Weekly Review

09/02/21

- **Tasks**
- Talk to Marvin, Pol about Simulation ☑
- Check feasibility of model free approach versus model based ☑
- Run the official repository ✖

Additional

- Forked the repo and added detailed Installation instructions in Readme ☑
- **Doubts / Queries**
- **To-Do Items for Next Week**
- Understand the existing repository completely
- Code Soft Actor Critic from scratch
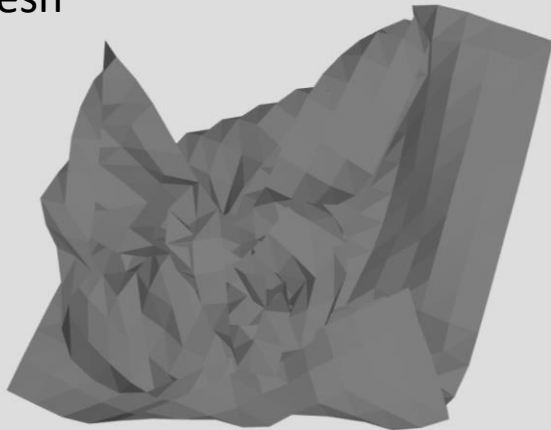- Literature Review from other papers

TO-DO LATER
- Update overall plan
- Testing various simulation platforms & selecting one

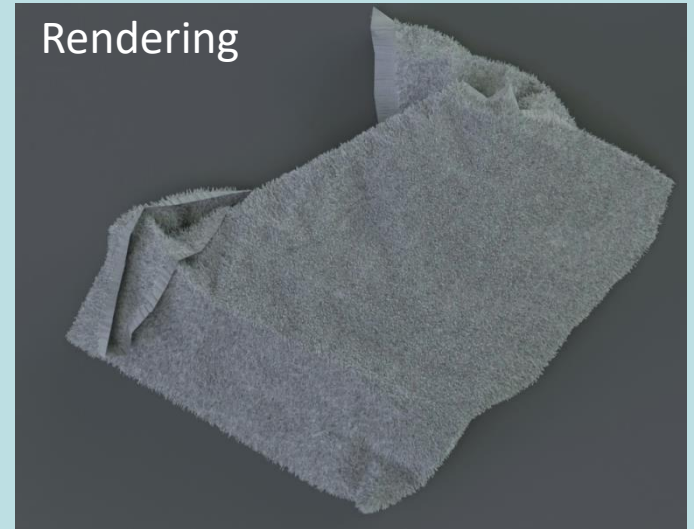- **Task details**
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Mesh

Mujoco

Rendering

Not needed : *use mujoco model initially*
(Need faster simulation and huge dataset)

For later use : *sim-to-real transfer*

- **Task details**
- Check feasibility of model free approach versus model based ☑

One of the recent breakthroughs in robotics has been the development of model-free visual policy learning [26, 45, 1], where robotic algorithms can reason about interactions directly from raw sensory observations. This can alleviate the challenge of state estimation for deformable objects [33], since we can directly learn on images. Moreover, since these methods do not require an explicit model of the object [29], they can overcome the challenge of having complex deformable object dynamics.

- Pick points are selected on binary segmentation of the cloth image
- Reward is also computed from the segmentation

- **Task details**
- Run the official repository ✕

Possible issues –
- Environment not set up correctly
- Not enough computation on laptop

Need better understanding of the repository !!!

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