



LearnBiP (2011-2012)



European Clearing House
for Open Robotics Development

Grasp Learning in Industrial Bin-Picking

- **Main Goals:**
 - Learning in industrial bin-picking
 - Evaluation of the use of the dexterous hands SDH-2 in an industrial production context
- **Additional Achievement**
 - Use of simulation for replacing human modelling of grasps



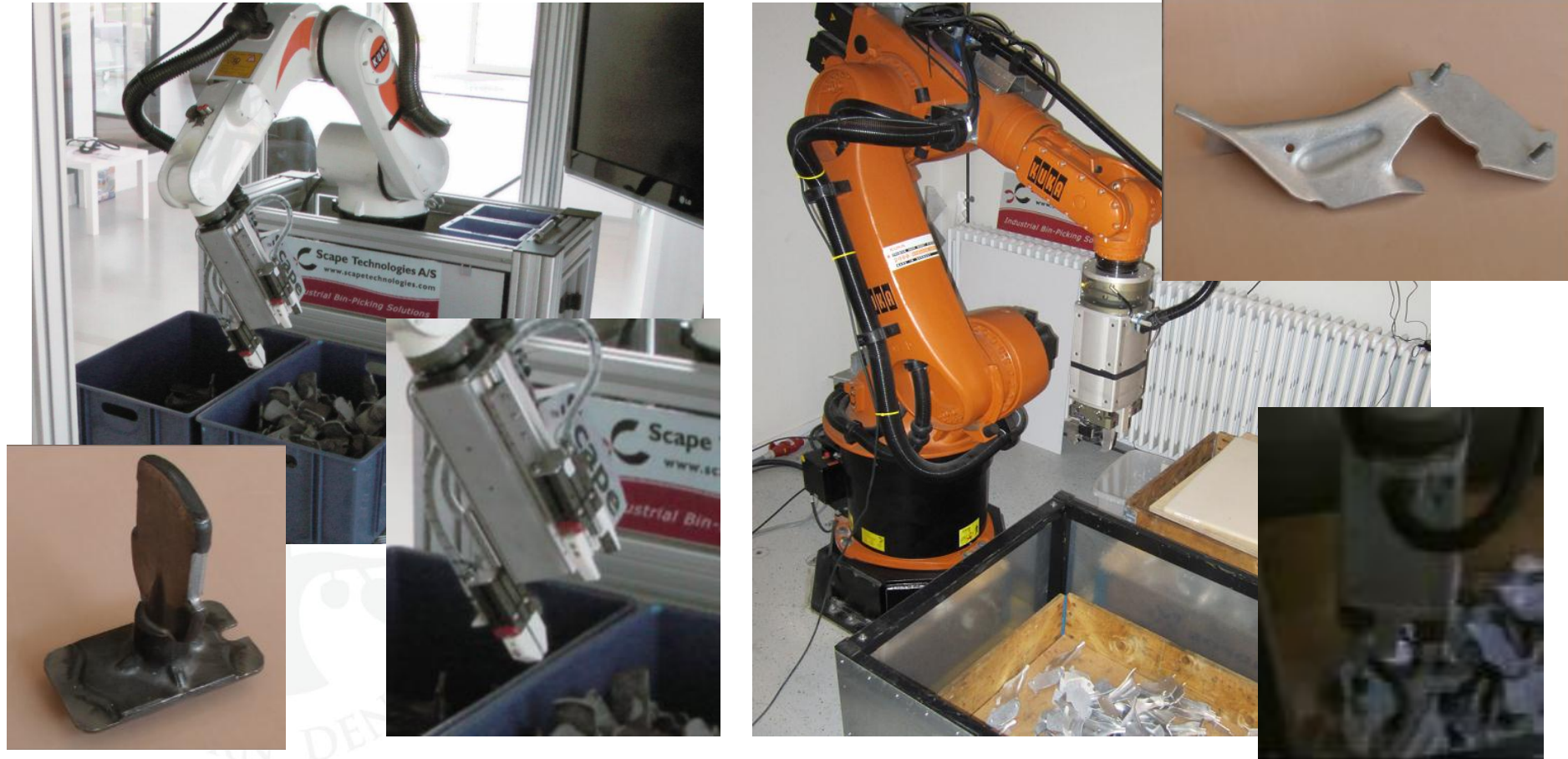
Learning in industrial bin-picking

- During bin-picking a large amount of experience is generated
