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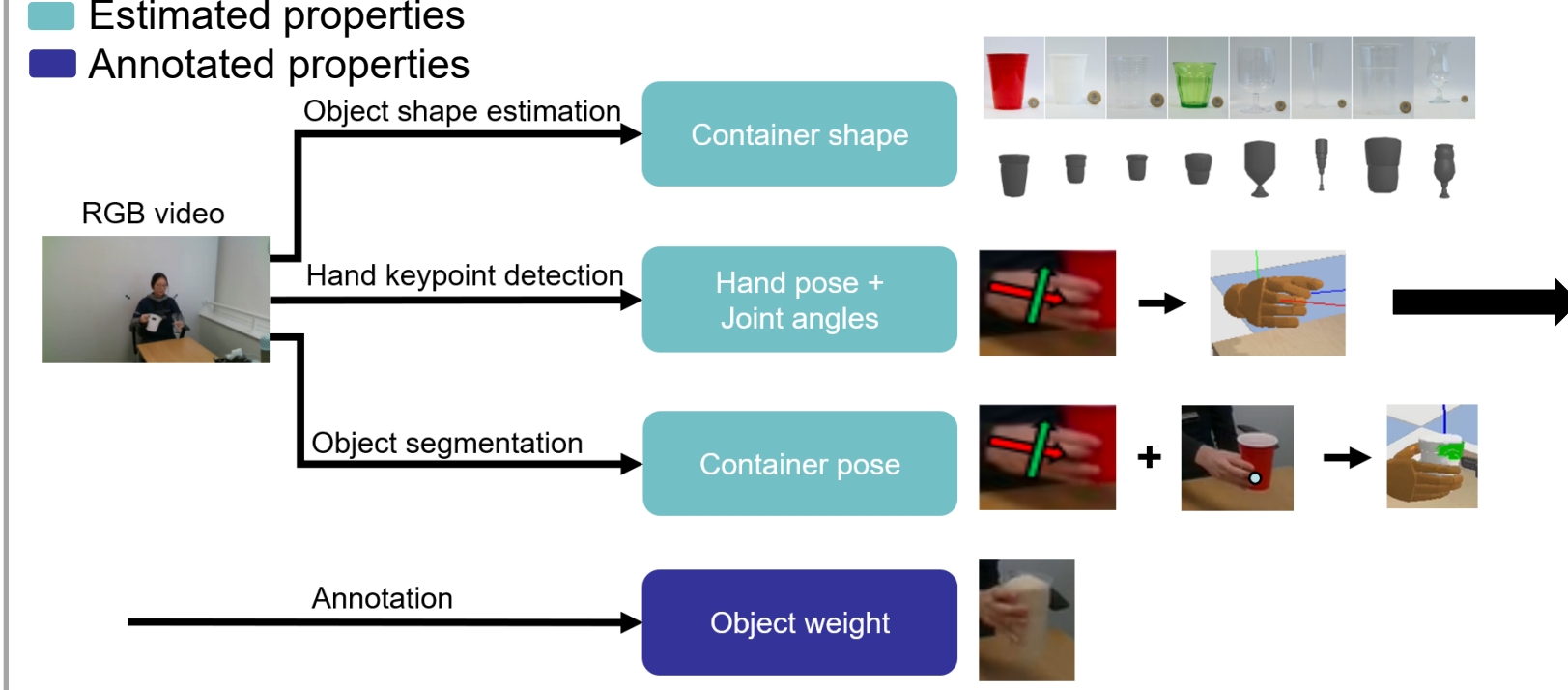
## 1. Motivation

- Human-robot interaction in the real world
- Unsafe for human
  - Unsafe for the container
- Simulation of human-robot interaction
- No safety concerns
  - Faster than real time
  - Automated environment reset

- Limitations of existing simulators for handovers
- Visualization of trajectory only [1]
  - Primitive shape objects or scan required [2]
  - Static or limited dynamic setup [3]

