# A Convex Formulation of Material Points and Rigid Bodies with GPU-Accelerated Async-Coupling for Interactive Simulation

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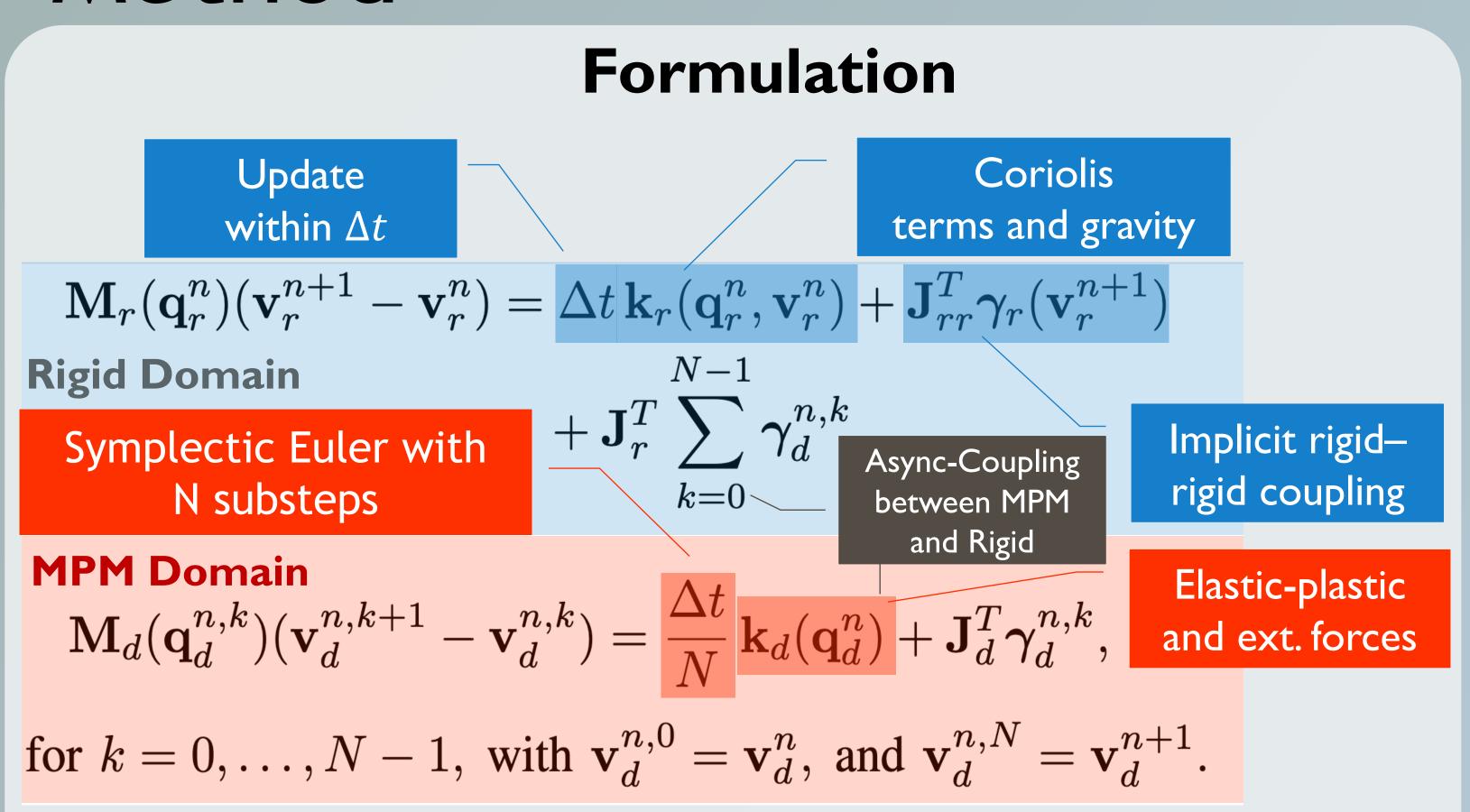