 - Cycle time of 25 seconds gives around 100000 experiences a month
- Currently the success rate varies between 50% and 90% depending on the objects and gripper
- Grasp definition requires a lot of manual design
- The large amount of experience is yet completely unused!
 - **Aim: Improvement through learning**





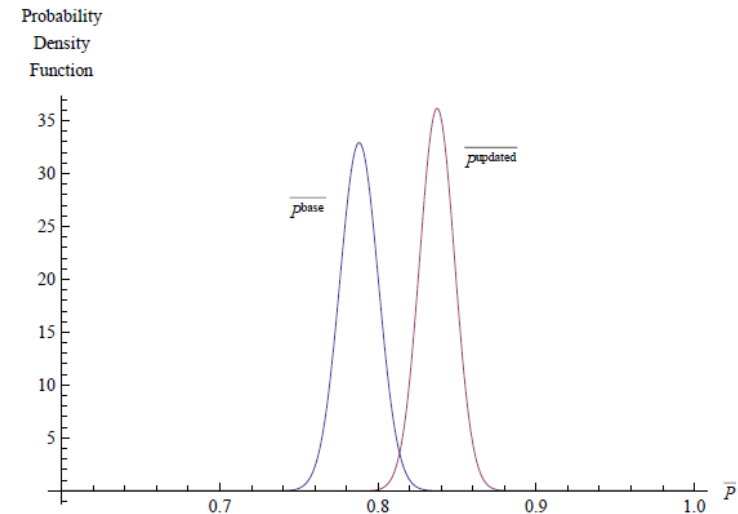
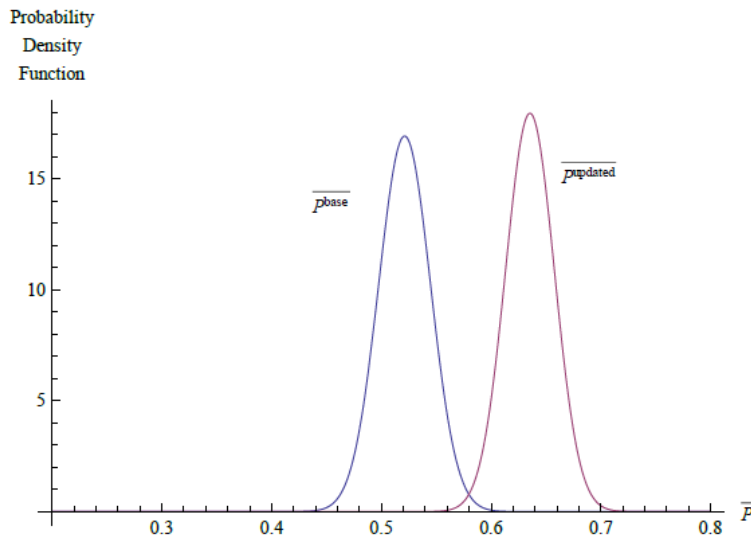
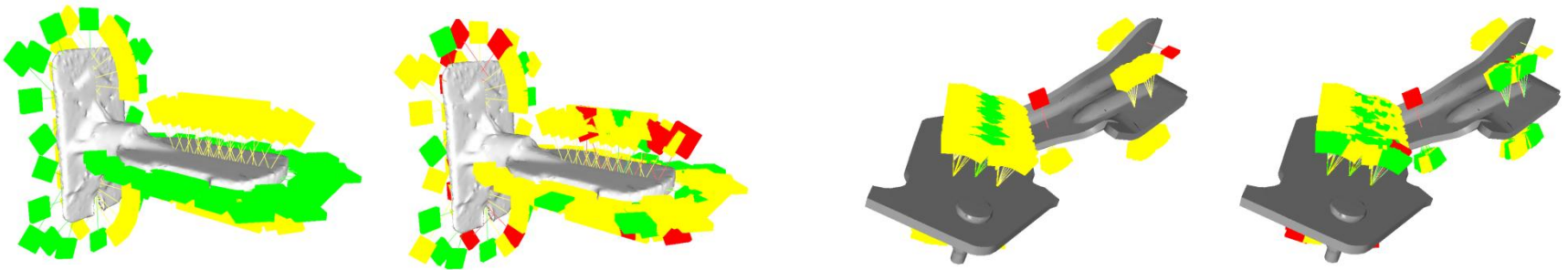
Achievement 1: Improving of manually chosen grasp preferences



