

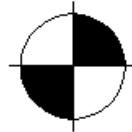
# Folding Deformable Objects using Predictive Simulation and Trajectory Optimization

Columbia University

Yinxiao Li, Yonghao Yue, Danfei Xu  
Eitan Grinspun, Peter Allen



Columbia University  
Robotics Group



**Yinxiao Li**



COMPUTER SCIENCE

**COLUMBIA UNIVERSITY**  
IN THE CITY OF NEW YORK

# Why do robots need to recognize and manipulate deformable objects?



<http://mynorthwest.com/920/2312665/Why-robots-could-soon-replace-fast-food-workers-demanding-higher-minimum-wage>

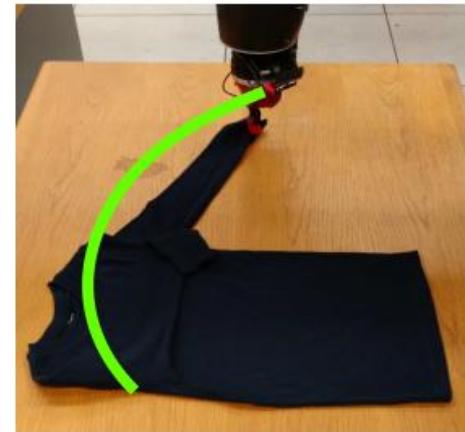
<http://www.cs.berkeley.edu/~pabbeel/>

<http://mynorthwest.com/920/2312665/Why-robots-could-soon-replace-fast-food-workers-demanding-higher-minimum-wage>