# Contribution

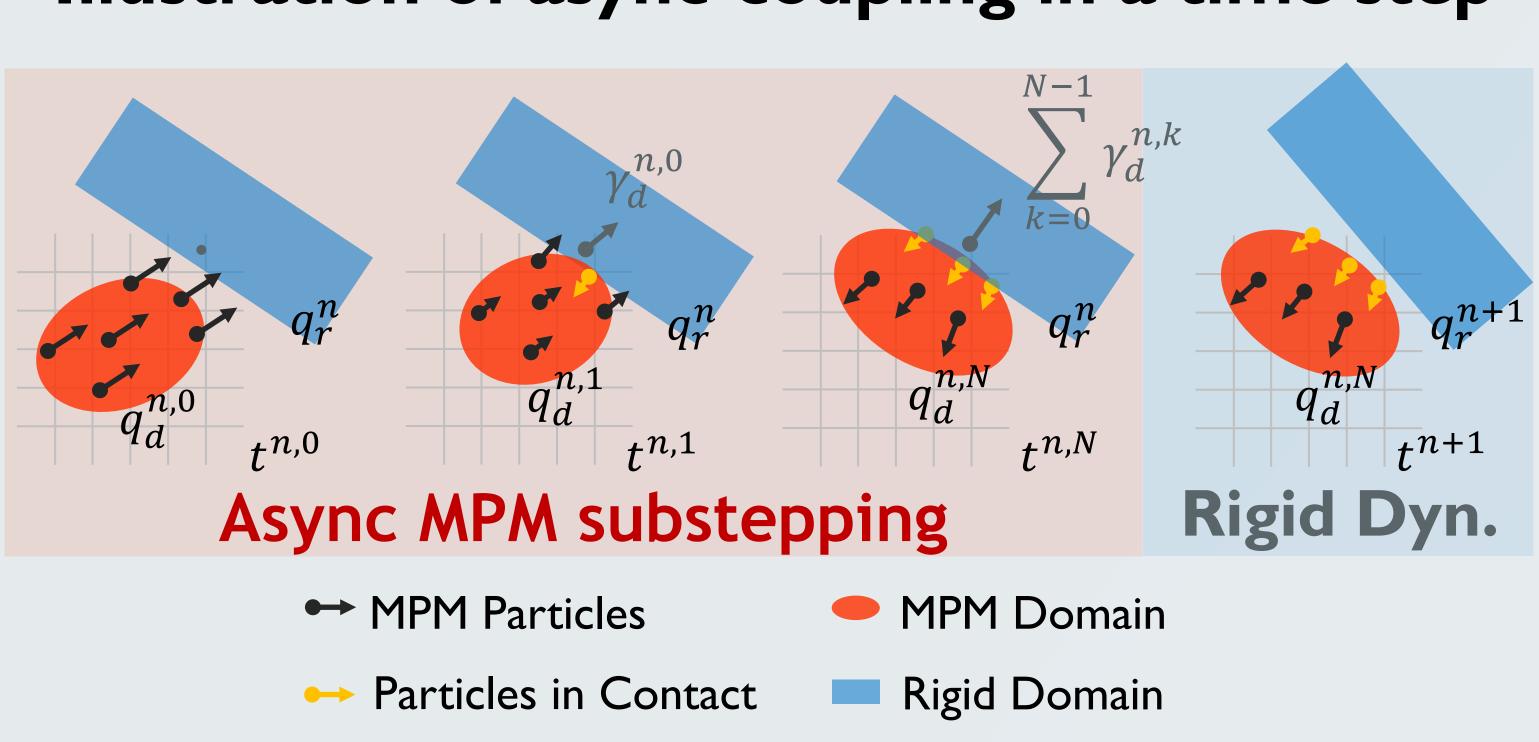
- An asynchronous time-splitting scheme.
- A convex weak coupling formulation.
- A GPU-friendly quasi-Newton solver.
- We demonstrate speed, accuracy, and robustness across a variety of demos.
- Open-source implementation in Drake.

