

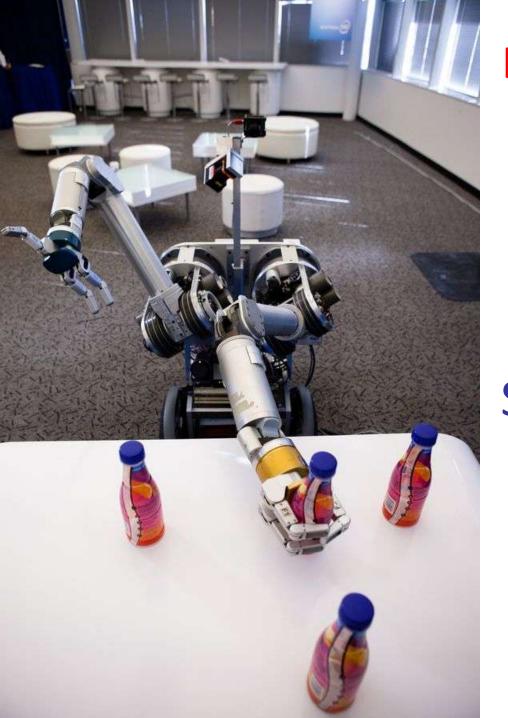
Reconciling Geometric Planners with Physical Manipulation



Siddhartha Srinivasa

Senior Research Scientist Intel Pittsburgh

Director
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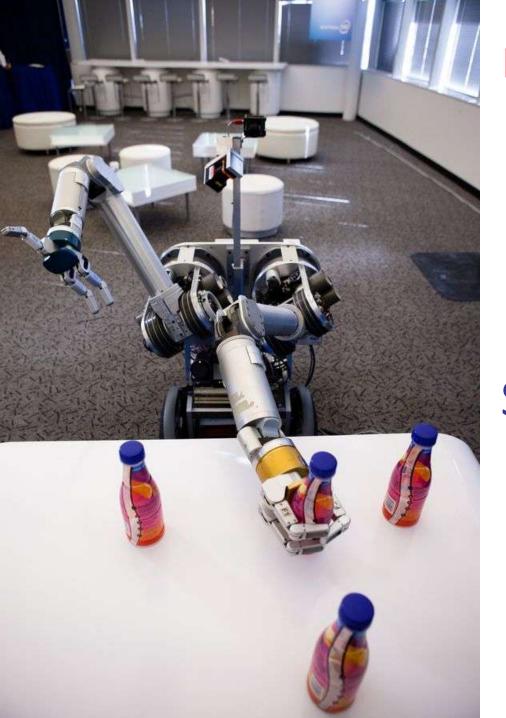


Reconciling Geometric Planners with Physical Manipulation





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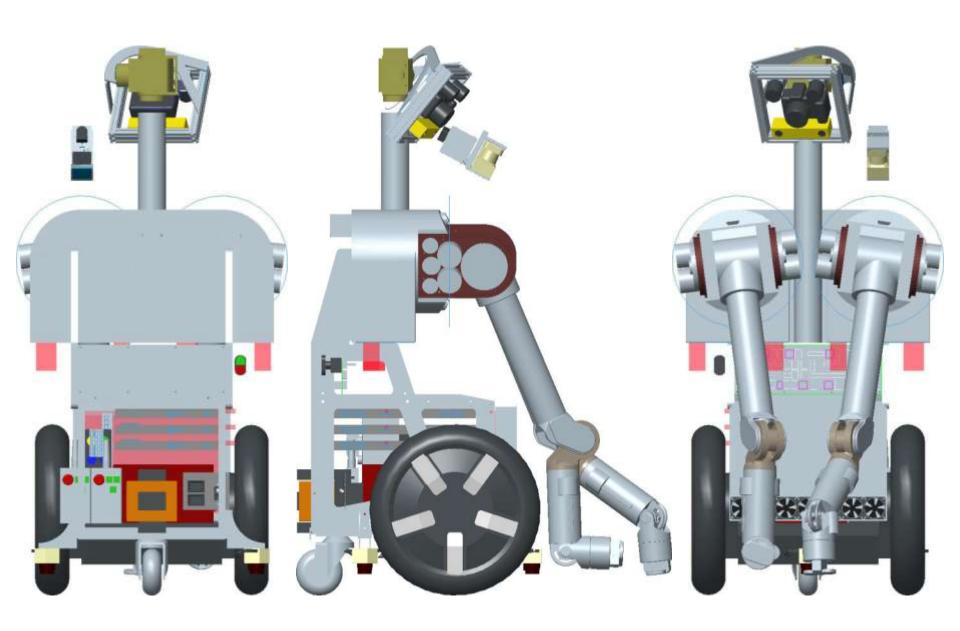
Reconciling Geometric Planners with Physical Manipulation