L.-P. Ellekilde, J. A. Jørgensen, D. Kraft, N. Krüger, J. Piater and H. G. Petersen.

Applying a Learning Framework for Improving Success Rates in Industrial Bin Picking. IROS 2012.

Achievement 1: Results on improving of manually chosen grasp preferences



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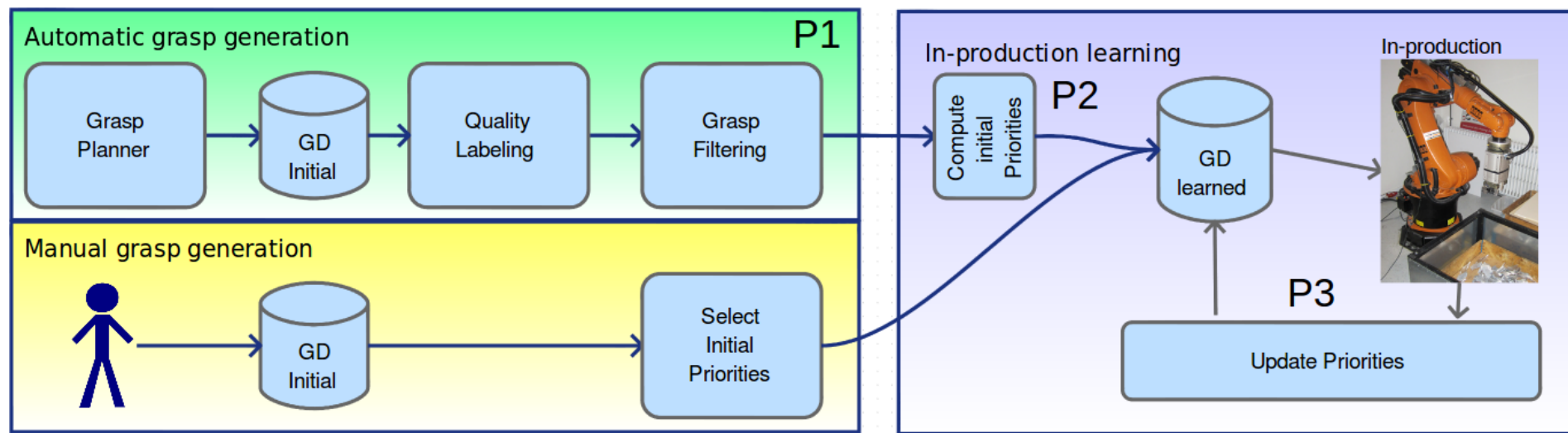
Conclusions

- Learning can improve bin-picking in an industrial context
 - Utilizing vast amount of available experience
 - Reduction of error rate by more than 20% in two set-ups