## Method

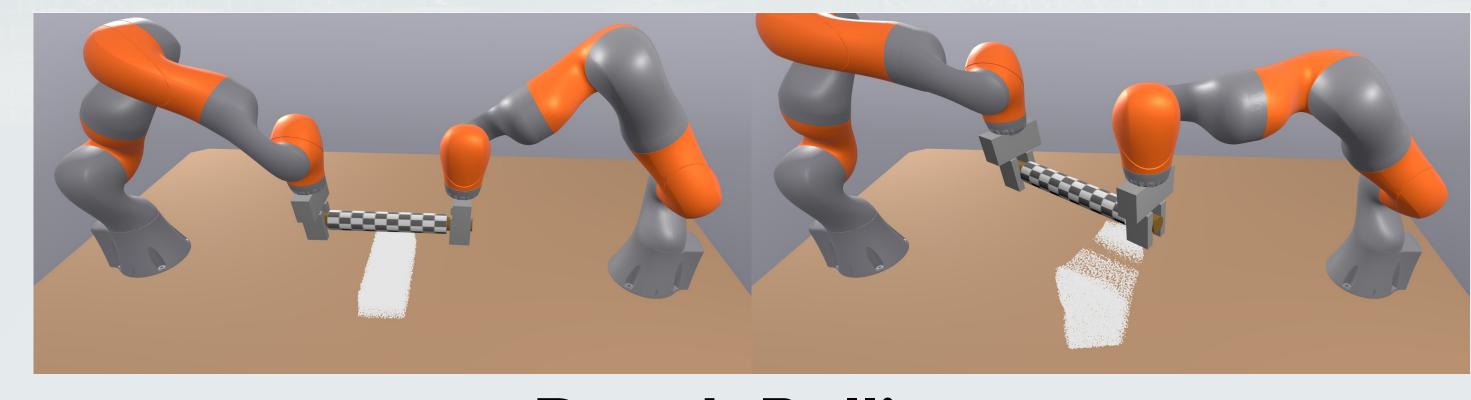


- Rigid body dynamics can be solved implicitly at a large time step, where Coriolis Terms, gravity, and rigid-rigid contact and collision will be solved in a strongly coupled system.
- MPM is better suited for solving them in small time step, using explicit time integration to effectively handle its complex elastic-plastic constitutive model and large deformations.
- The two domains communicate through the asynccoupling contact impulses to exchange information efficiently.

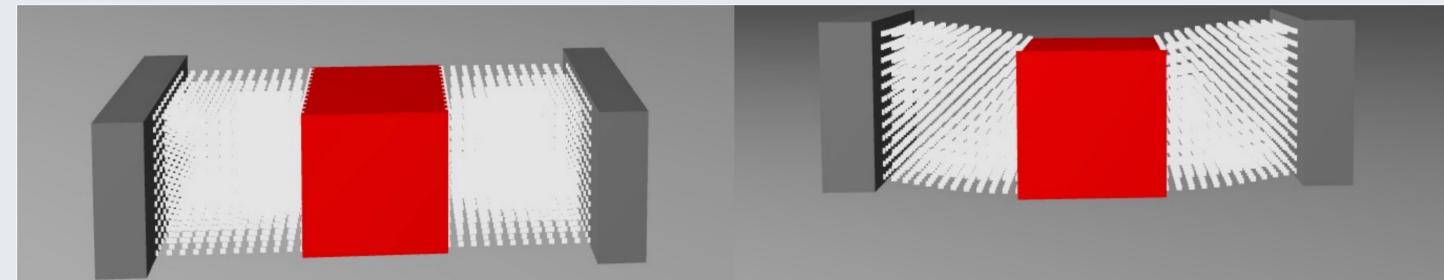
## Illustration of async-coupling in a time step