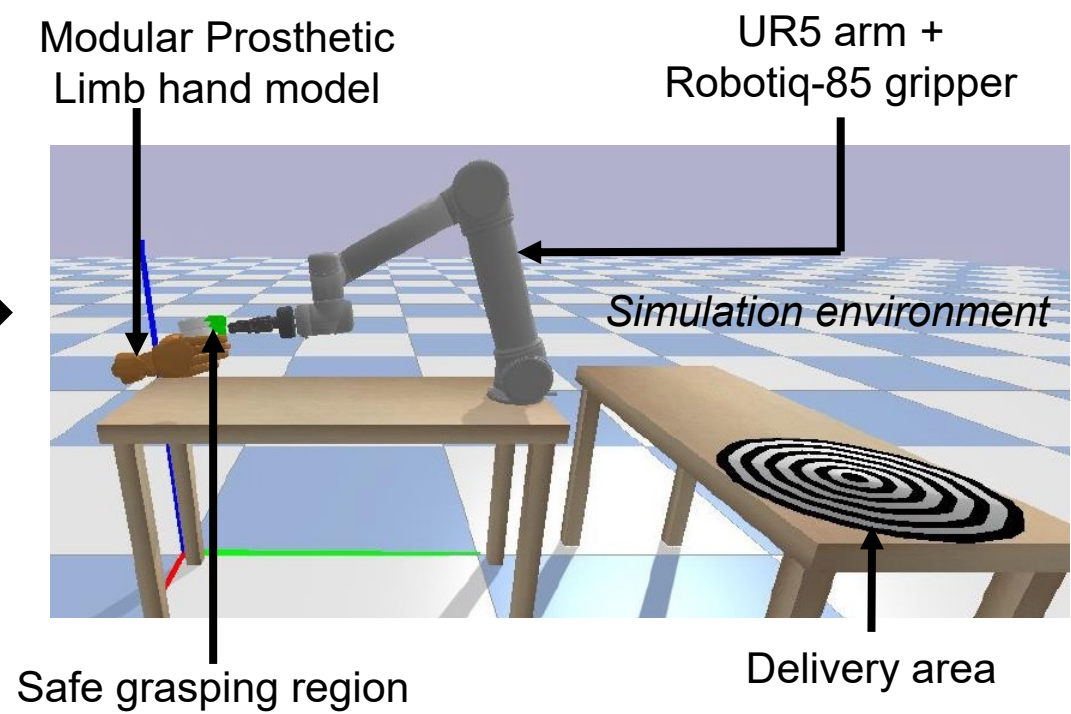
[1] Fishman, A. et al., "Collaborative interactions models for Optimized Human-Robot Teamwork", IROS 2020.  
 [2] Liu, N. et al., "Real-sim-real transfer for real-world robot control policy learning with deep reinforcement learning", Applied Sciences 2020.  
 [3] Webster, M. et al., "A corroborative approach to verification and validation of human-robot teams" IJRR 2020

## 2. Real recordings to simulated human-to-robot handovers



Real estimation of the *physical properties of an object manipulated by a person* (no markers, no MOCAPs, no scanned 3D models)

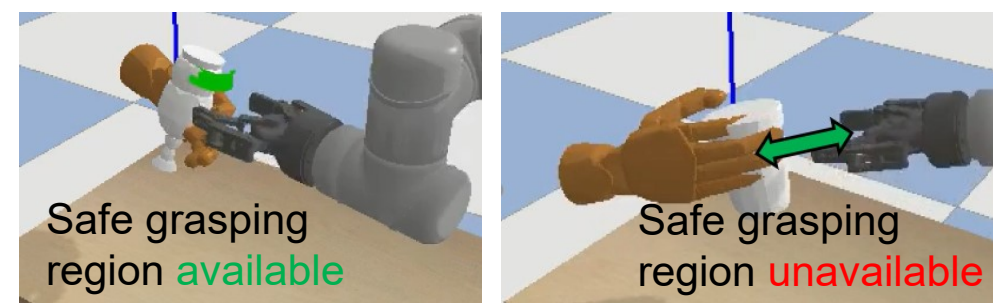
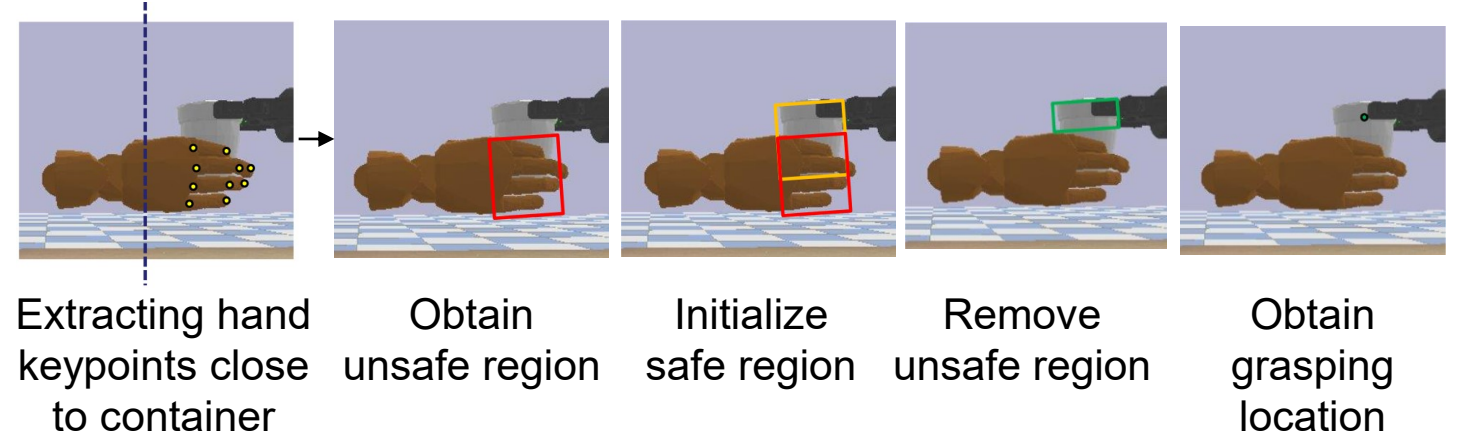
## Modular real-to-simulation framework