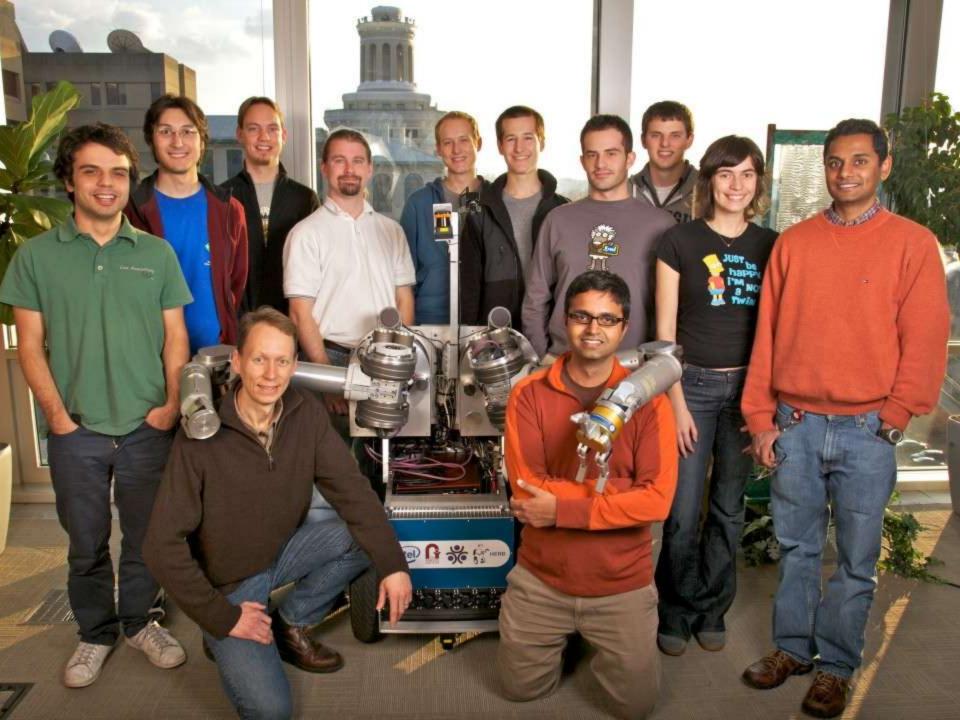
Siddhartha Srinivasa

Associate Professor
The Robotics Institute, CMU

Director
The Personal Robotics Lab
The Robotics Institute, CMU









Physical Manipulation





Geometric Search





Manipulation

3D Modeling	Human Studie
Navigation	Learning
Manipu	lation
Perception	Systems
Parallelism	Control