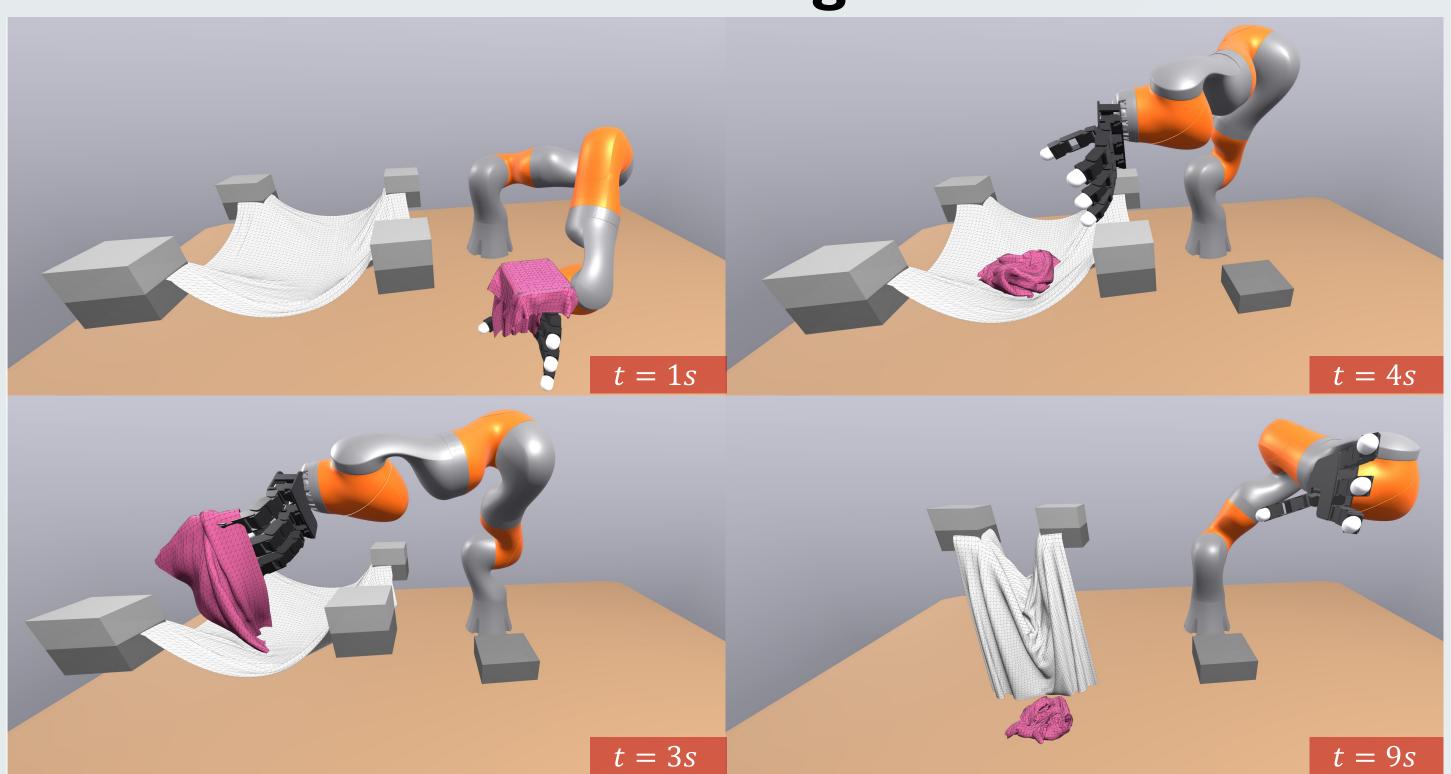
# Experimental Results



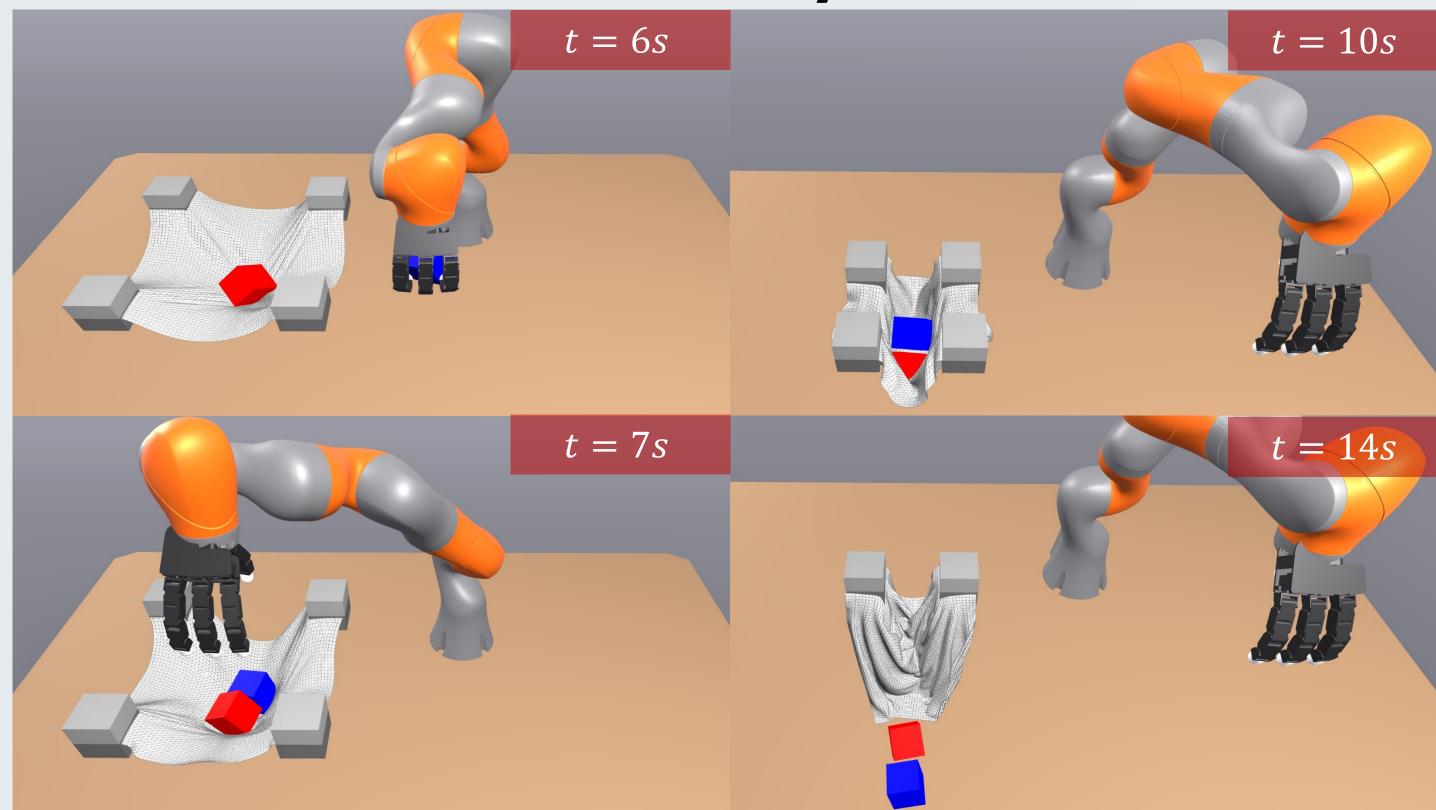
Dough Rolling