<http://www2.informatik.uni-freiburg.de/~stachnis/pdf/frank10rssws.pdf>

# Pipeline

Real World

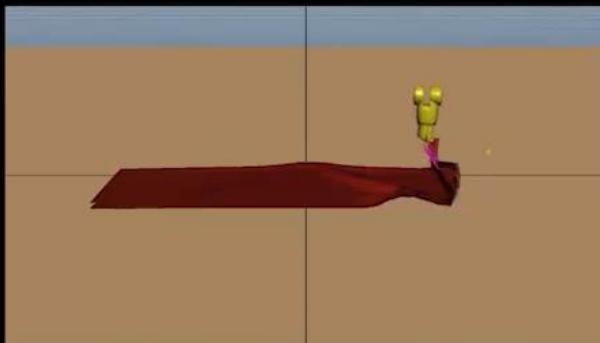


Simulation

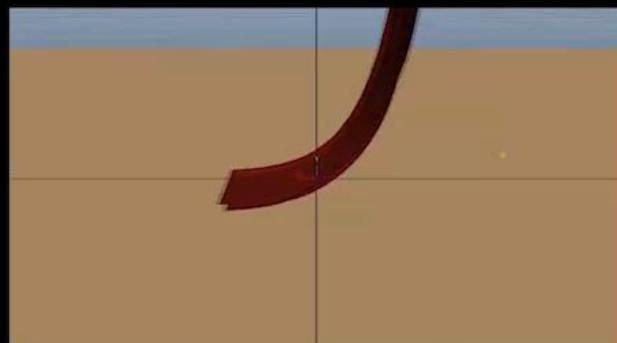


# Why trajectory is important?

Trajectory too low



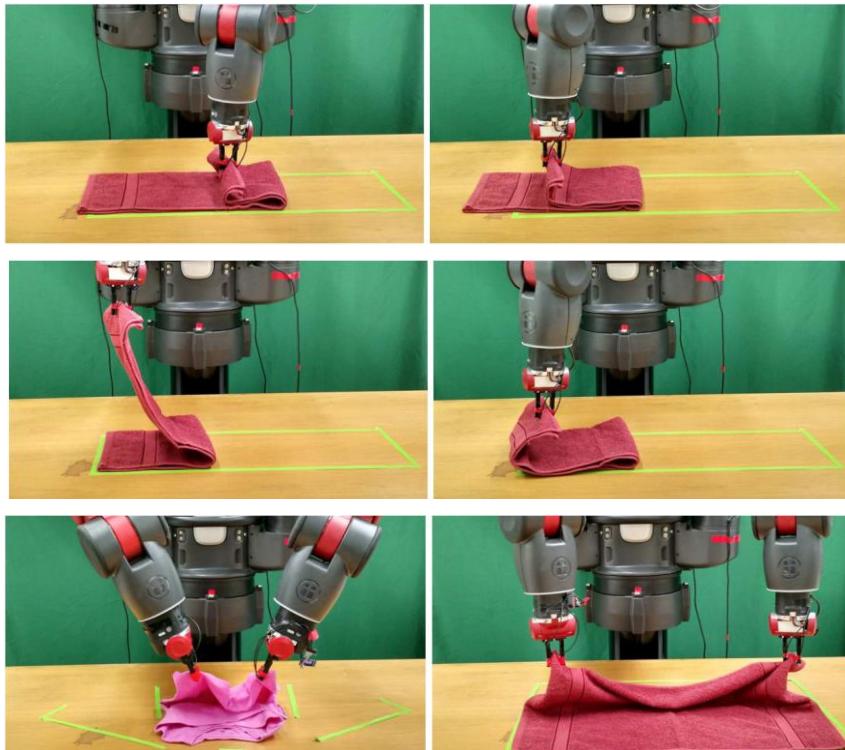
Trajectory too high



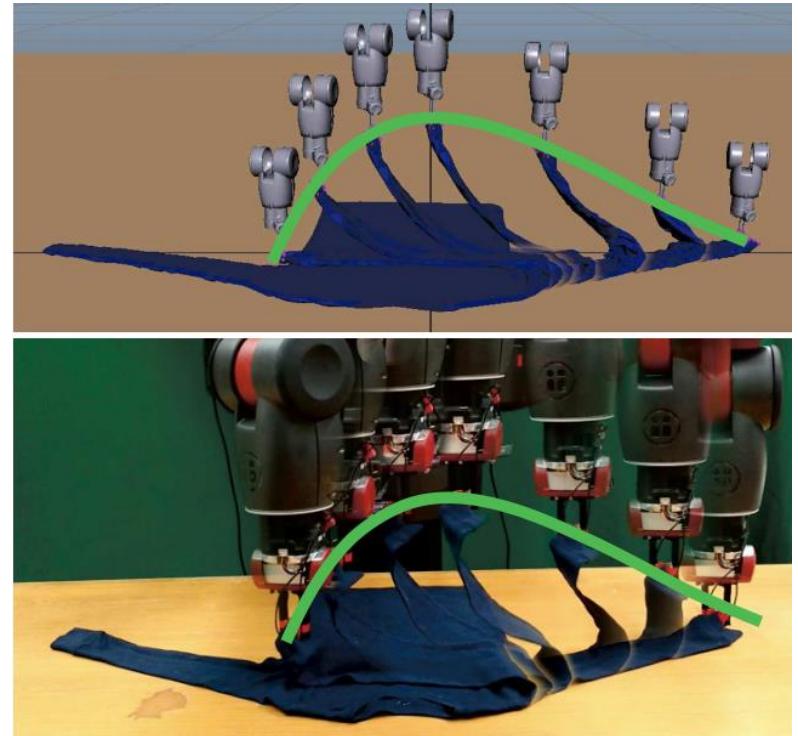
2.5x speedup

# Why trajectory is important?

Problematic scenarios:



Solution:



