Updates: Friday, Mar 4, 2022  
- Kunal Nandanwar

Reference Video: https://wpi0.sharepoint.com/sites/gr-MERLab88/Shared%20Documents/Forms/AllItems.aspx?id=%2Fsites%2Fgr%2DMERLab88%2FShared%20Documents%2FDexterous%20In%2Dhand%20Manipulation%2FICRA%202021%20Files%2FICRA21%20%2D%20Video%20%2D%20Region%2Dbased%20Dexterous%20

Reference websites:

<https://www.cs.cmu.edu/~kmcrane/Projects/HeatMethod/>

https://nmwsharp.com/

https://nmwsharp.com/research/vector-heat-method/

https://github.com/nmwsharp/potpourri3d/tree/master/test

**Meeting Notes/Suggestions:**

**Updates:**

0. Updated Planner – weekly goals

1. Geodesic Path calculator

2. Nicholas Sharp code: simple greedy strategy of intrinsic edge flips will provably shorten a given path, loop, or curve network to an exact, locally-shortest geodesic.

Ran code with different examples. Faced issues with a couple of them, trying to rectify.

3. Next week goal: Rectify the errors, and try to implement in Reg based manipulator code.

Geodesic in point clouds (Heat Method for Distance Computation):









