



Physics Preserving Model Simplification for Rigid Body Dynamics Simulation



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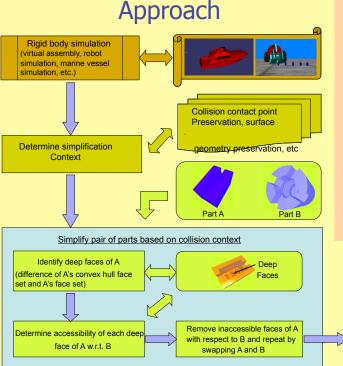
Motivation

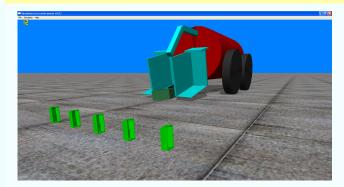
- Interactive rigid body simulation is used in many applications
 - VE based applications like assembly process training, Explosive Ordnance Disposal (EOD) robot training, etc.
 - Simulation based automatic discovery of robot dynamics and controller design
- Detailed CAD models slow down the rigid body dynamics simulation and interactive speeds cannot be achieved
- Model simplification schemes used for graphics rendering is not suitable for rigid body dynamics simulation as collision contact points are altered
- Simulation context based model simplification is needed that can preserve the physics

Preliminary Results

| Model Pair | | Unsimplified Facet Count | | Simplified Facet Count | |
|------------|----|-----------------------------|----|---------------------------|----|
| Α | В | Α | В | Α | В |
| | 15 | 6334 | 44 | 5749 | 26 |
| | 87 | 1806 | 44 | 890 | 26 |
| | 17 | 800 | 44 | 544 | 26 |
| | 15 | 1882 | 44 | 1756 | 26 |
| F. F. | 87 | 428 | 44 | 190 | 26 |

Number of facets reduced after the simplification ranges from 6 to 55% depending on part complexity

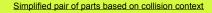




Improvement in frame rates in the visualization during dynamics simulation (using Open Dynamics Engine) was found to be 35% in our tests

Objectives

- Identify the main characteristics of the rigid body dynamics affecting the simulation time and results to generate simplification contexts
- Identify a suitable canonical geometric representation to enable model simplification
- Simplify model using the identified context and measure the accuracy of simulation using simplified models
- Develop a computational framework for optimizing the simplification process



Simplified Model of part A

Unsimplified facet count = 492

Simplified Facet count = 114

Simplified Model of part B

Unsimplified facet count = 1200

Simplified Facet count = 656

Future Research

- Simplification context in marine vessel dynamics simulation is ocean wave interaction
 - The surface geometry exposed to the wave velocity field must be preserved
- This simplification will reduce simulation time leading to meta-modeling of dynamics which can be used for determining high fidelity real time response of marine vessels
- Meta models will be helpful in realizing simulation based discovery of navigation and control strategies