

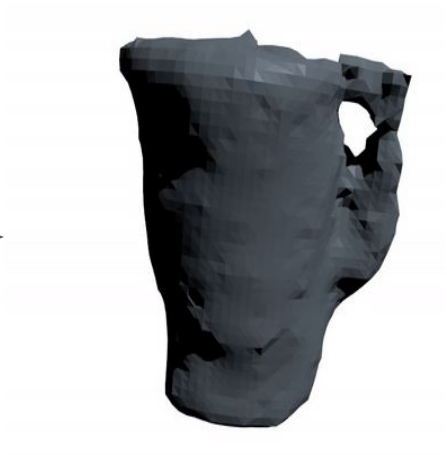
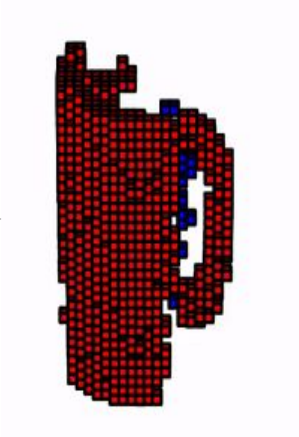
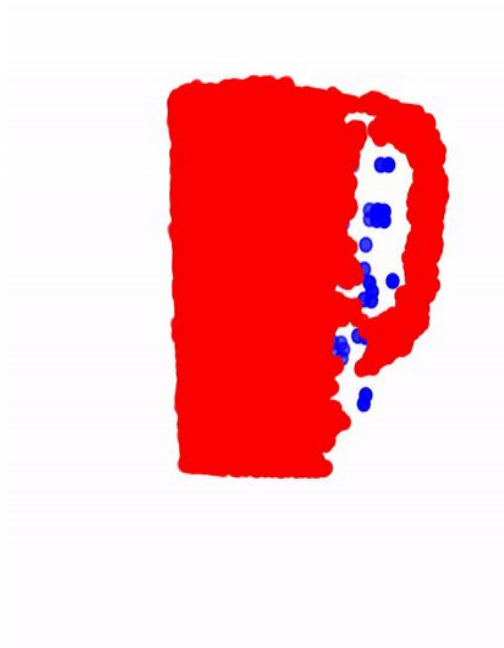


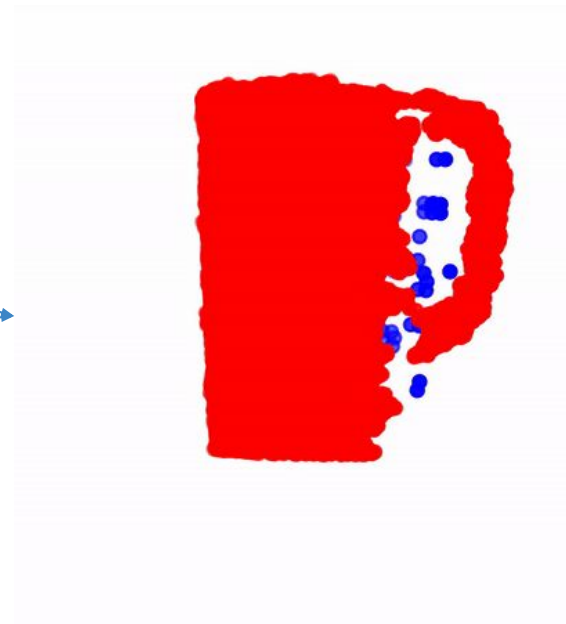
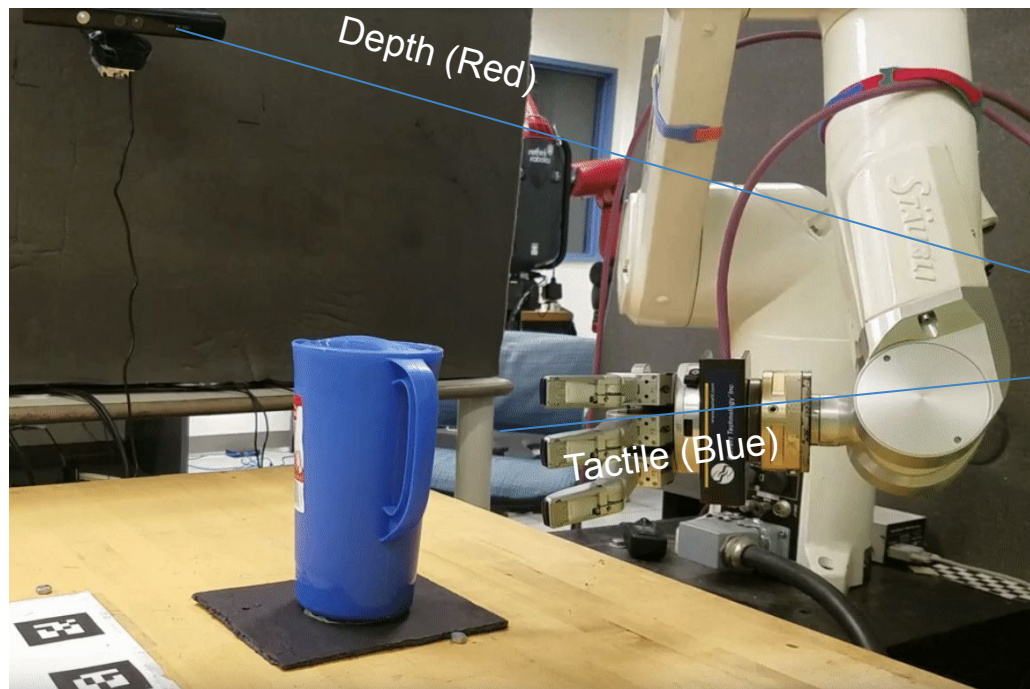
Visual Tactile Grasping