# Simulation

- Build the garment model



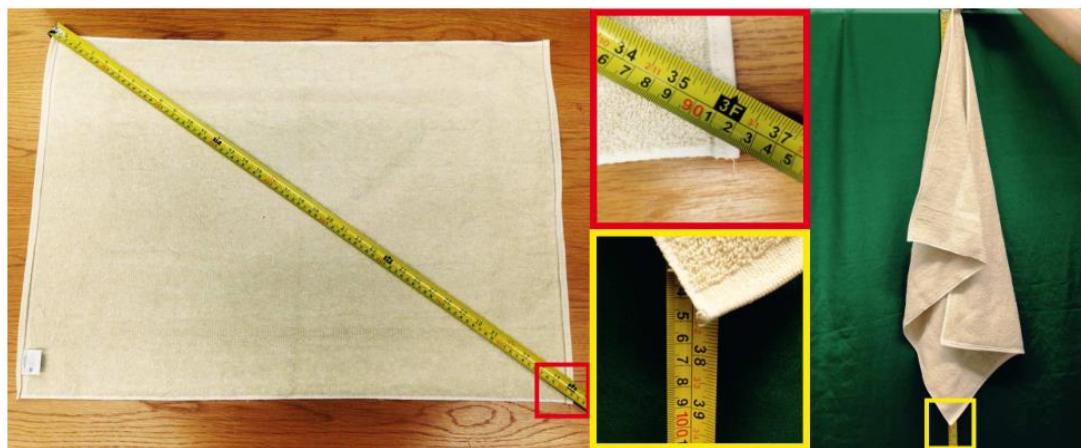
- Parameter adaptation

- Shear friction

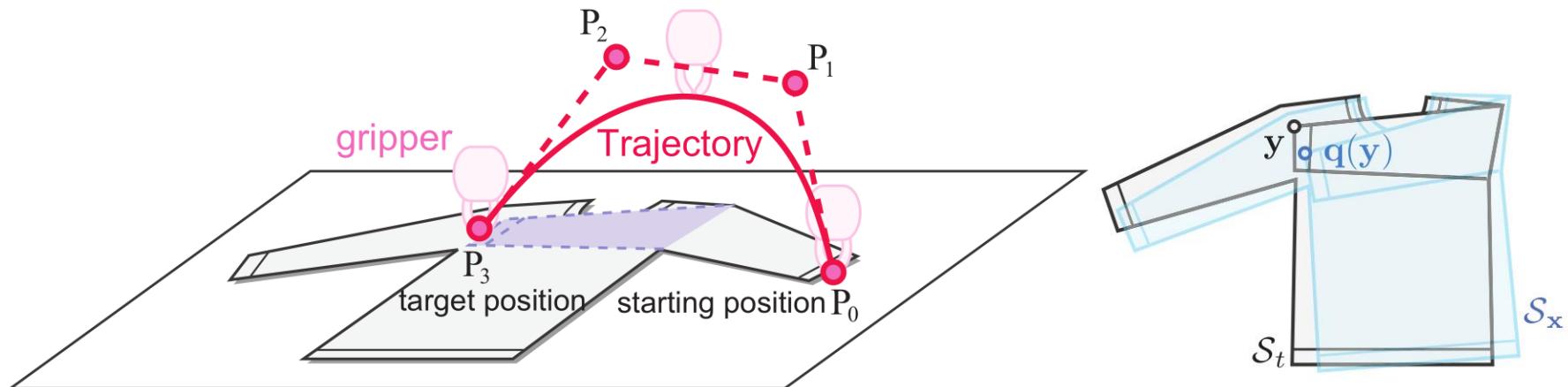
$$\text{shear\_frac} = (L_1 - L_2)/L_2$$

- Friction force  
on the able

$$\angle_{Friction} = \sin^{-1}(H_s/L_t)$$



# Trajectory Optimization

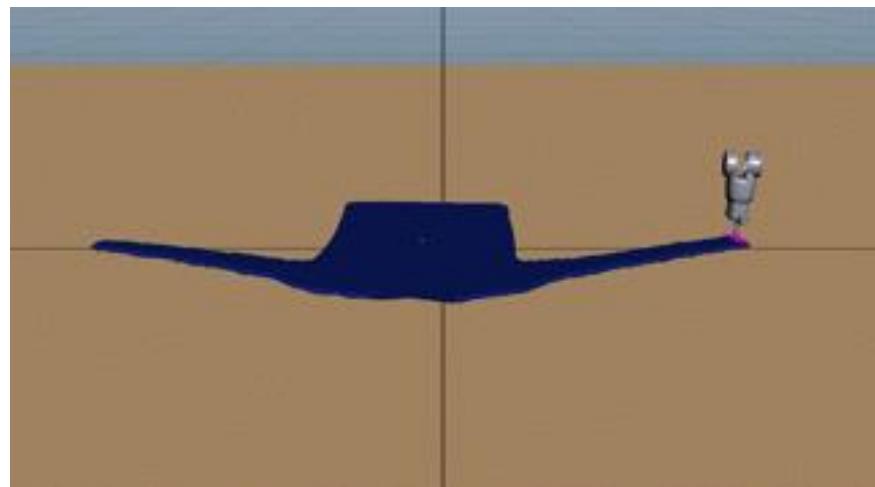


- Initial trajectory --- Bézier curve:

