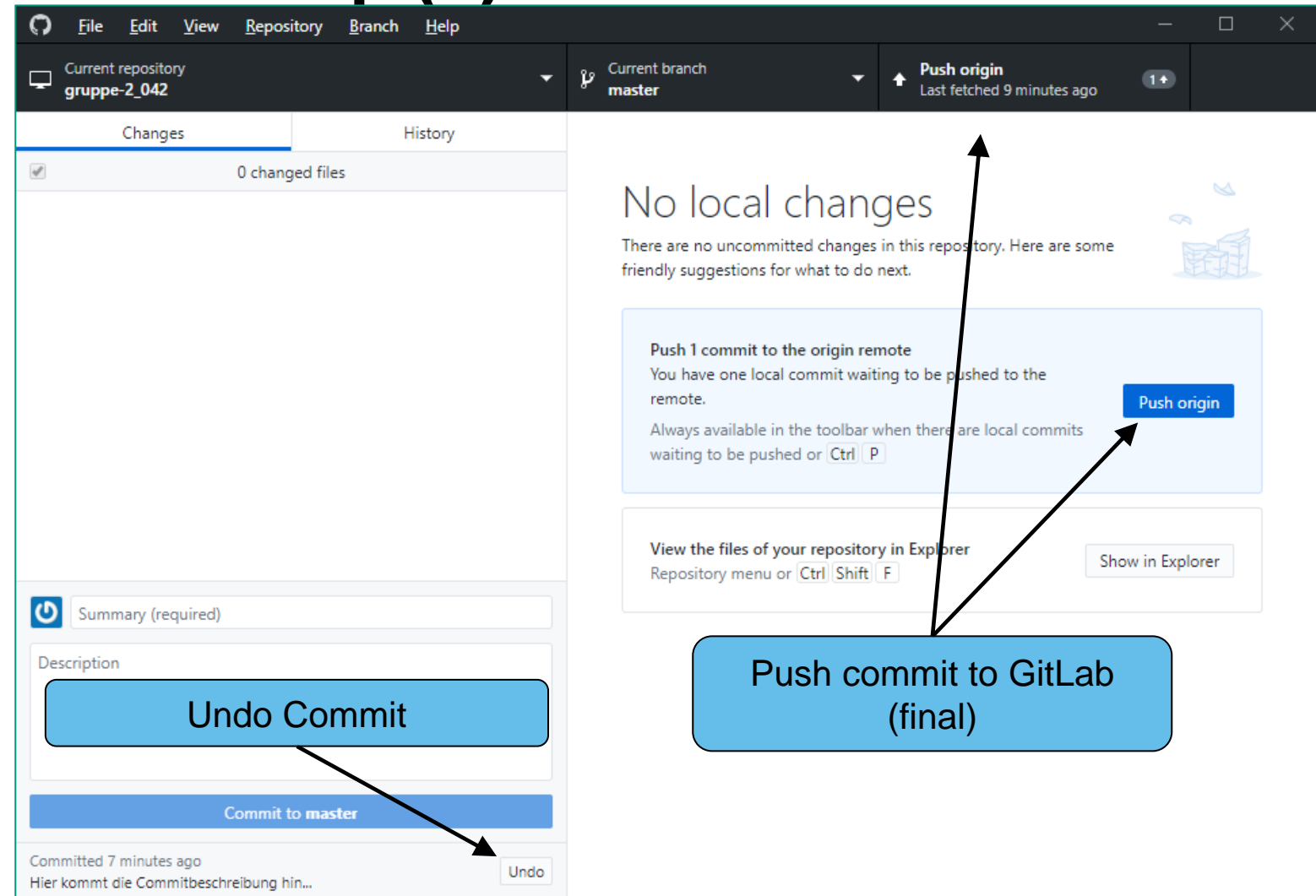
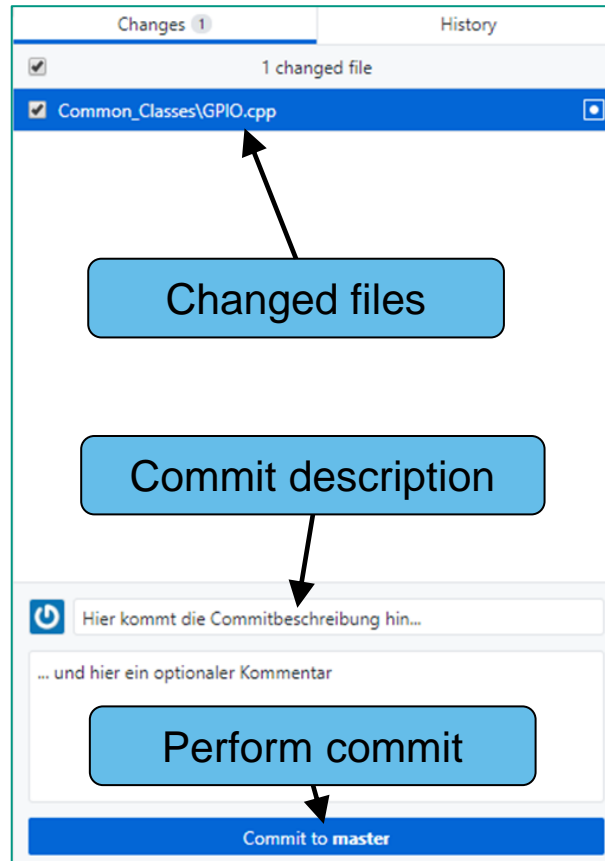