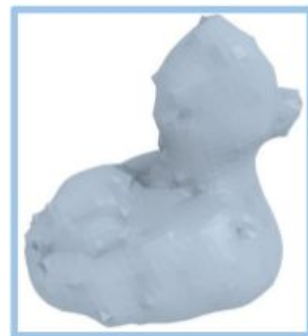
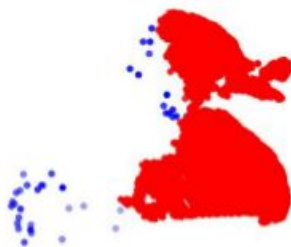
David Watkins-Valls











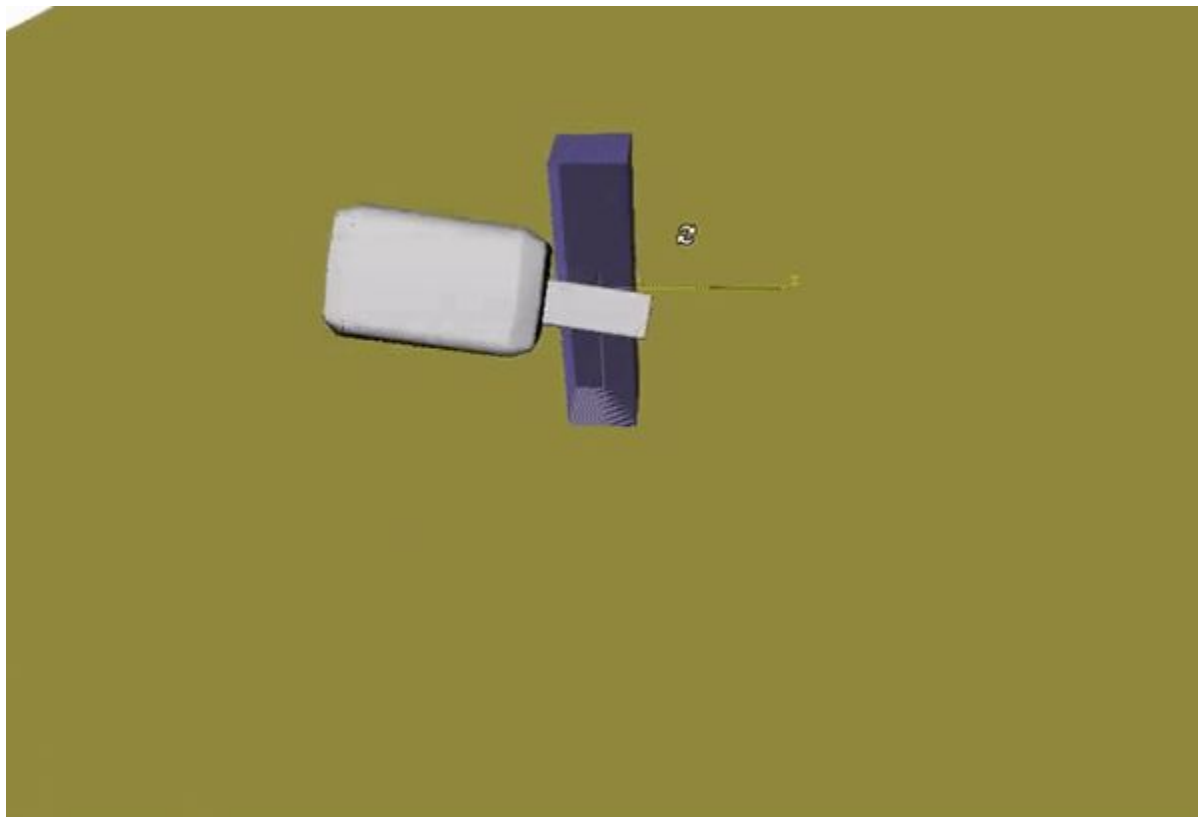
Ground Truth

Depth and
Tactile Clouds

Depth Only
Completion

Tactile and Depth
Completion
(ours)

Grasp-It!