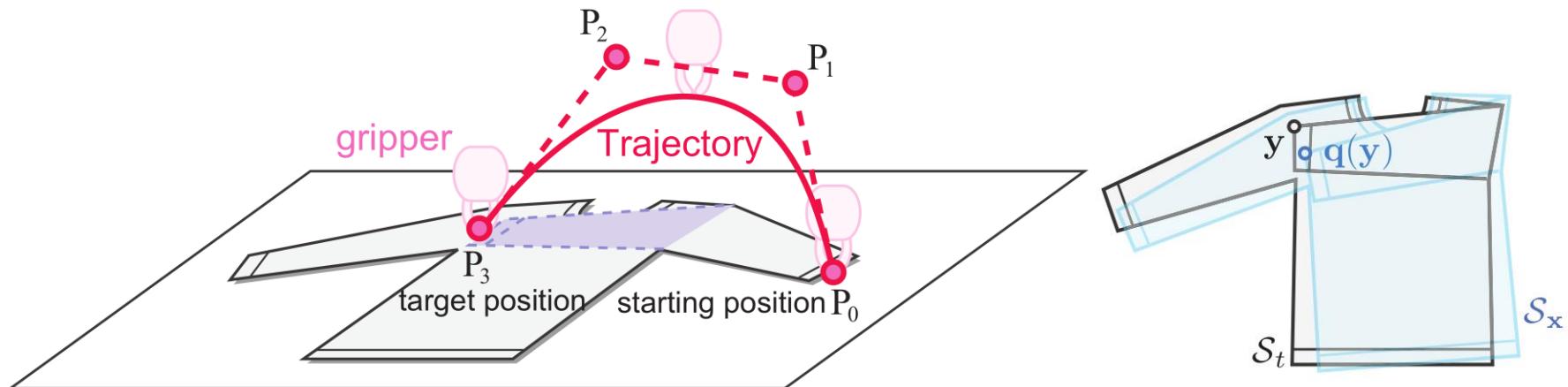
$$\mathbf{T}(u) = \sum_{k=0}^n B_k^n(u) \mathbf{P}_k$$

$$\mathbf{P}_1 = \frac{2}{3}\mathbf{P}_0 + \frac{1}{3}\mathbf{P}_3 + h\|\mathbf{P}_0 - \mathbf{P}_3\|\mathbf{e}_v$$

$$\mathbf{P}_2 = \frac{1}{3}\mathbf{P}_0 + \frac{2}{3}\mathbf{P}_3 + h\|\mathbf{P}_0 - \mathbf{P}_3\|\mathbf{e}_v$$



# Trajectory Optimization (cont.)



- Initial trajectory --- Bézier curve:  $\mathbf{T}(u) = \sum_{k=0}^n B_k^n(u) \mathbf{P}_k$
- Optimization Objective:

$$\mathbf{x}_{opt} = \operatorname{argmin}_{\mathbf{x}} \underbrace{\{l_{\mathbf{x}} + \alpha D(\mathcal{S}_t, \mathcal{S}_{\mathbf{x}})\}^2}_{C(\mathbf{x})}$$

