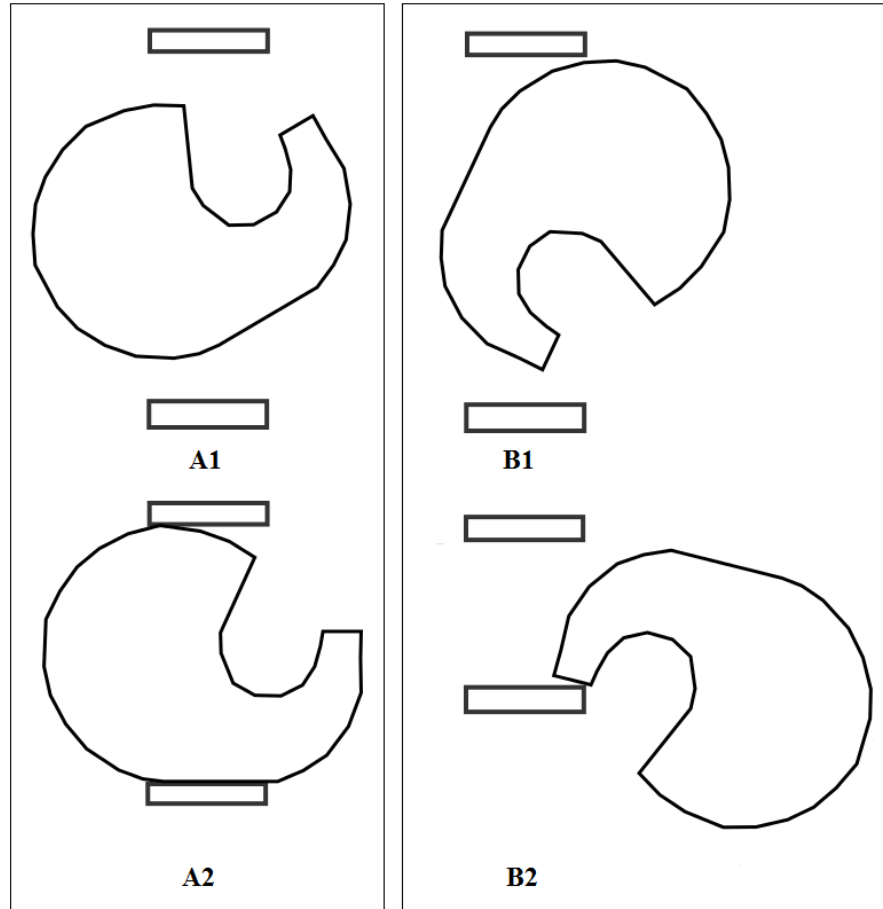
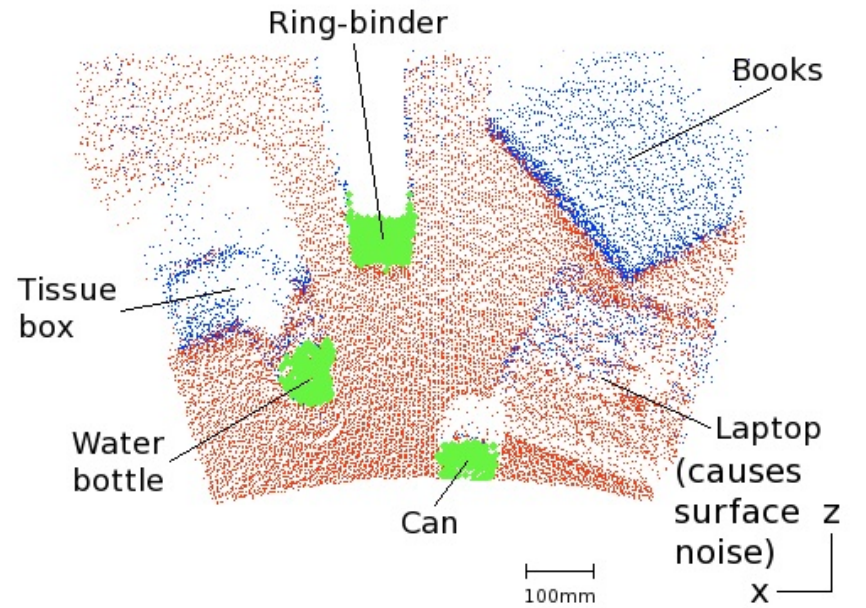
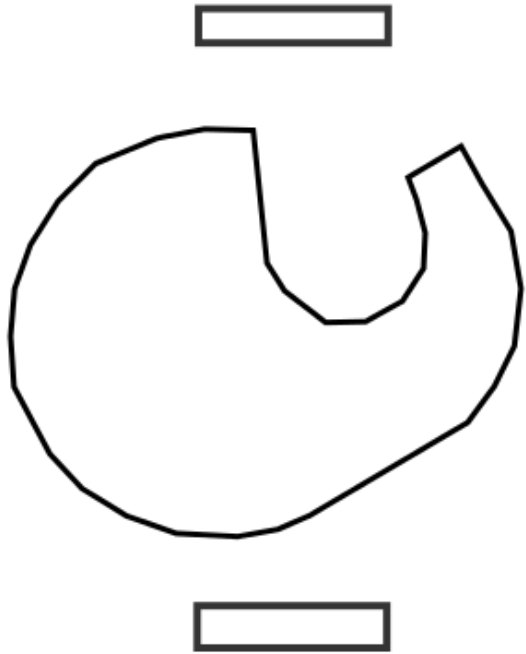