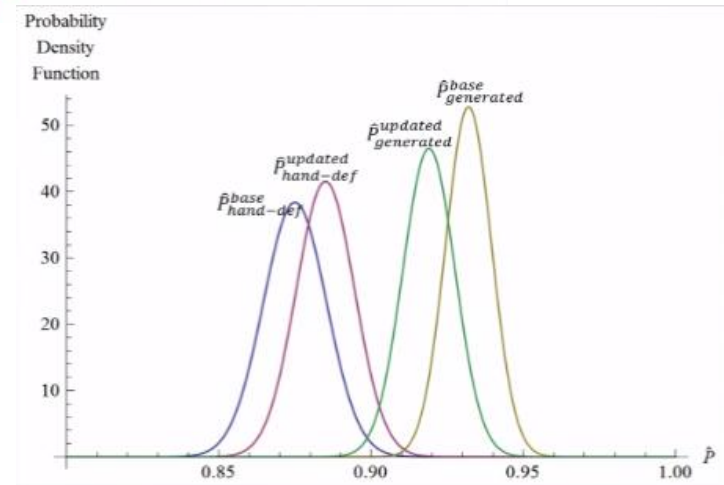
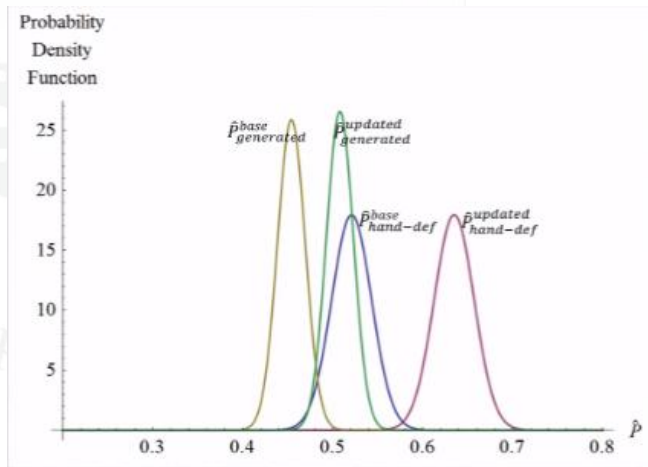
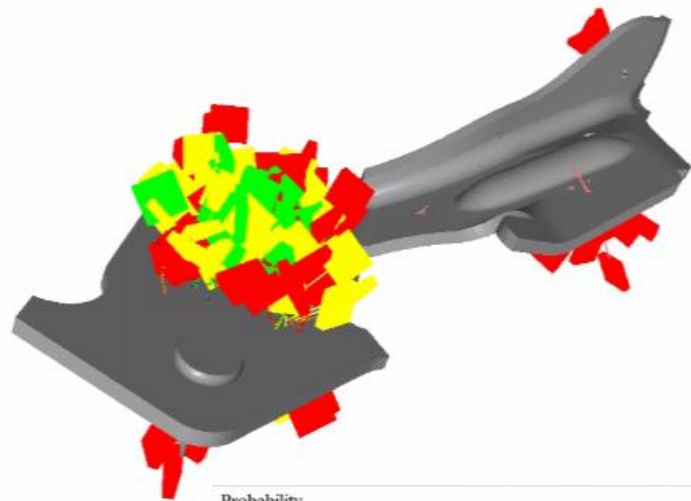
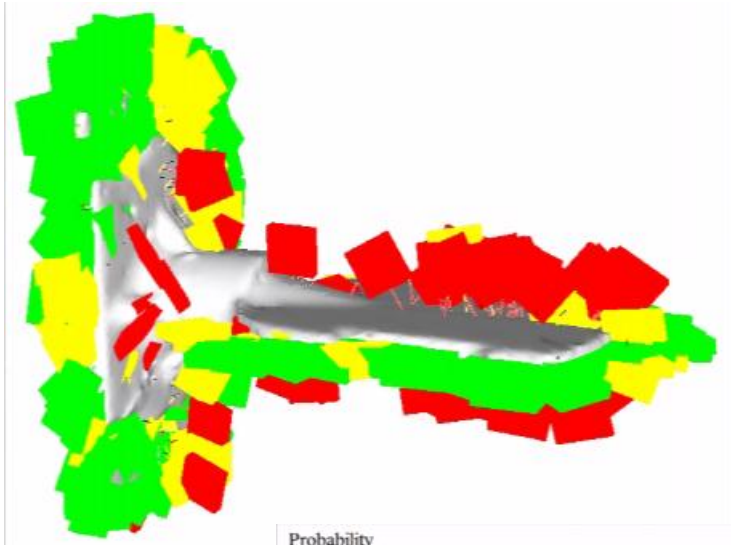