Physical Manipulation





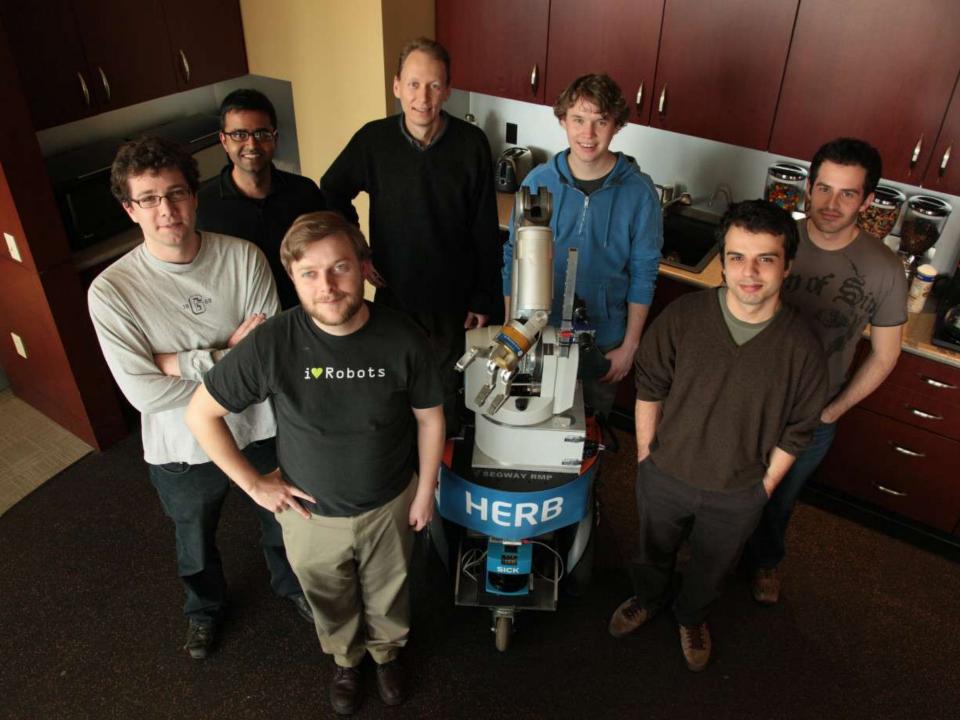


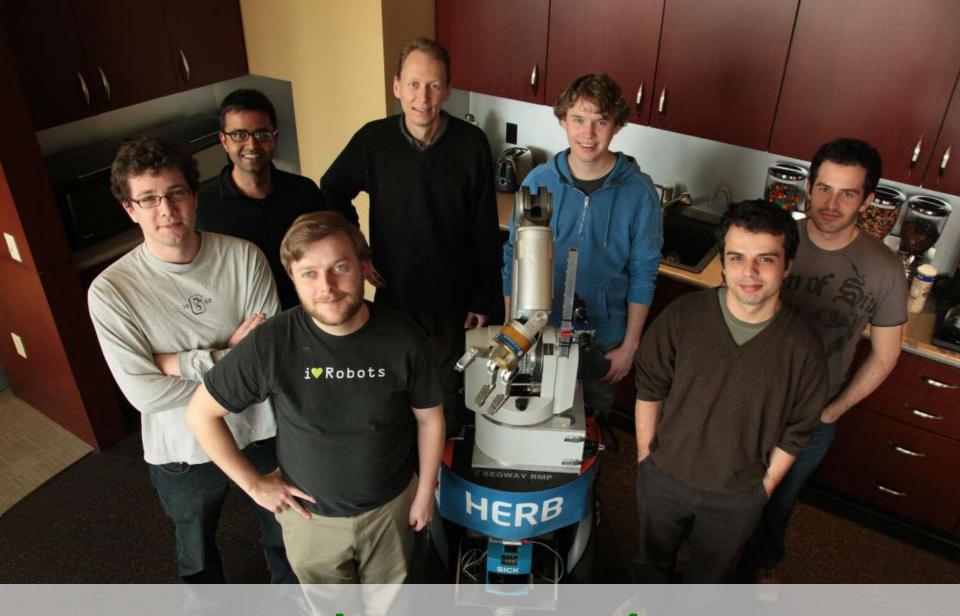
Parallelism Navigation Control

Manipulation Systems

HRI

3D Modeling





Manipulation Planning



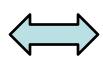




Physical Manipulation

Geometric Search







Parallelism

Navigation

Learning

Control

Perception

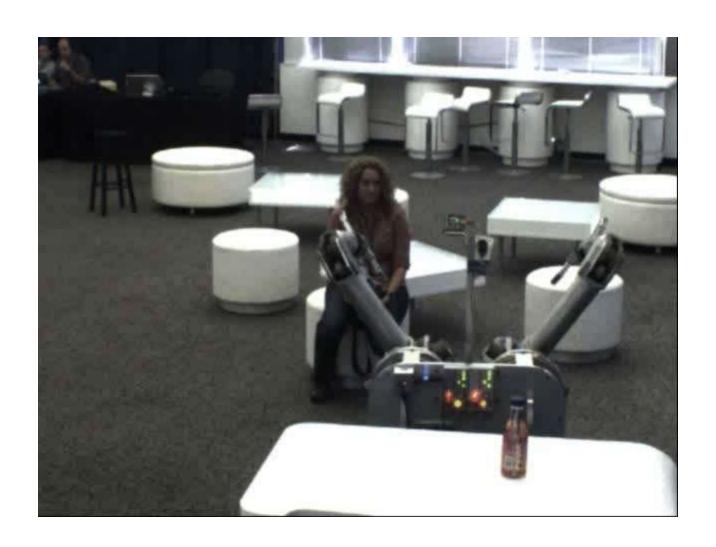
Manipulation

Systems

HRI

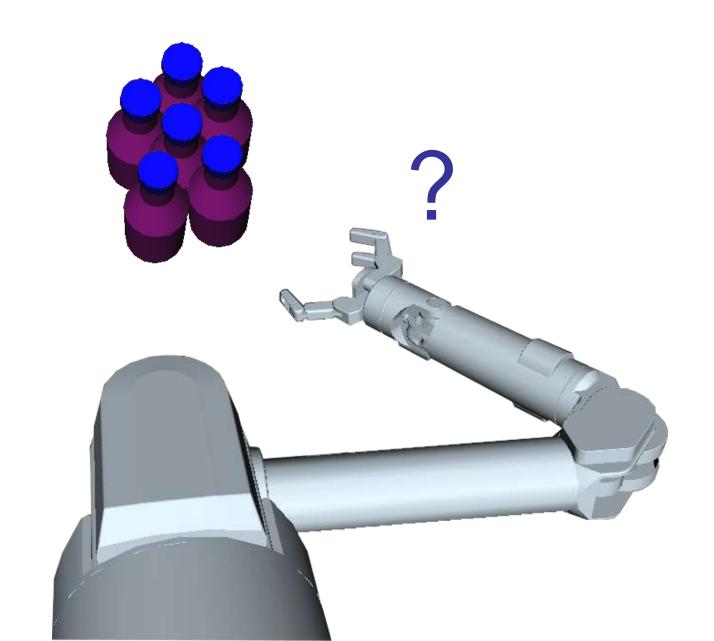
3D Modeling

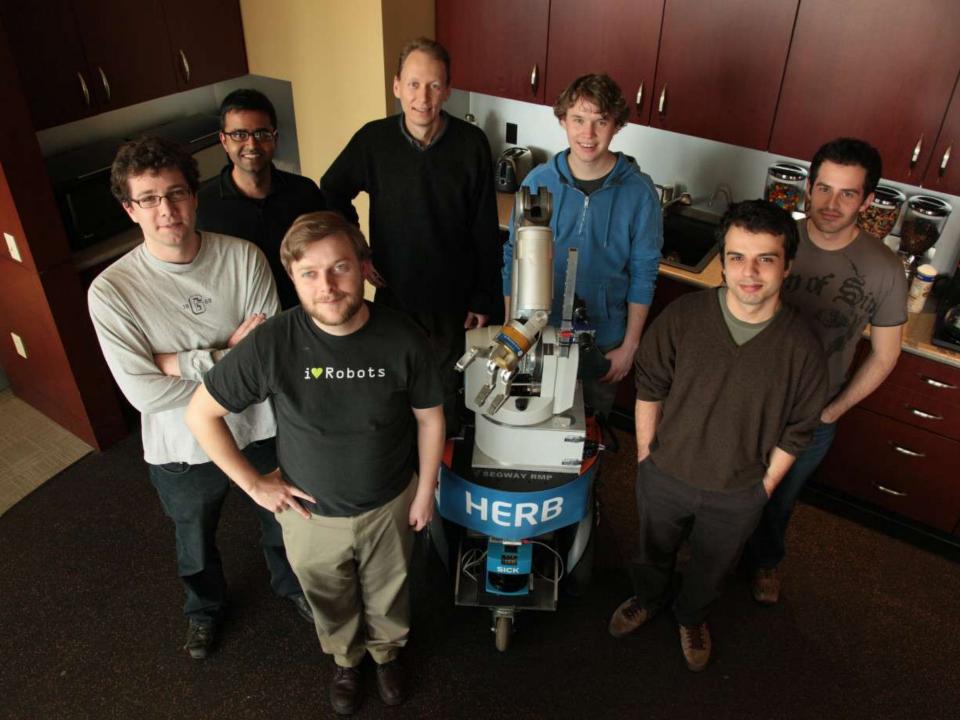
Failure: Uncertainty

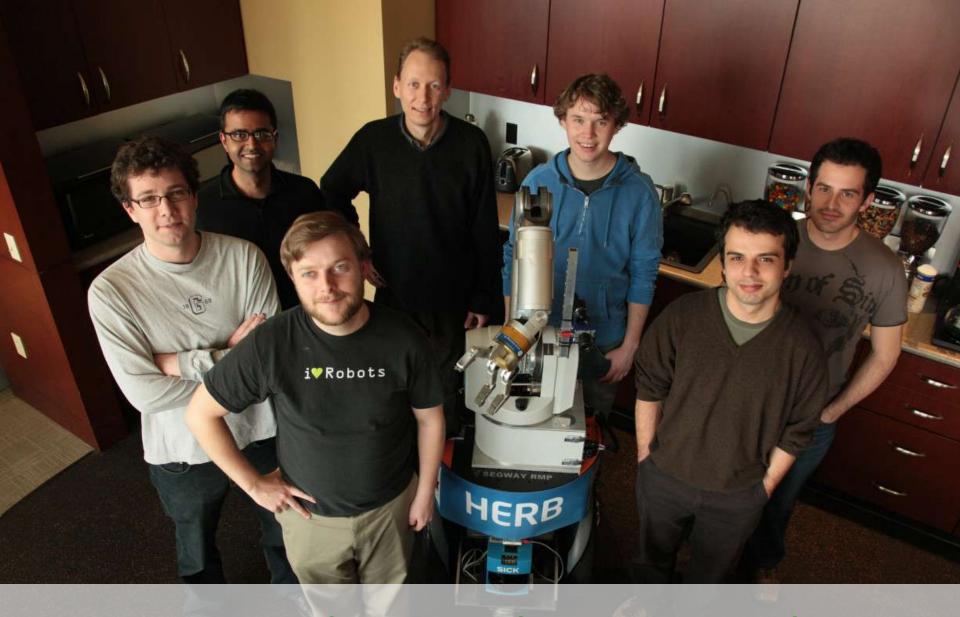


Failure: Uncertainty



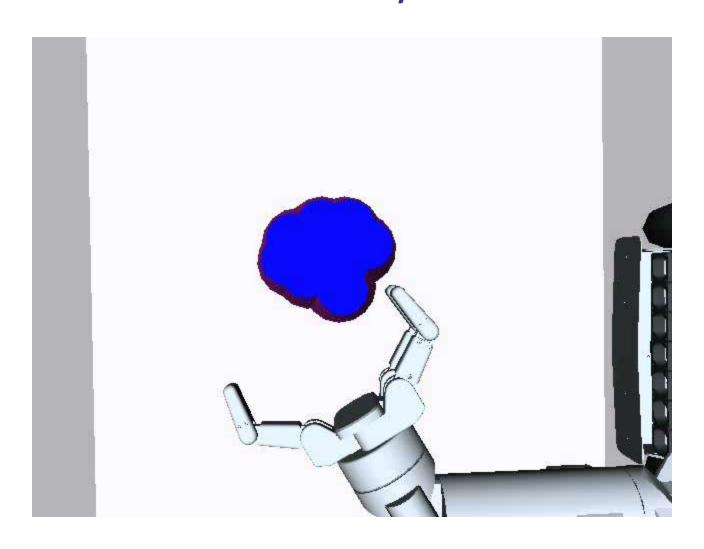






Departing Kinematics

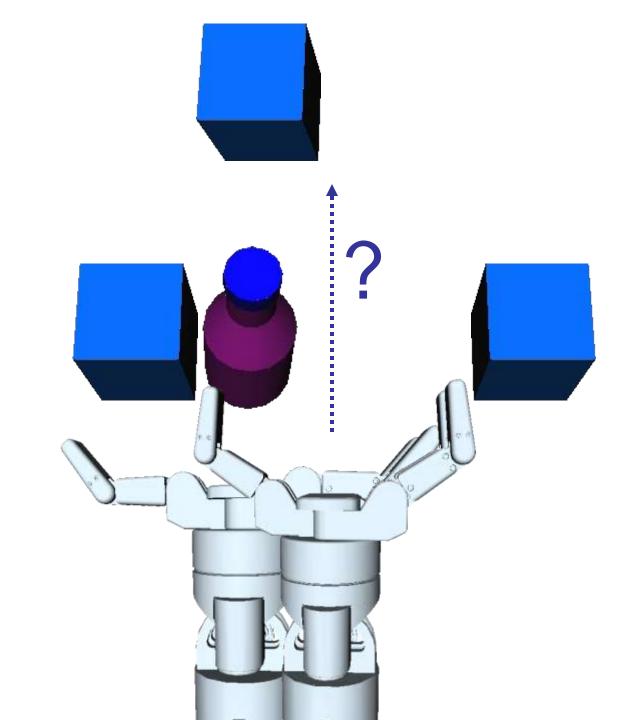
Exploit the Mechanics of Manipulation to Funnel Uncertainty [Mason'81, Burridge et al.'99]



