

Toward High-Performance Computing Support for the Simulation and Planning of Robot Contact Tasks

Jeff Trinkle and Chris Carothers, RPI CS, Troy NY, USA

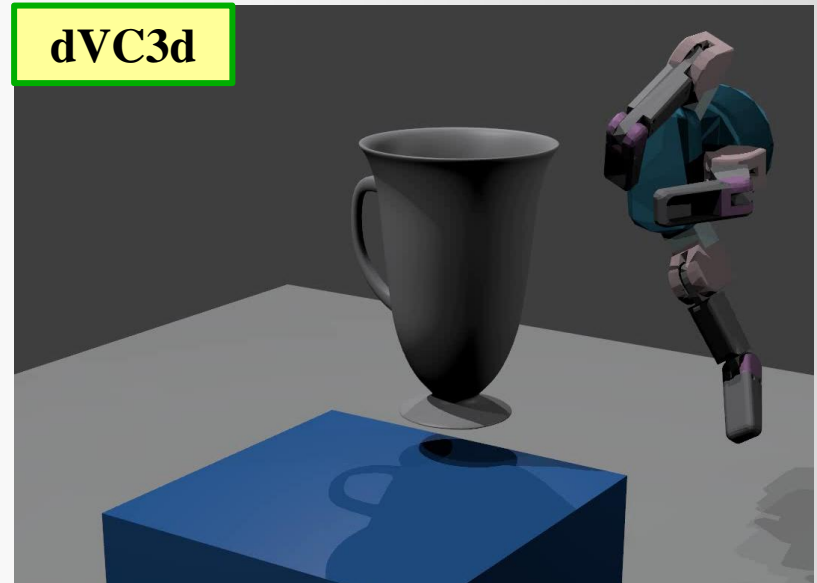
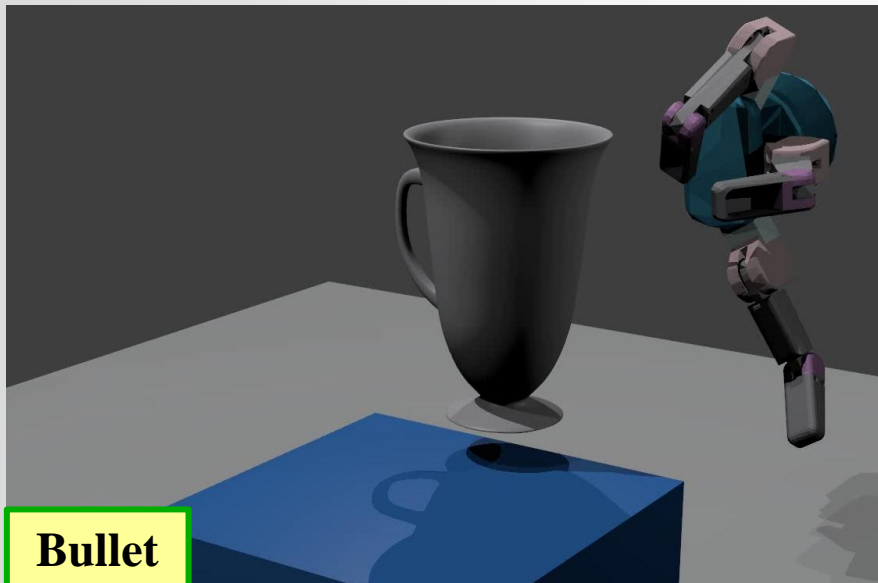
Dan Negrut, ME, U. of Wisconsin, Madison, Wisconsin, USA

Workshop Goals

- **Day 1** – Assess the state of the art and future needs in multibody simulation with contact.
 - Simulation capabilities
 - Future needs in robotics, engineering, games, etc.
 - Guidelines for model/method selection
- **Day 2** – Discuss the possibility of an open-source tool with 24/7 support offered on a HPC platform.
 - Possible break-out groups:
 - Software base and user support
 - Hardware and platforms
 - Validation and benchmarks
 - Possibly apply for NSF Community Infrastructure – Acquisition, Development, Deployment, and Operation grant