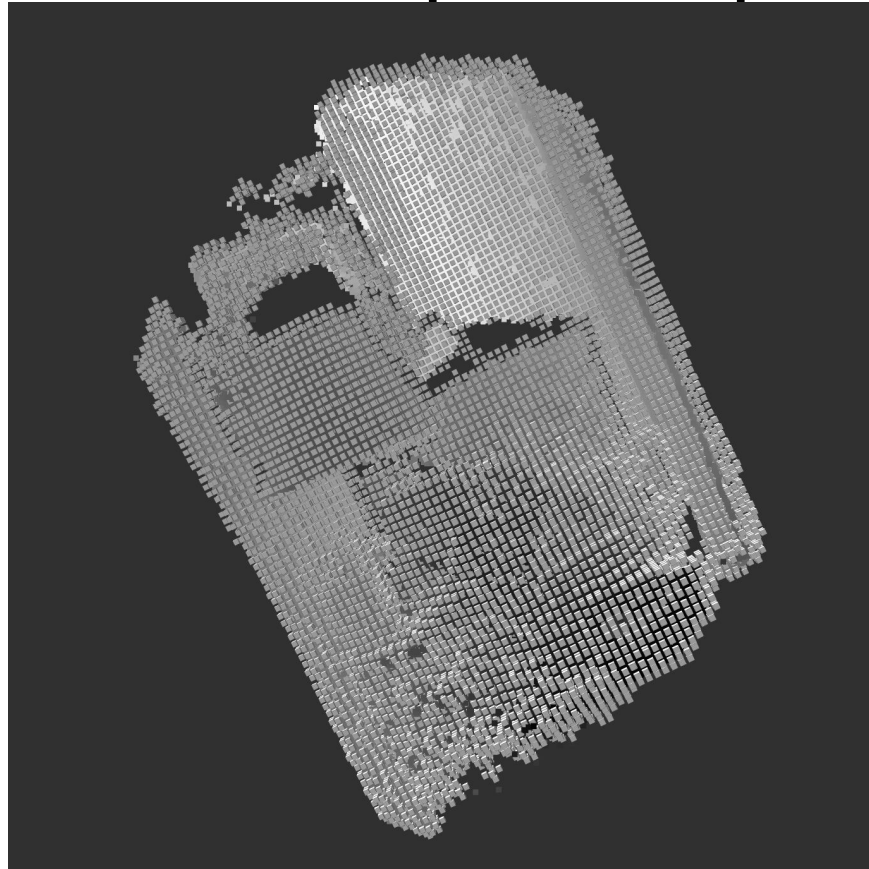
Multi-Modal Geometric Learning for Grasping and Manipulation

David Watkins-Valls, Jacob Varley, Peter Allen

We gratefully acknowledge the support of NVIDIA Corporation with the donation of the Titan Xp GPU used for this research.
This work is supported by NSF Grant CMMI 1734557.



Realtime Shape Completion



Multi-Modal Geometric Learning for Grasping and Manipulation

[Back to main page](#)

Live Split
Black And Decker Lithium Drill Driver
Clorox Disinfecting Wipes 35
Domino Sugar 1LB
Frenchs Classic Yellow Mustard 140z
Master Chef Ground Coffee 297G
PingPong Original
Rubbermaid Ice Guard Pitcher Blue
Soft Scrub 21L 40z
Hobbit Models Hobbit Views
Banana Poisson 004
Block Of Wood 6in
Book Poisson 002
Book Poisson 003
Book Poisson 008
Book Poisson 015
Book Poisson 006
Book Poisson 015
Box Poisson 019
Box Poisson 023
Camera Poisson 034
Can Poisson 001
Can Poisson 014
Cellphone Poisson 009
Donut Poisson 005
Egg Poisson 011
Flashlight Poisson 001
Hammer Poisson 001
Hammer Poisson 001
Hammer Poisson 006
Hammer Poisson 031
Horseshoe Poisson 000
Knife Poisson 004
Knife Poisson 011
Knife Poisson 032
Melissa Doug Farm Fresh Fruit Banana
Mushroom Poisson 007
Mushroom Poisson 007
Mushroom Poisson 013
Mushroom Poisson 013
Pitcher Poisson 003
Pliers Poisson 000
Remote Poisson 012
Remote Poisson 012
Remote Poisson 012
Remote Poisson 013
Remote Poisson 016
Soccer Ball Poisson 003
Soccer Ball Poisson 007
Stapler Poisson 007
Stapler Poisson 023
Tetra Pak Poisson 020
Toaster Poisson 009
Toilet Paper Poisson 000
Toy Poisson 001
Toy Poisson 019
Trash Can Poisson 011

Rubbermaid Ice Guard Pitcher Blue

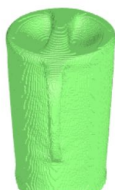
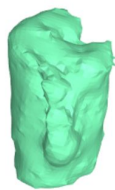
Point Cloud (Depth cloud in red, Tactile cloud in blue)

Partial View



Completion

Ground Truth



Next Steps

- RGB voxel grid
- Affordance labeling of output voxels
- Segmentation of resultant voxel grids
- Next best touch