Why not just open the hand wide and sweep?

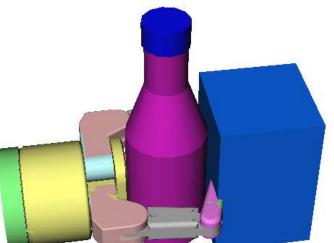
Clutter

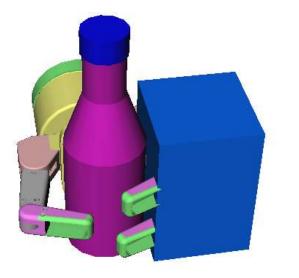














The Details of Push-Grasping

Mechanics

- What are the consequences of a push?
- How much does the robot need to know?

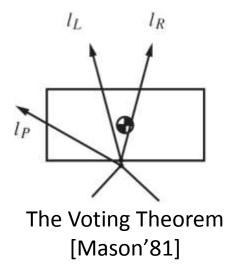
Method

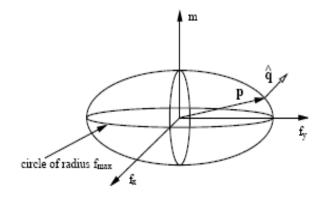
- How do we address uncertainty?
- How do we plan in clutter?

Validation

- Is our model of mechanics realistic?
- Does push-grasping work on a real robot?

Quasi-Static Pushing





The Limit Surface [Goyal et al.'91, Howe and Cutkosky'96]

How much should the robot know?

Object mass?

No.

Object-surface friction?

No.

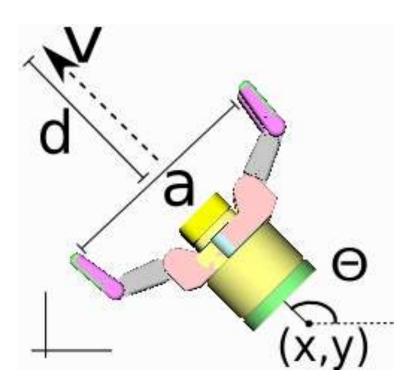
Object pressure distribution?

Pick conservatively.

• Finger-object friction?

Pick conservatively.

