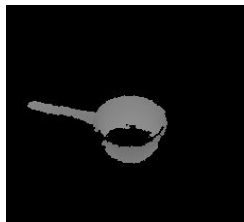


Scene

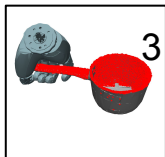
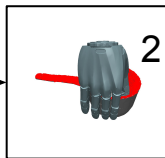


Depth Image



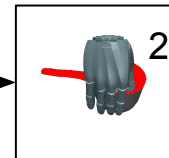
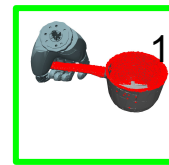
Learned
Generative
Model

Generated grasps



Learned
Evaluative
Model

Grasps ranked by predicted
success probability



Execution of Top Grasp