Achievement 2: Replacing Manual design through simulation

- Problem: Potential grasps are designed manually
- Replace by process by simulation



Achievement 2: Replacing Manual design through simulation



Conclusions

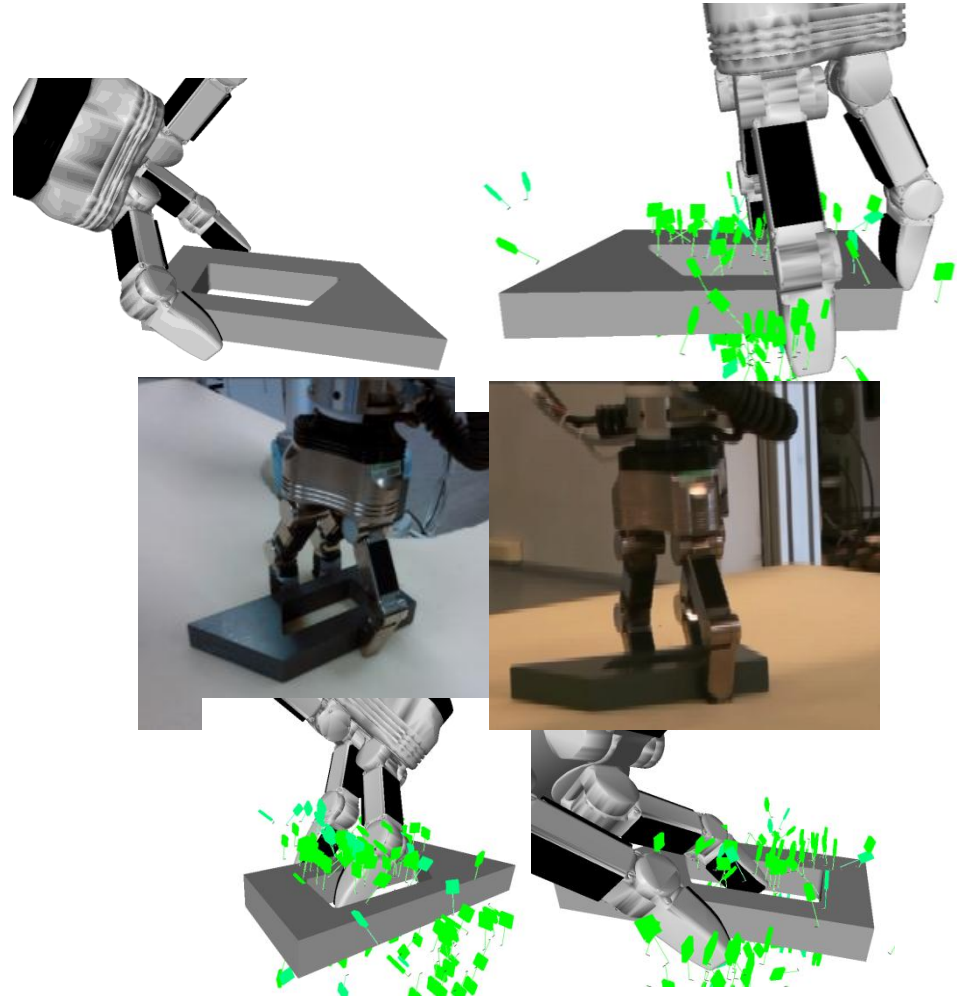
- **Learning can improve bin-picking in an industrial context**
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 - Reduction of error rate by more than 20% in two set-ups
- **Dynamic simulation can substitute manual intervention in grasp definition while keeping similar performance**