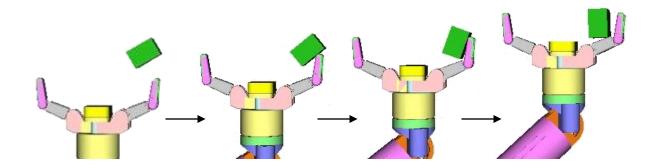
The Push-Grasp



- Hand pose: $p_h = (x,y,q)$
- Aperture: a
- Pushing direction: v
- Pushing distance: d

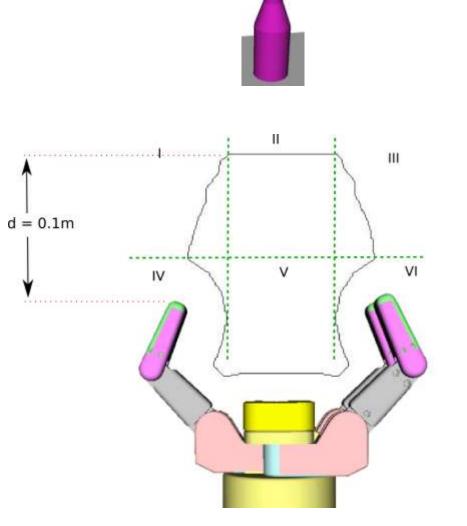
Push-Grasp: $G(p_h, a, d)$

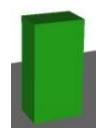
The Capture Region

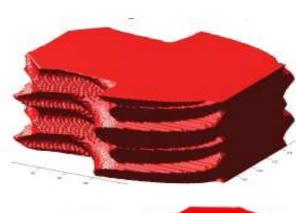


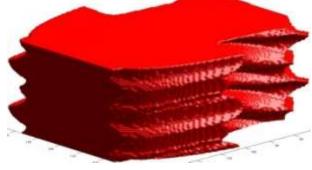
- Capture Region: *C(G,O)*
 - Set of all poses of object O that results in a successful push-grasp for G