- Step-by-step instructions available in the "Seamless Engineering Manual"
- Be sure to follow 1:1 if you did not set up GitLab in the introductory session!
- Access to GitLab Seamless Engineering: <https://git.scc.kit.edu/seamless-engineering>
- Download GitHub Desktop:
 - Windows and macOS: <https://desktop.github.com/>

Working with GitHub Desktop (1)

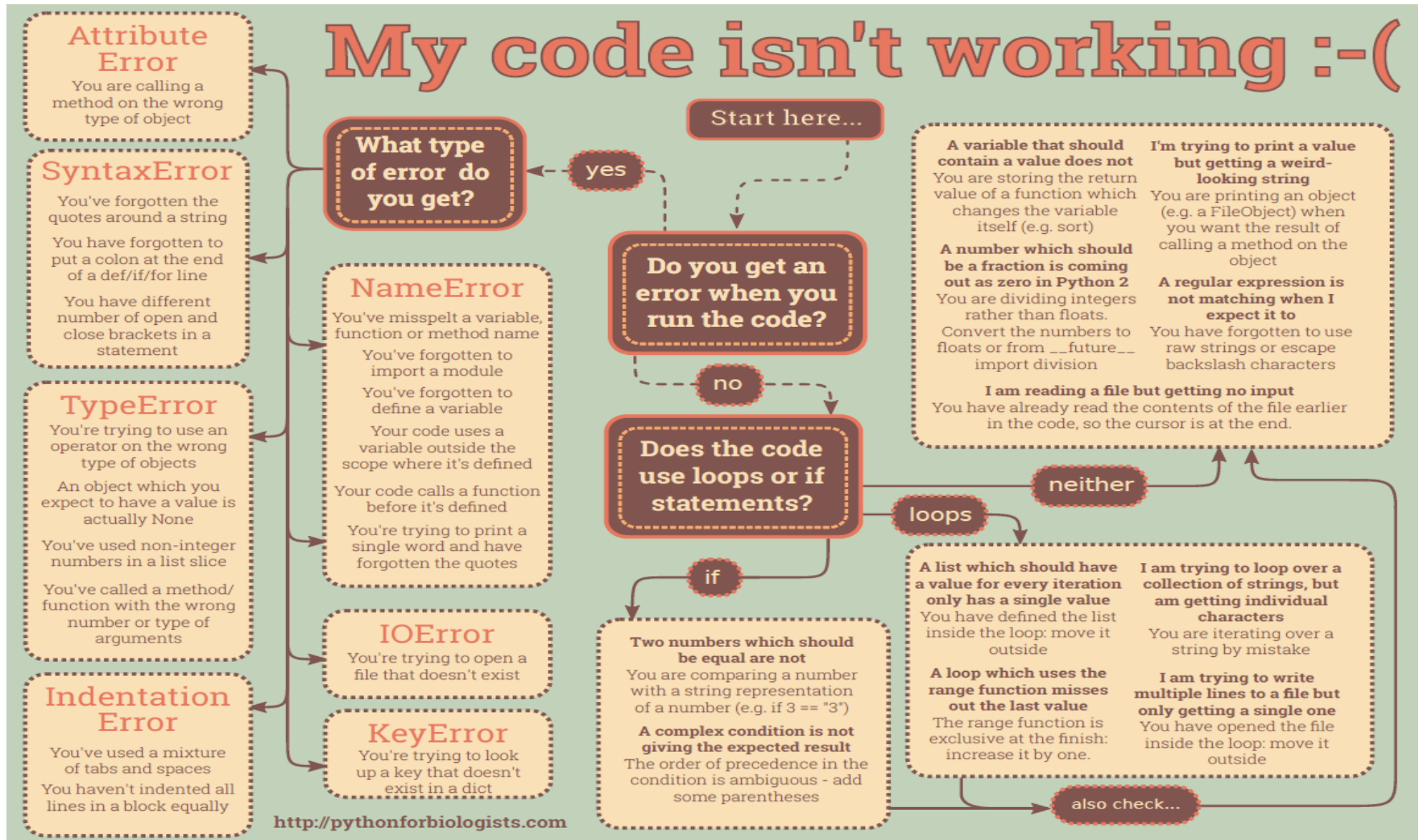


Working with GitHub Desktop (2)



Git Bash

- Alternatively, to the graphical variant there is also the possibility to use git directly from the terminal
- To clone a repository from git type:
 - *git clone <repo> <directory>*
 - This will clone the repository at <repo> into the ~<directory>! folder on the local machine
- Example: *git clone ssh://john@example.com/path/to/my-project.git cd my-project*
- Important git commands can be found here:
<https://dzone.com/articles/top-20-git-commands-with-examples>



Debugging

- The following website gives a very good overview for debugging Python code:
 - <https://medium.com/techtofreedom/six-debugging-techniques-for-python-programmers-cb25a4baaf4b>
- The following slides can help you as well:
 - https://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-0001-introduction-to-computer-science-and-programming-in-python-fall-2016/lecture-slides-code/MIT6_0001F16_Lec7.pdf

What happens next?

- Share ideas in your group
 - Find your strengths
 - Distribute the tasks
- We help you with problems
 - In the consultation hours
 - Or in the ILIAS Forum
- We wish you a lot of fun and success!

■ Linux Commands: <https://files.fosswire.com/2007/08/fwunixref.pdf>