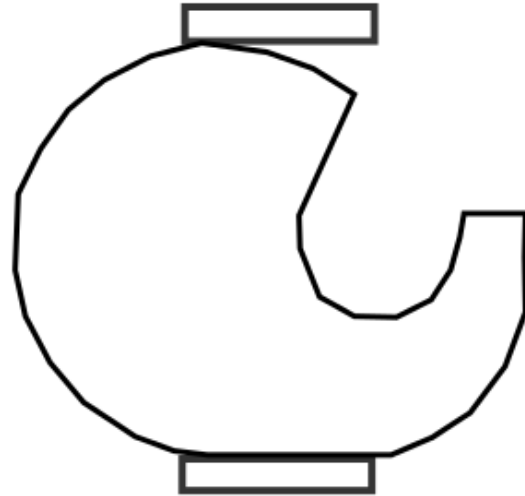
Push-Grasp Quality Evaluation for Polygonal Parts under Pose Uncertainty using Quasi-static Simulation

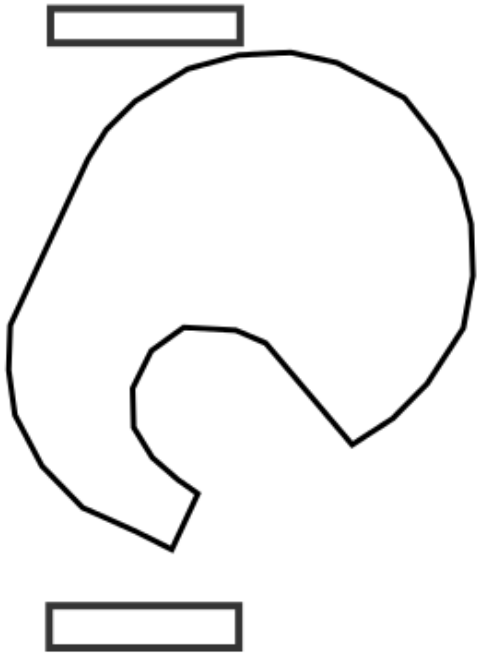
Ben Kehoe Sachin Patil Matei Ciocarlie James Kuffner Ken Goldberg

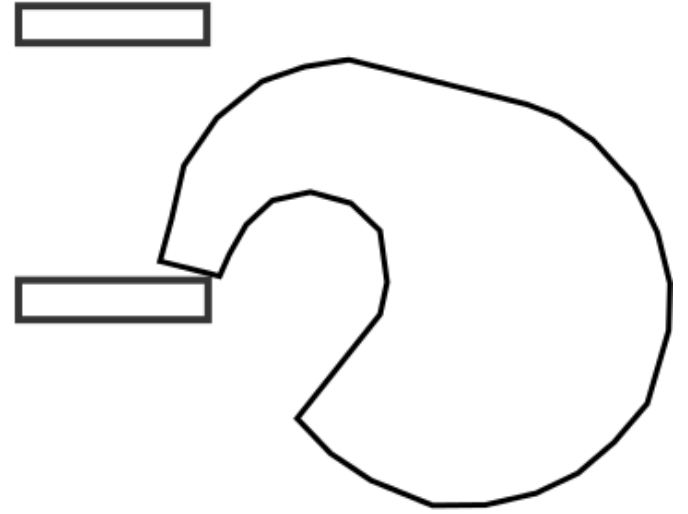
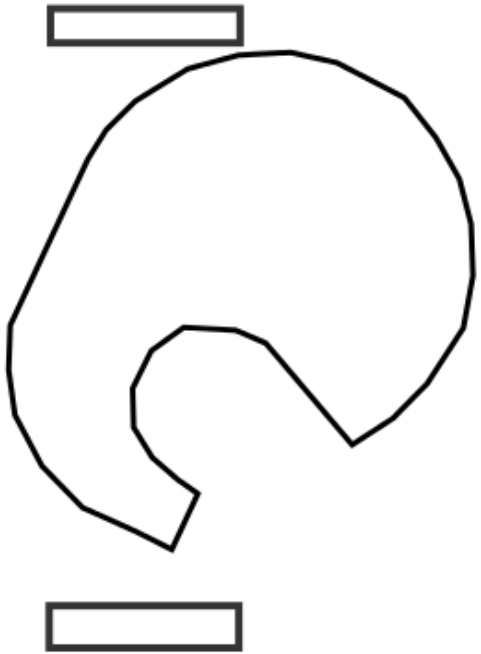