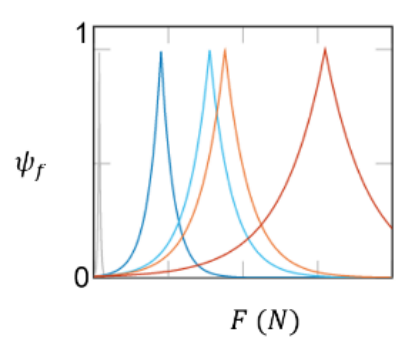
- + Handover simulation when a real robot is not accessible
- + Simulation of contact forces
- + Fully dynamic setup

## 3. Handover safeness

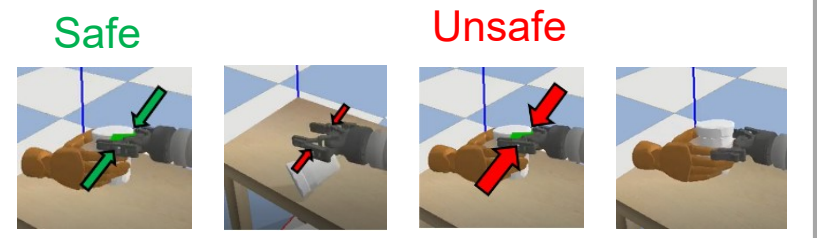
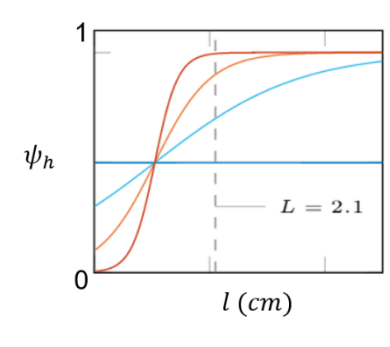
### Safe region estimation



### Object safety

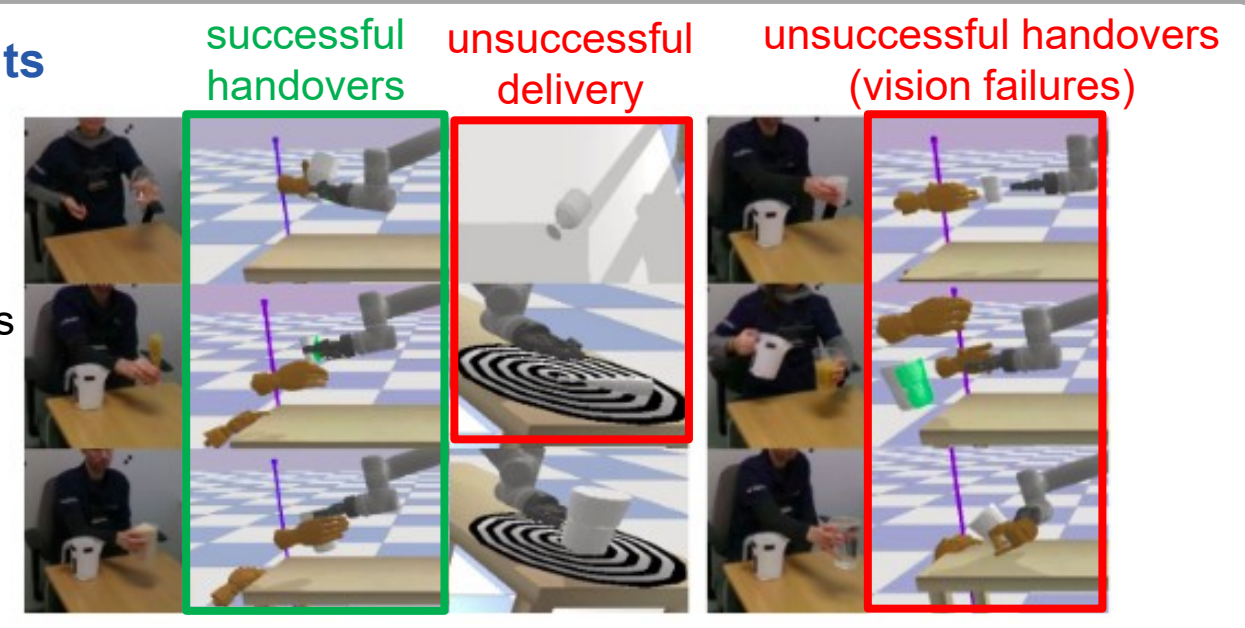


### Human safety



Insufficient or excessive force  
 Pinching the human

## 4. Results



## Acknowledgment

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