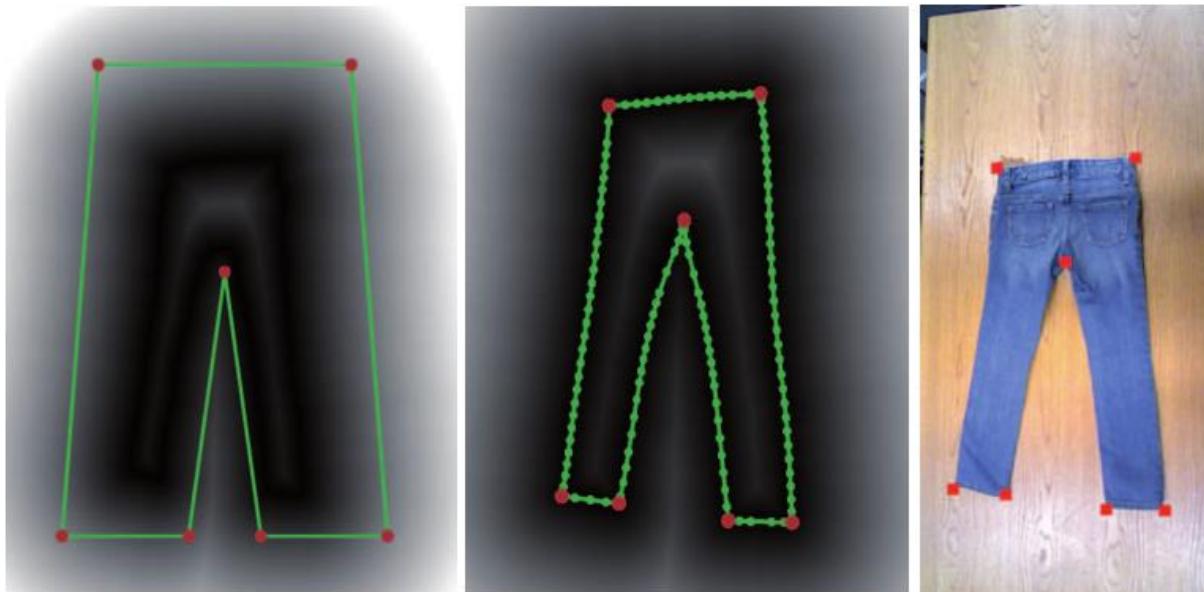
$$\tilde{D}(\mathcal{S}_t, \mathcal{S}_{\mathbf{x}}) = \frac{1}{|\mathcal{S}_t|} \sum_i \|\mathbf{q}_i - \mathbf{y}_i\| A_i$$

# Application to garment folding

- Key point localization

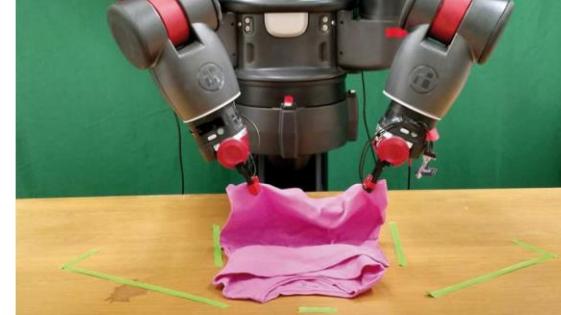
$$E_T(S, \bar{S}) = E_{\text{fit}}(S, T) + E_{\text{def}}(S, \bar{S})$$

$$E_{\text{def}}(S, \bar{S}) = \kappa E_{\text{stretch}}(\bar{S}, \mathbf{x}) + \beta E_{\text{bend}}(\bar{S}, \mathbf{x})$$



# Experimental Results

- Robot setup



- Garment folding candidates



---

Garment Type

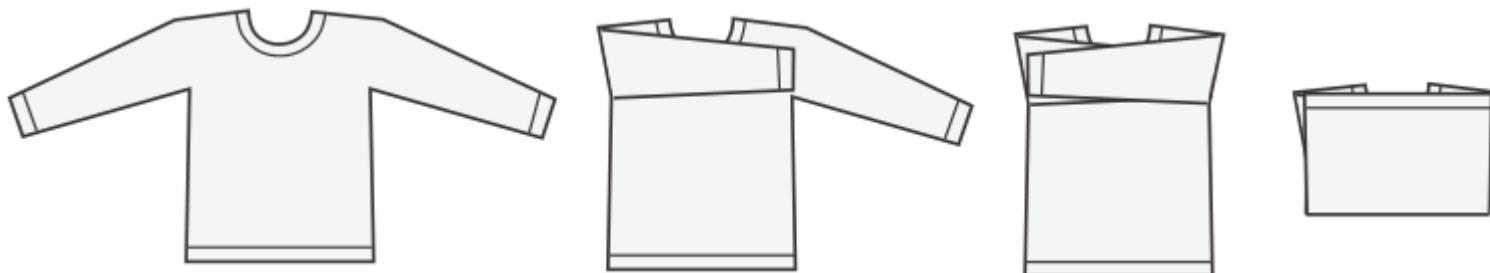
---

Long-Sleeve T-Shirt (large)  
Long-Sleeve T-Shirt (small)