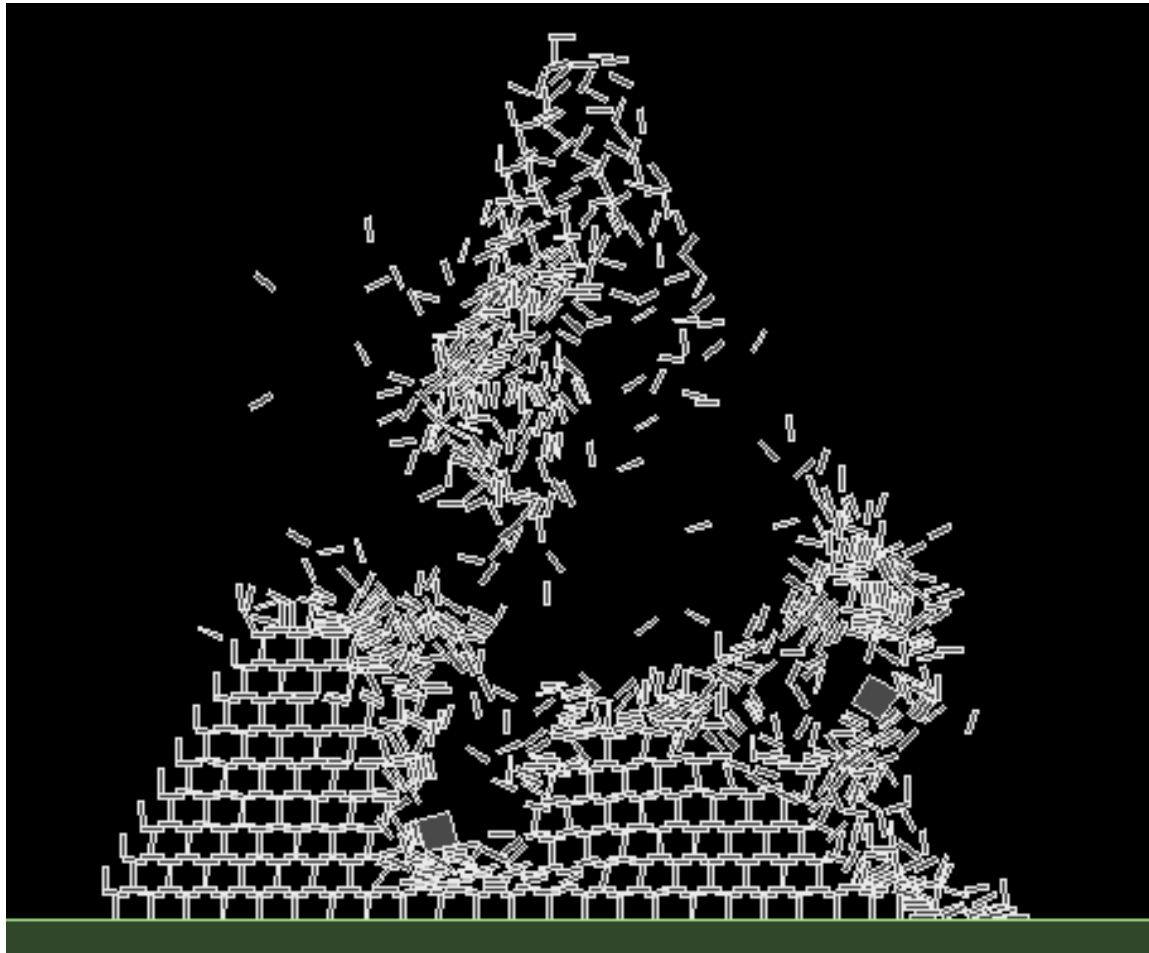


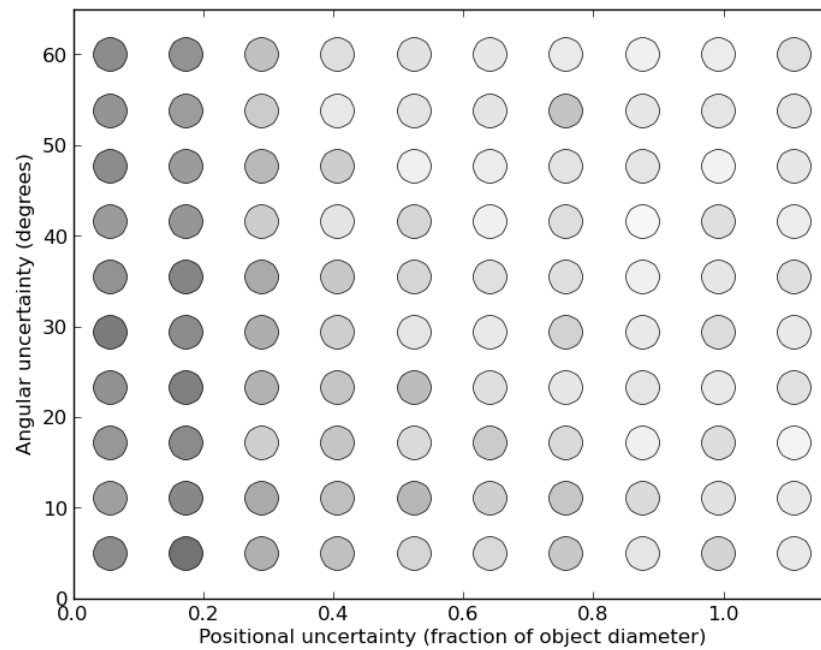
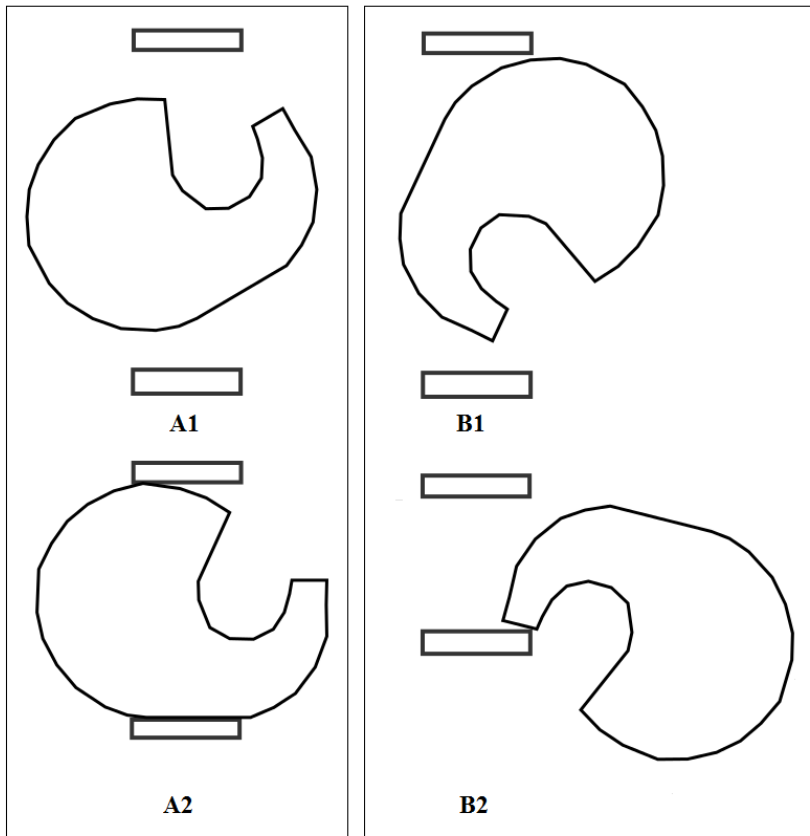






Box2D





Future Work

- Non-binary grasp metrics
- Grasp planning using adaptive candidate grasp sampling
- Google Compute Engine implementation