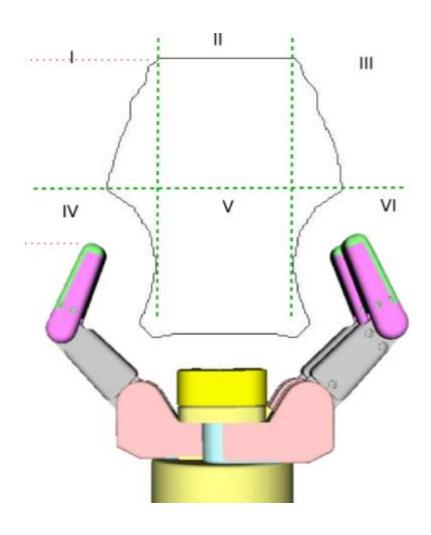
Example Capture Regions

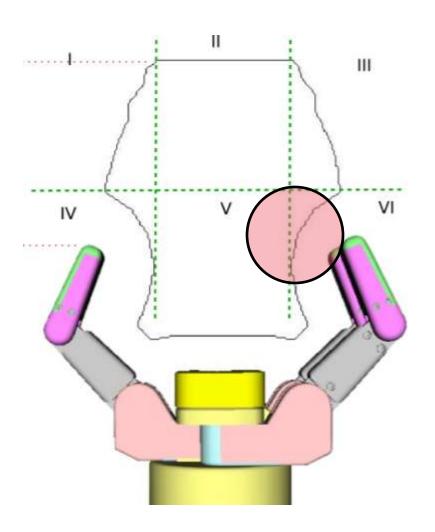




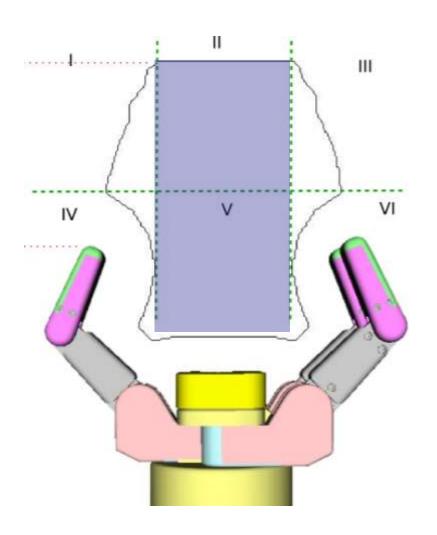






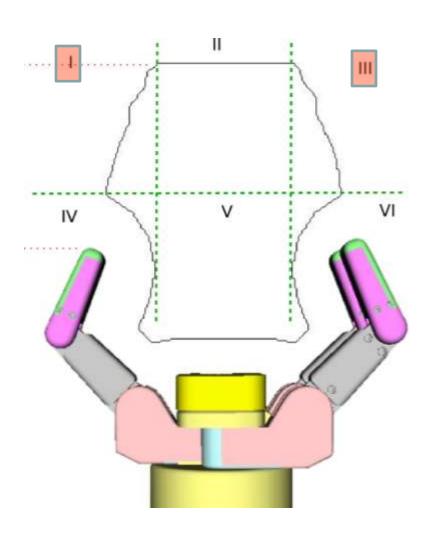


IV, VI: Object contour



IV, VI: Object contours

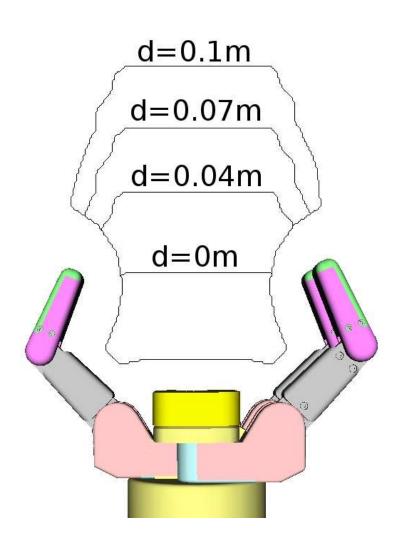
II, V: Caging regions



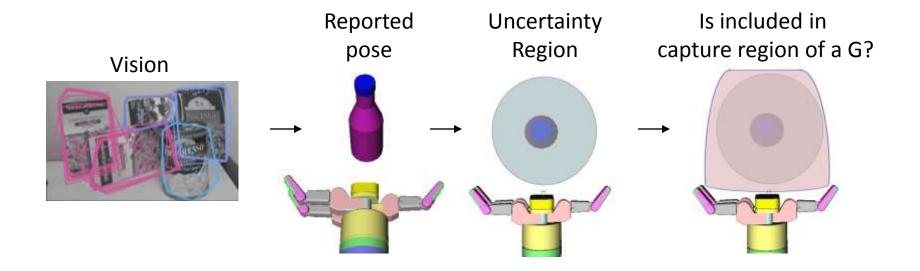
IV, VI: Object contours

II, V: Caging regions

I, III: Pushing regions



Addressing Object Pose Uncertainty



Push-grasping with clutter and uncertainty

The Details of Push-Grasping

Best Paper Award Finalist IROS 2010

Mechanics

- What are the consequences of a push?
- How much should the robot know?

Method

- How do we address uncertainty?
- How do we plan in clutter?

Validation

- Is our model of mechanics realistic?
- Does push-grasping work on a real robot?









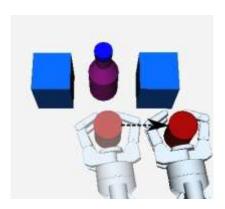




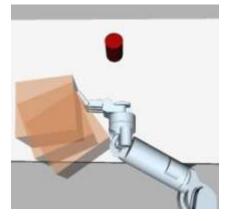




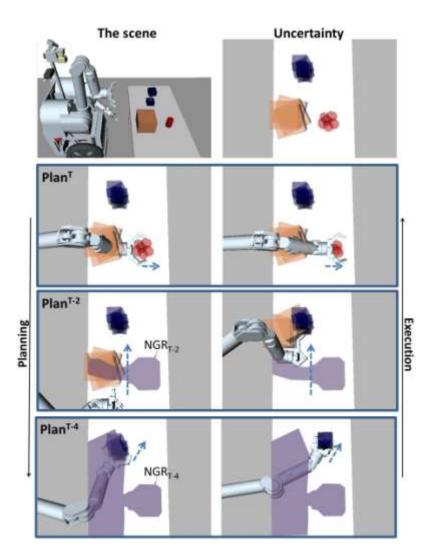
A Framework for Push-grasping in Clutter [RSS 2011 oral]