Jeans  
Pants

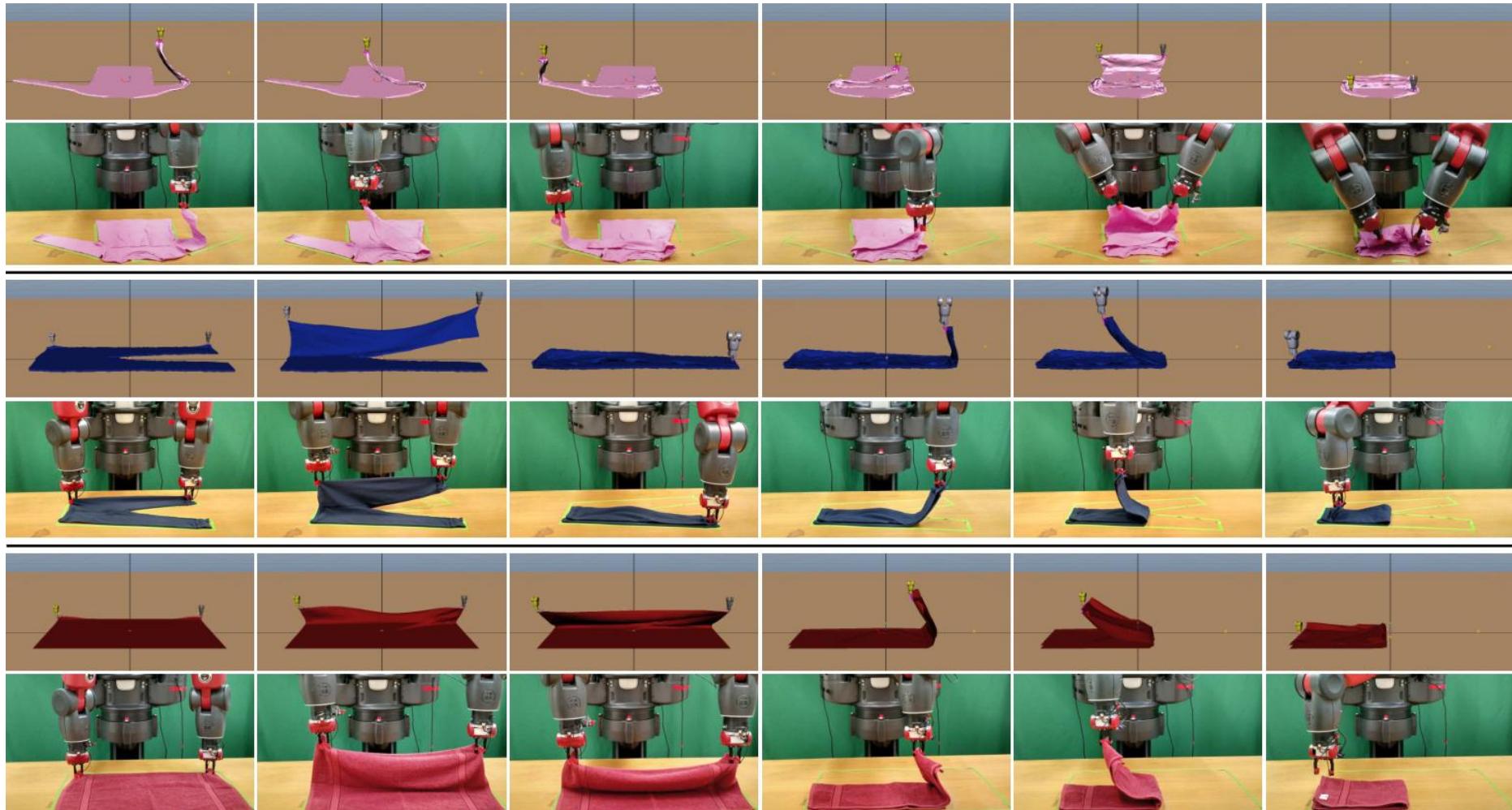
Large Towel  
Medium Towel  
Small Towel