Achievement 3: Show potential of use of dexterous hands in bin-picking



- Sharp edges
- Rather heavy





Conclusions

- **Learning can improve bin-picking in an industrial context**
 - Utilizing vast amount of available experience
 - Reduction of error rate by more than 20% in two set-ups
- **Dynamic simulation can substitute manual intervention in grasp definition while keeping similar performance**
- **Dexterous grippers have a large potential for industrial bin-picking**





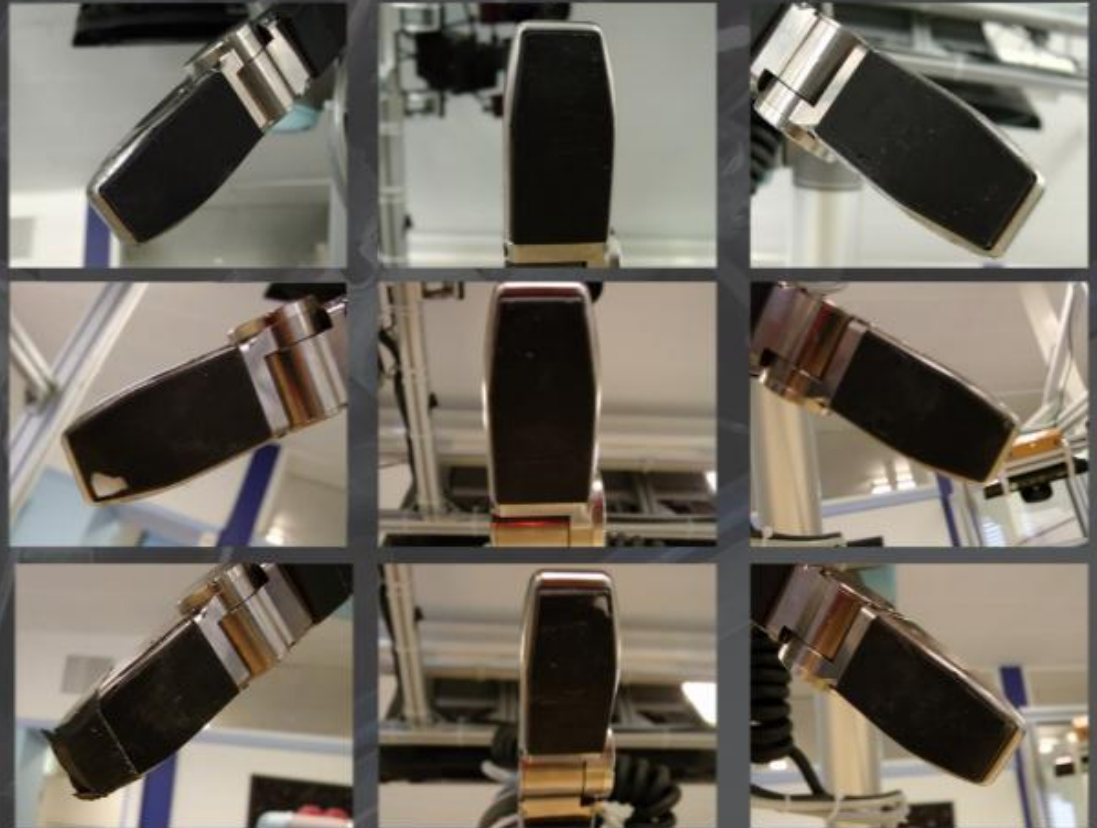
But!

State of finger-pads during experiments.

