Simulation Setup & Input

Object models

Simulation Environment
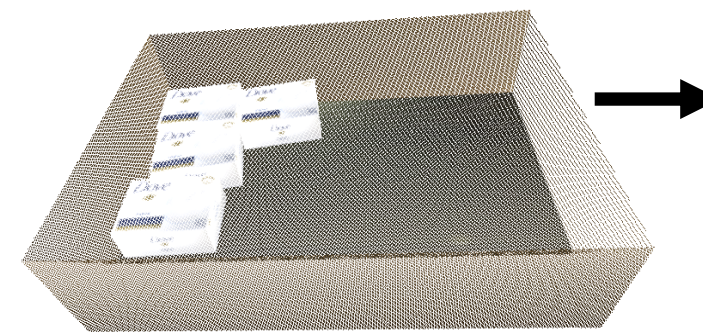
Lamp

Camera

Bin
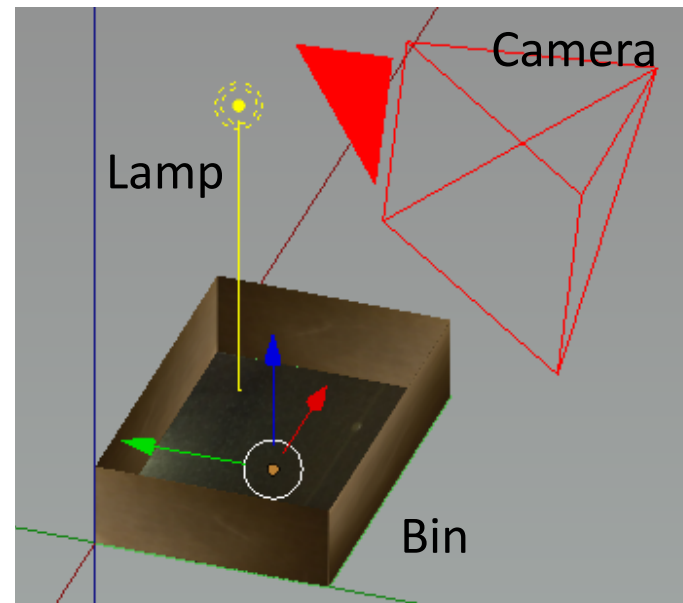
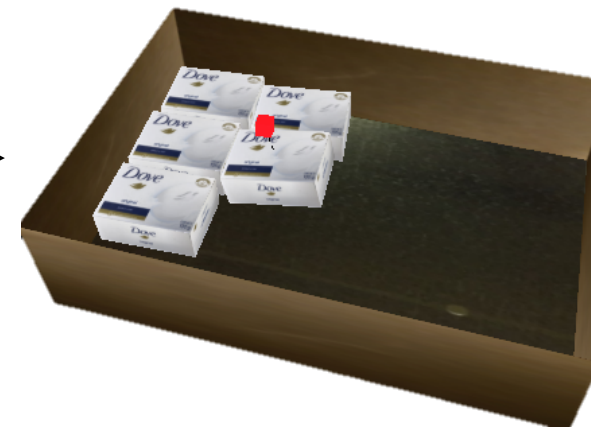Target configurations for K objects $\{P_1, P_2, ... P_K\}$

Intermediate Simulation State

Simulator renders RGB-D data of the current state

Control Algorithm

Simulator executes the output control to place the next object

Real world

Simulation

Compliant End-effector

Spring constraint between the end-effector and the object allows relative motion