# Experimental Results (cont.)



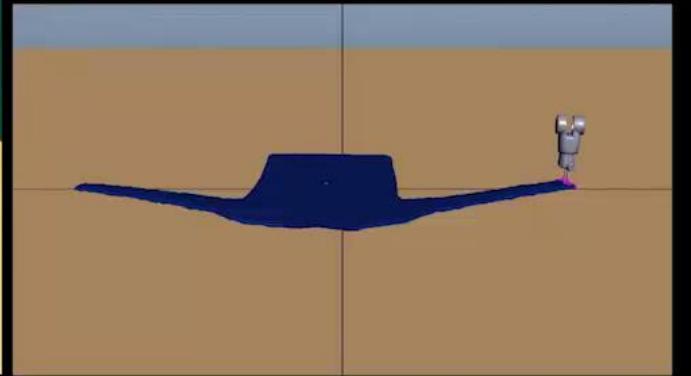
Garment Type	# of folds	Success Rate	Avg. Time (sec)
L-S T-Shirt (large)	3	10/10	121
L-S T-Shirt (small)	3	10/10	118
Jeans	2	7/10	88
Pants	2	8/10	88
Large Towel	2	10/10	90
Medium Towel	2	10/10	88
Small Towel	2	10/10	83
<b>Average</b>	<b>2.3</b>	<b>9.3/10</b>	<b>97</b>

# Experimental Results (cont.)



# Experimental Results (cont.)

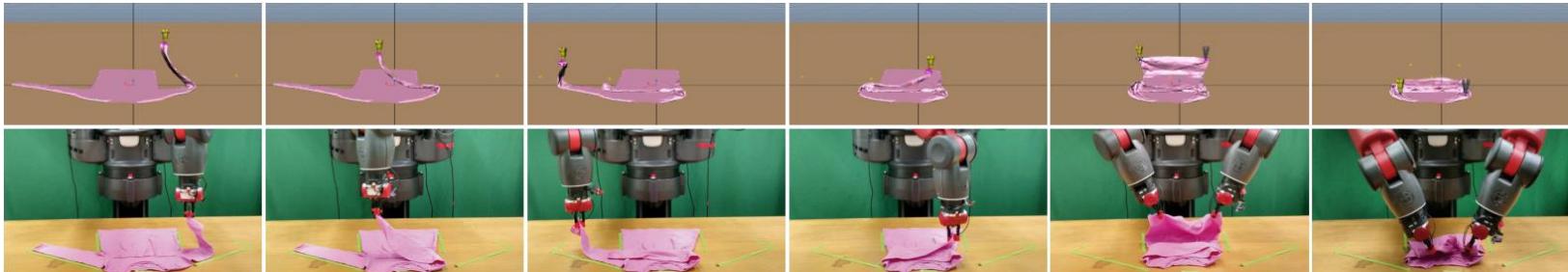
Side-by-side comparison



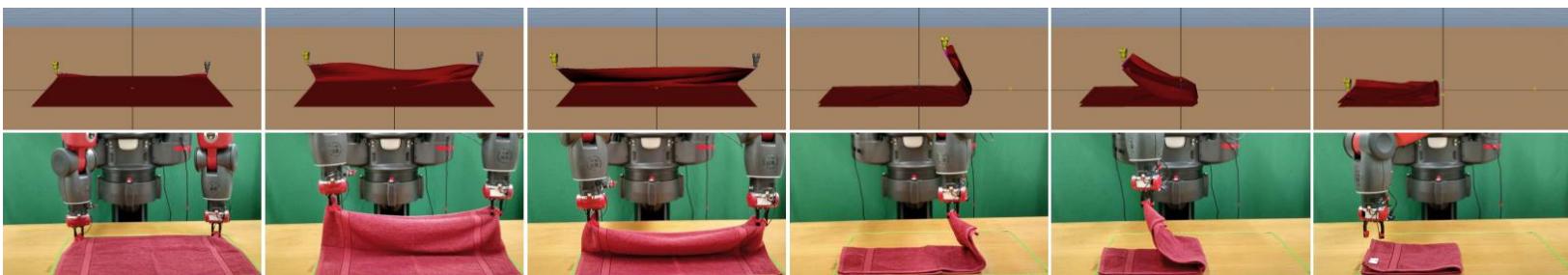
2.5x speedup

# Experimental Results (cont.)

3-folds



2-folds



Garment Type	# of folds	Success Rate	Avg. Time (sec)
L-S T-Shirt (large)	3	10/10	121
L-S T-Shirt (small)	3	10/10	118
Jeans	2	7/10	88
Pants	2	8/10	88
Large Towel	2	10/10	90
Medium Towel	2	10/10	88
Small Towel	2	10/10	83
<b>Average</b>	<b>2.3</b>	<b>9.3/10</b>	<b>97</b>