200 Grasps

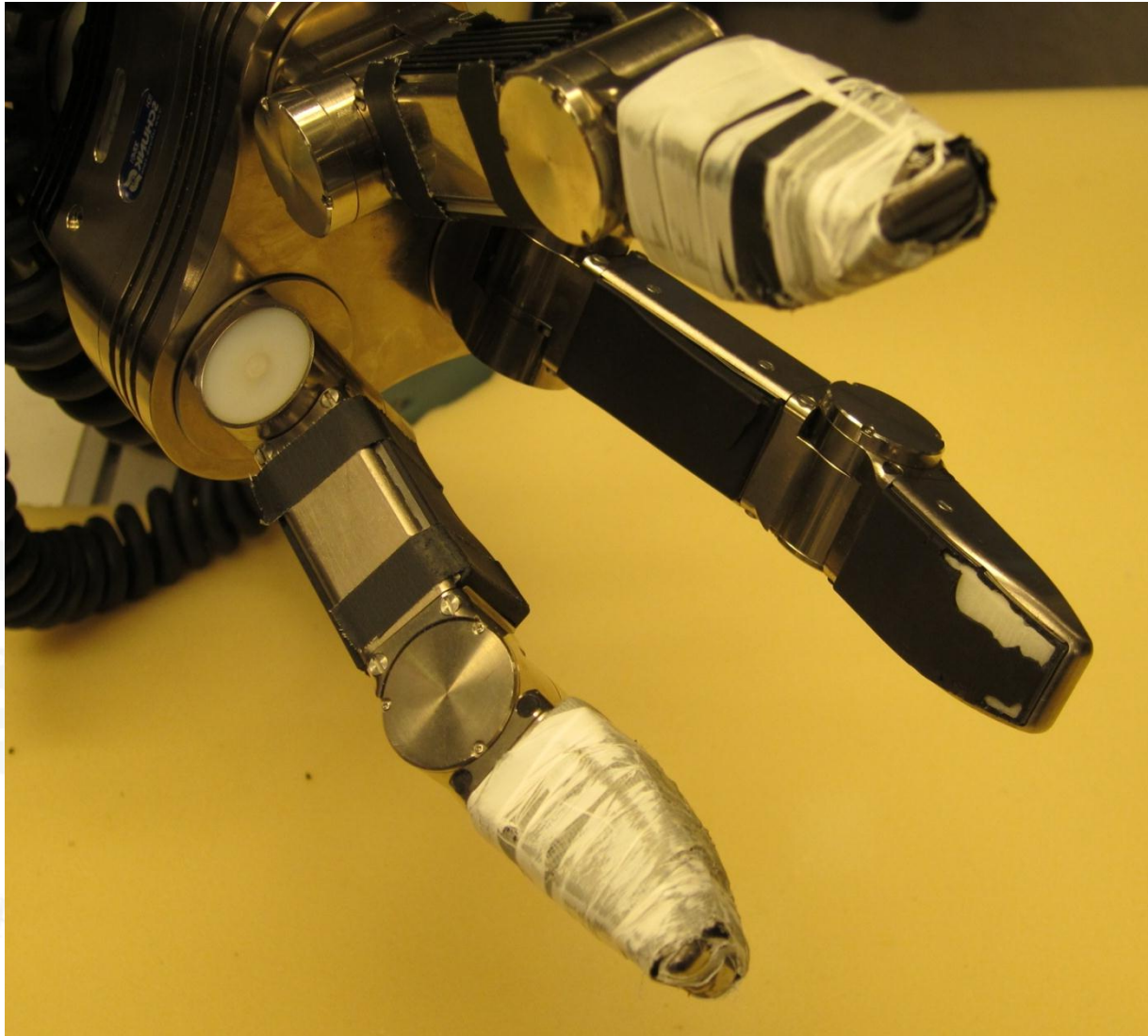
674 Grasps

802 Grasps





And after more than 5000 grasps





Conclusions

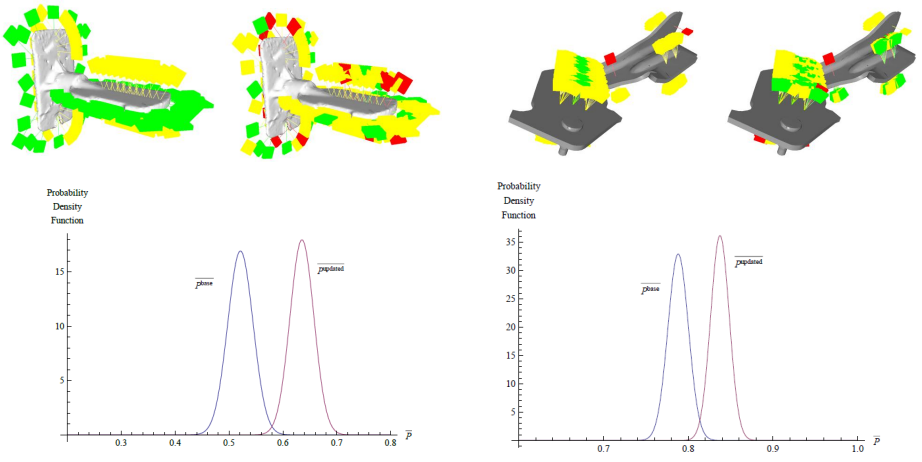


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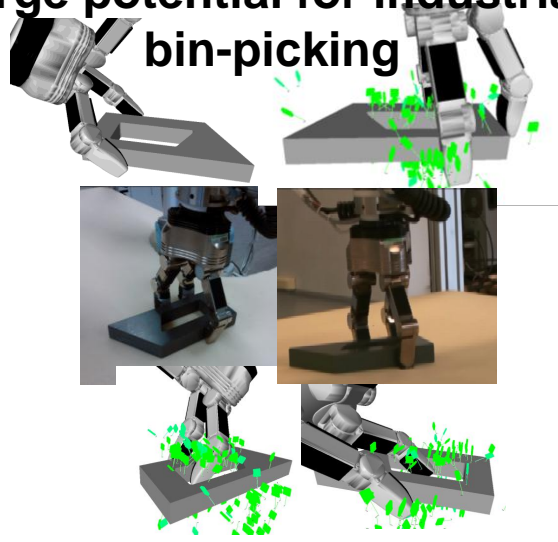
- **Learning can improve bin-picking in an industrial context**
 - Utilizing vast amount of available experience
 - Reduction of error rate by more than 20% in two set-ups
- **Dynamic simulation can substitute manual intervention in grasp definition while keeping similar performance**
- **Dexterous grippers have a large potential for industrial bin-picking**
- **But the SDH-2 Schunk hand is not yet ready for use in an industrial context**



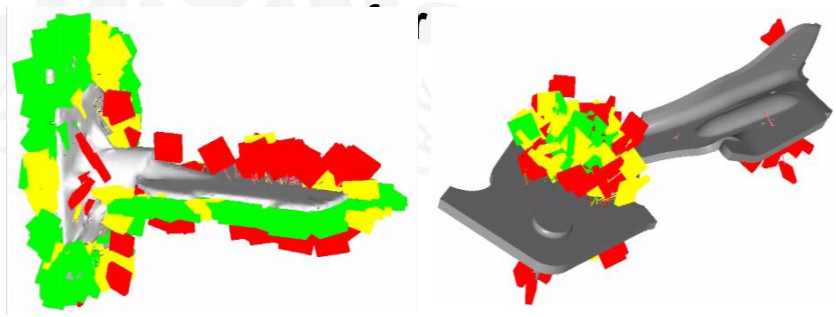
Learning can improve bin-picking in an industrial context



Dexterous grippers have a large potential for industrial bin-picking



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