Challenges for Simulator Users

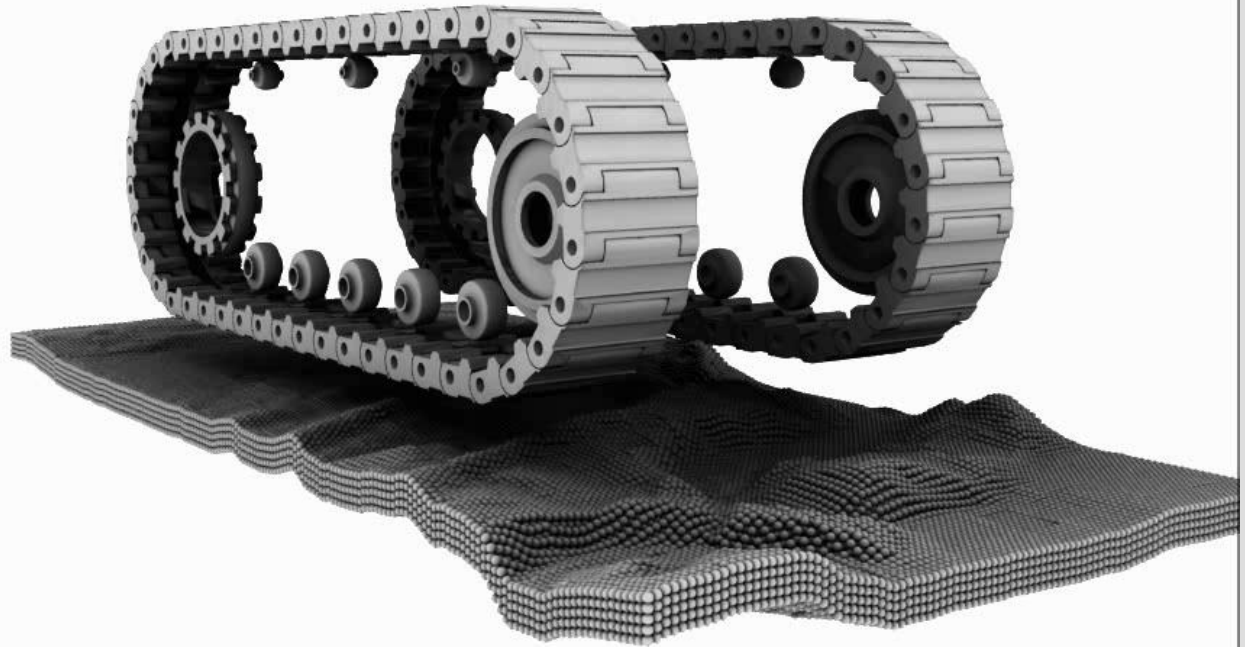
- My group compared dVC3d to Bullet.
- We could not stabilize Bullet.
- Could a support infrastructure have solved this?
- Which model/simulator should I use for my problem?