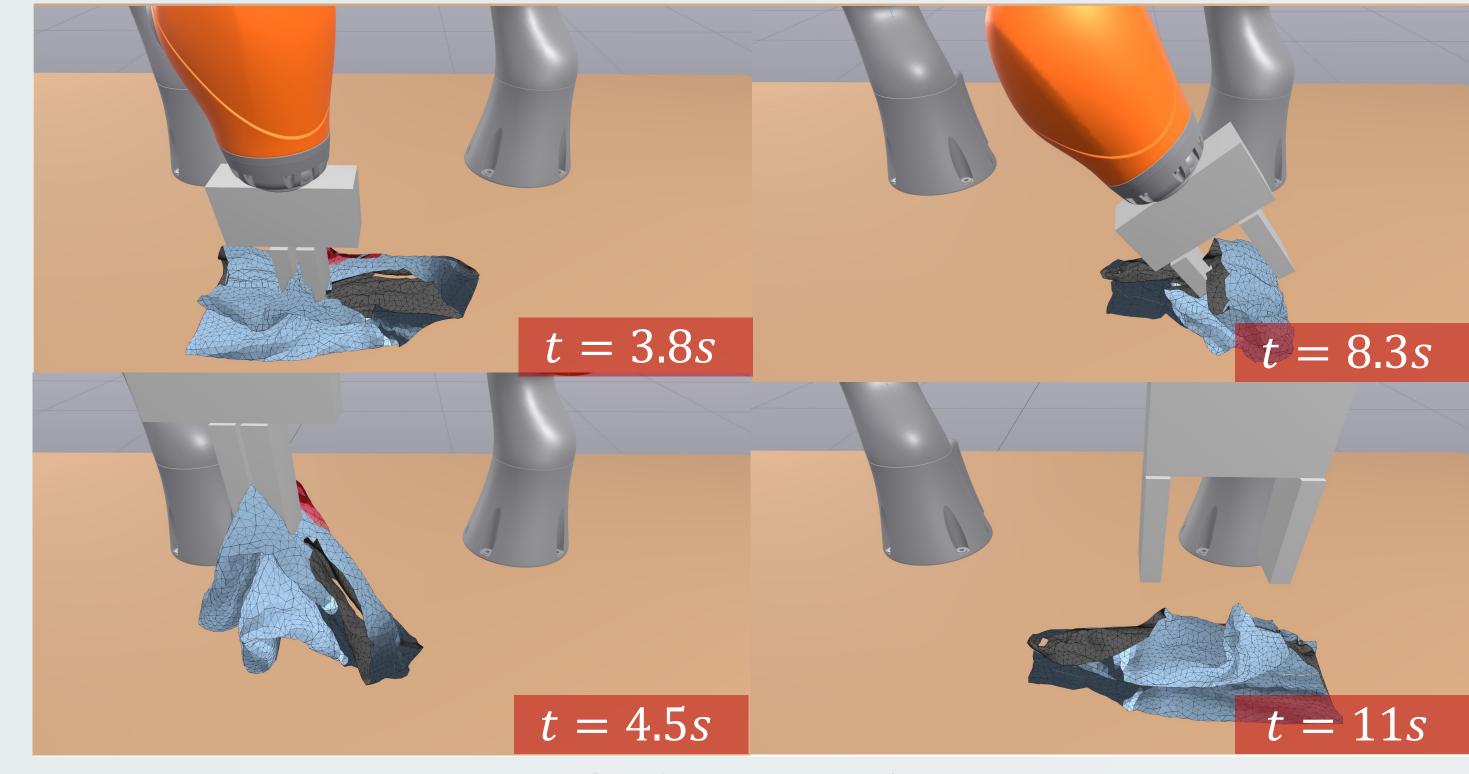
## Shaking



#### Laundry



### Rigid-Box Bagging



**T-Shirt Folding** 