Slide-away



Sweep



Physical Manipulation





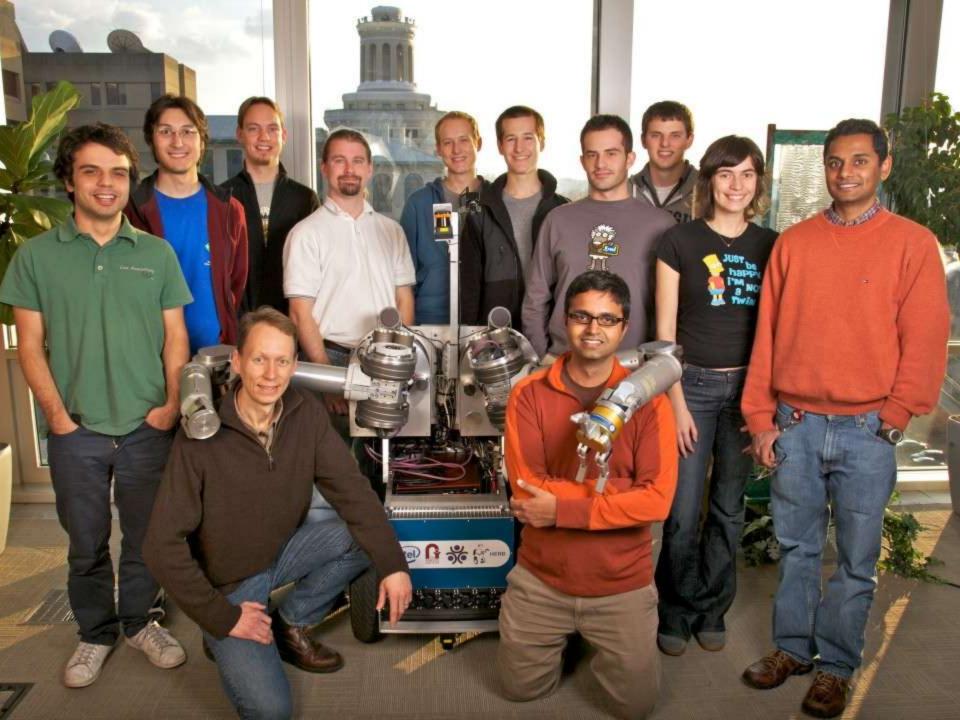


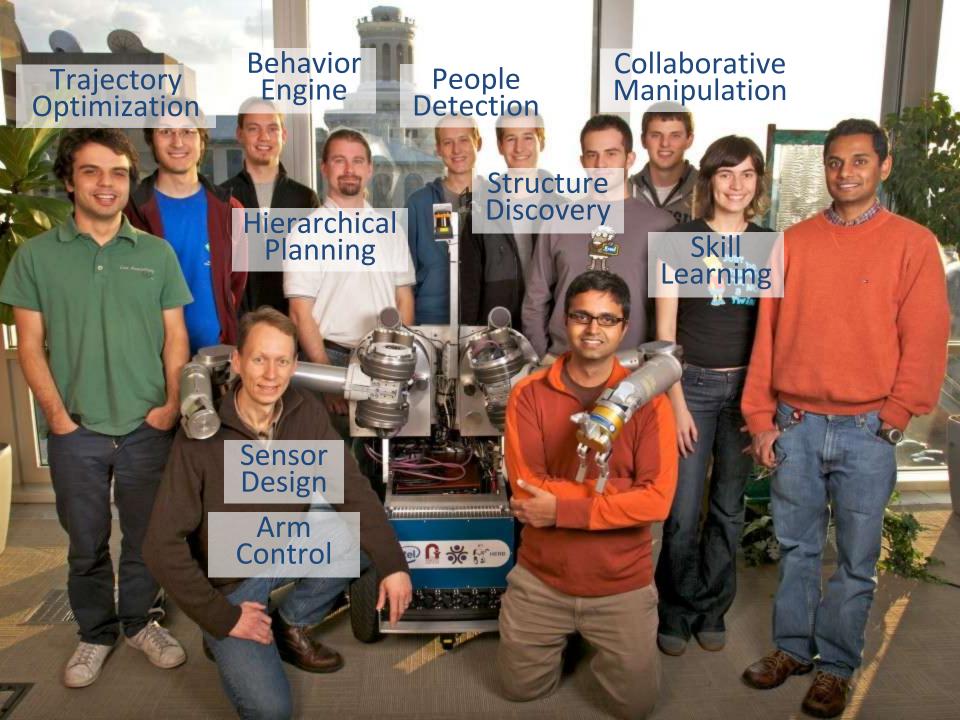
Parallelism Navigation Control

Manipulation Systems

HRI

3D Modeling















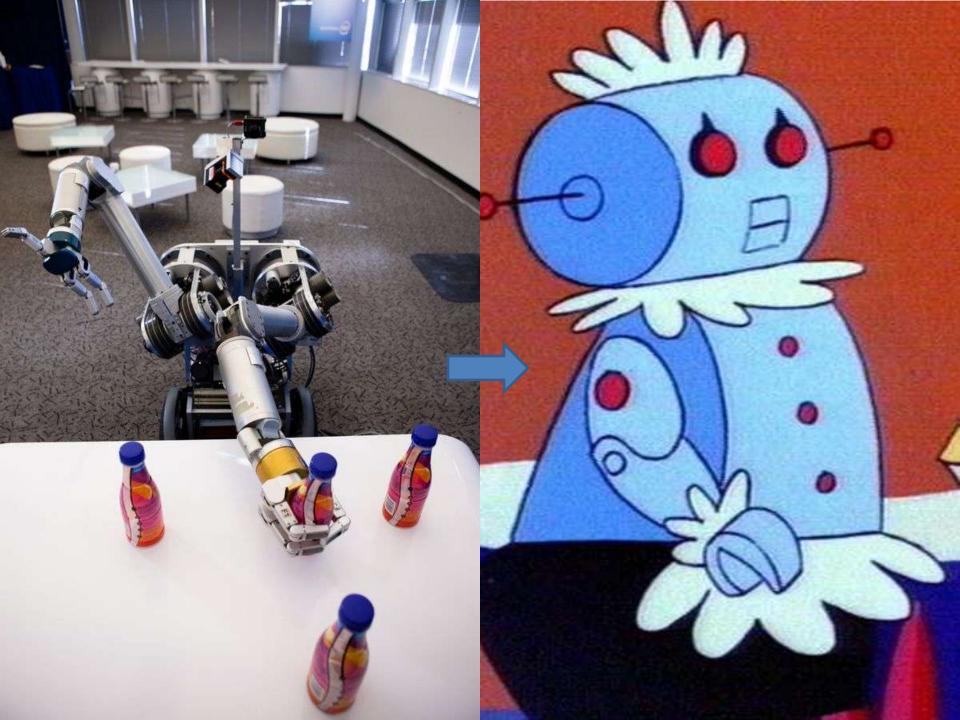
- BusinessWeek World's most advanced robots
- CBS Robots Soon To Become Part Of Home, Work Life
- Popular Science Rise of the Helpful Machines: Meet 10 of the most advanced human-assist 'bots from around the world
- Fast Company Intel's Robot Butler Serves, Clears, and Does Dishes
- Wired Magazine Butler Robot Can Fetch Drinks, Snacks
- **NBC** Bay Area Robot Steals the Show at Intel Show-Off Day
- ABC San Francisco Intel shows off new innovations on Research
- NSF Science Nation HERB, the Robot Butler
- CMU Link Magazine Robots for Life