Computer Science

Engineering Analysis with Chrono Engine

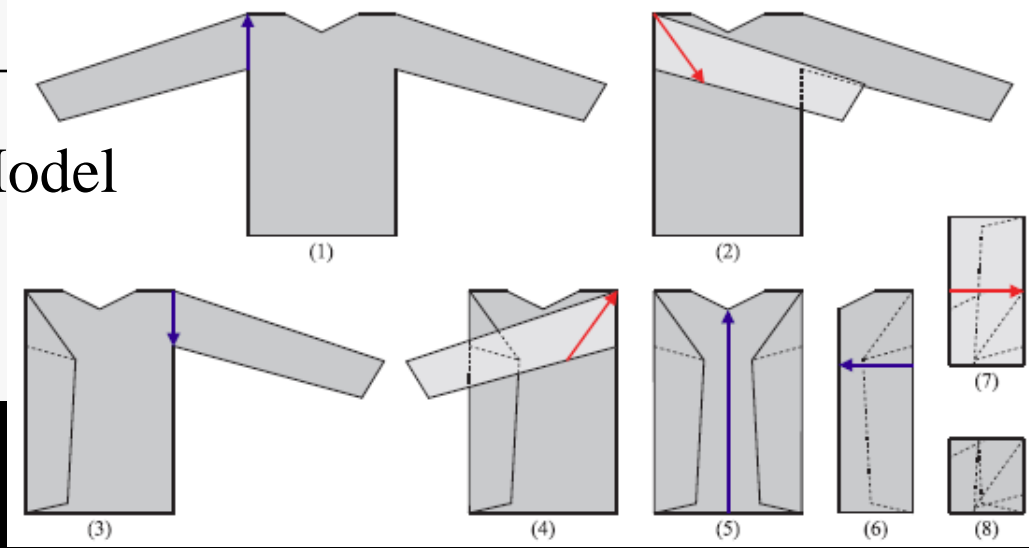
Rensselaer



Computer Science

Kinematic/Quasistatic Model

- Folding planning
 - Cloth is rigid panels connected by revolute joints
 - Who would have chosen rigid models with gravity bending



Morning Schedule 27, June

- 9:00 – 10:30: **Session 1: Oral Presentations**
 - 9:00: **Erwin Coumans** (AMD), “OpenCL accelerated rigid body dynamics and collision detection.”
 - 9:30: **Sidd Srinivasa** (RI, CMU), “Mobile manipulation in the real world.”
 - 10:00: **Dan Negrut** (ME, Wisconsin), “Enabling high performance computational dynamics in a heterogeneous hardware ecosystem.”
- 10:30-10:35: **Poster Teasers:**
 - **Drumwright, Goldman, Moisio, Mazhar, Schindler**
- 10:35 – 12:00 **Session 2: Poster Presentations**
- 12:00 – 13:30 **Lunch**
- 13:30 – 15:00 **Session 3: Oral Presentations**

Early Afternoon Schedule 27, June

- 13:30 – 15:00: **Session 3: Oral Presentations**
 - 13:30: **Kevin Lynch** (Northwestern), “Simulation and experiments of vibratory manipulation: Rigid bodies on a vibrating surface.”
 - 14:00: **Dinesh Manocha** (UNC), “Real-time collision and contact computations using multi- and many-core processors.”
 - 14:30: **Todd Murphey** (Northwestern), “Variational integration methods for simulating and designing systems with simultaneous impact.”
- 15:00 – 15:30: **Coffee**
- 15:30 – 17:00: **Session 4: Oral Presentations**

Late Afternoon Schedule 27, June

- 15:00 – 15:30: **Coffee**
- 15:30 – 17:00: **Session 4: Oral Presentations and Discussion**
 - 15:30: **Dinesh Pai** (UBC), “Contact resolution with Eulerian solids simulation.”
 - 16:00: **Danny Kaufman** (UNC), “Moving forward in contact, impact, and dissipation: challenges and choices for computing contact-constrained trajectories.”
 - 16:30: **Todd Murphey** (Northwestern), “Variational integration methods for simulating and designing systems with simultaneous impact.”
 - -17:00: **Jeff Trinkle** (RPI): Wrap-up
- TOMORROW – We start at 8:30
- 8:30 – 9:30: **Session 5: Breakout Groups**
 - Break-out groups: Software and support, hardware, validation and benchmarks

Morning Schedule 28, June

- 8:30 – 9:45: **Session 5: Break-out Groups**
- 9:45 – 11:00: **Session 6: Group Discussion**
- 11:00 Adjourn

- **Join RSS program**
- **11:00 – 11:30: Coffee on RSS schedule**