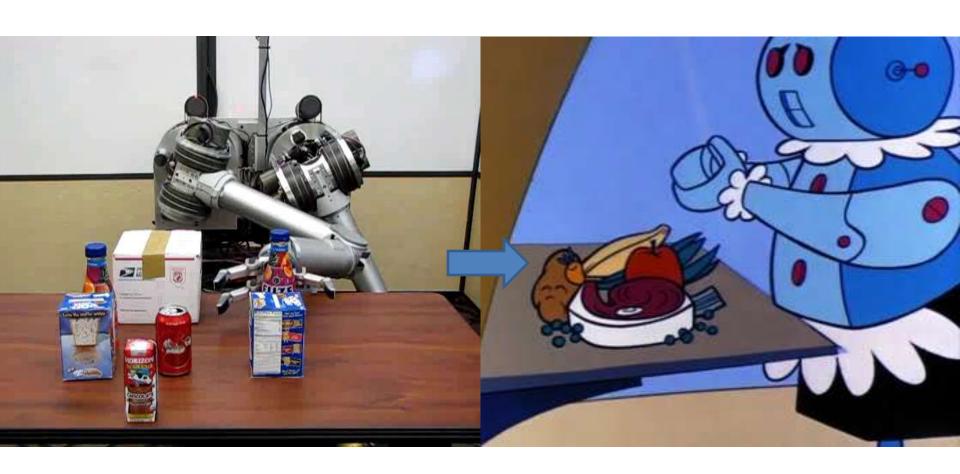




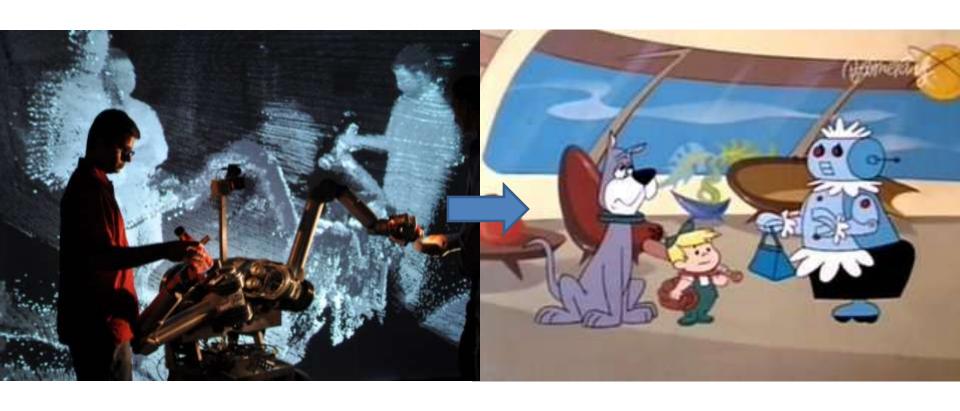




Departing Kinematics

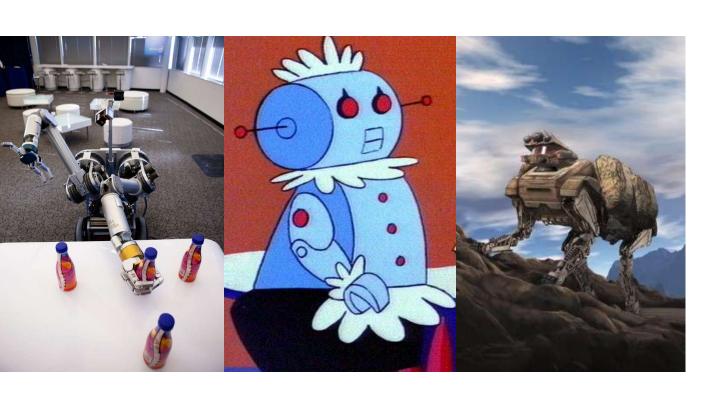


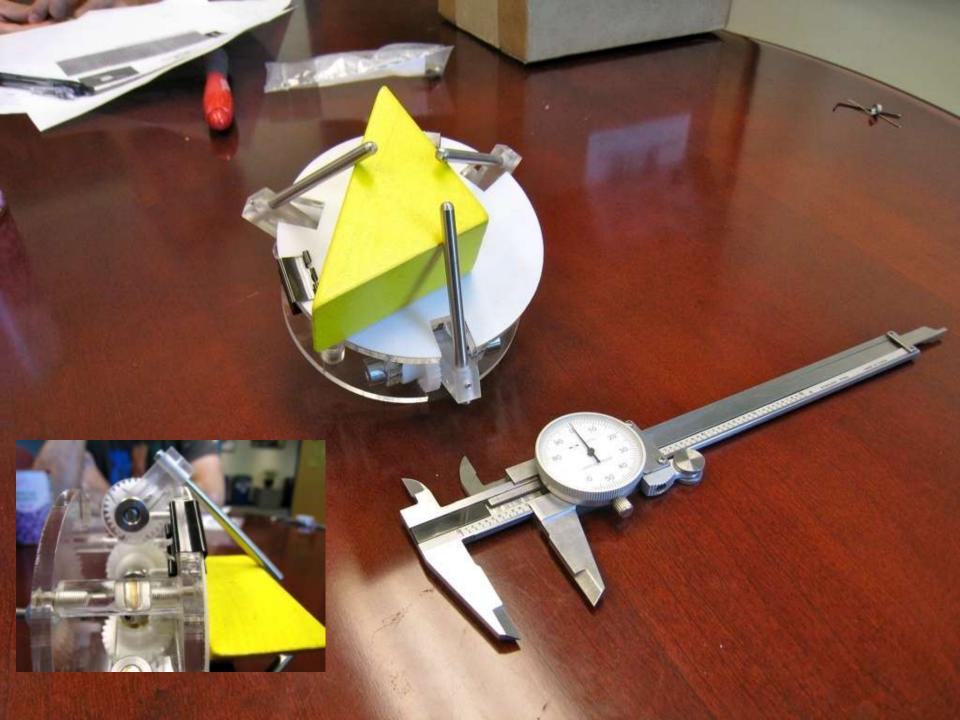
Collaborative Manipulation





Manipulator Design





Physical Manipulation







Parallelism Navigation Control

Manipulation Systems

HRI

3D Modeling

Collaborators

Peter Kaiser

Tim Niemueller

Peter Allen

Chris Atkeson

Drew Bagnell

Jodi Forlizzi

Martial Hebert Takeo Kanade

Charlie Kemp

Charne Kemp

Sara Kiesler

Ross Knepper

James Kuffner

Min Kyung Lee

Matt Mason

Nancy Pollard

Ali Rahimi

Jim Rehg

Thierry Simeon

Joshua Smith

Rosen Diankov

Dave Ferguson

Garratt Gallagher

Casey Helfrich

Bart Nabbe

Nico Blodow

Maya Cakmak

Lillian Chang

Martin Herrmann

Geoff Hollinger

Laura Lindzey

Manuel Martinez

Alberto Rodriguez

Martin Rufli

Adam Rule

Alexander Sorokin

Andrew Yeager

Andres Vazquez

Julius Ziegler









PRL talks at ICRA 2011



Addressing Cost-Space Chasms in Manipulation Planning Dmitry Berenson, Thierry Simeon, Siddhartha Srinivasa Manipulation Planning I – ThA105, 08:35-08:50



Manipulation Planning with Goal Sets Using Constrained Trajectory Optimization Anca Dragan, Nathan Ratliff, Siddhartha Srinivasa Manipulation Planning I – ThA105, 09:20-09:35



Structure Discovery in Multi-Modal Data: A Region-Based Approach Alvaro Collet, Siddhartha Srinivasa, Martial Hebert Visual Servoing I – ThP111, 14:40-14:55



A Framework for Push-Grasping in Clutter

Mehmet Dogar, Siddhartha Srinivasa

Workshop on Manipulation Under Uncertainty, Friday

personalrobotics.intel-research.net



Intel Research Pittsburgh

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