

FlashDexRetarget: Accelerating Dexterous Manipulation Data Generation through Multi-Motion Retargeting

Original summary — NOT the original paper or model card.

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Authors/source: Kyungmin Lee, Sibeon Kim, Dongyoon Hwang, Yoonsang Oh, Donghu Kim, Youngdo Lee et al. (full author list in manifest)

Coverage: Video topic

What the source reports

Multi-reference reinforcement-learning retargeting shares policies across human hand-object demonstrations to generate robot trajectories. Authors report 90% success on a 50-motion benchmark at roughly 30 GPU-hours, versus roughly 46% and 3,000 GPU-hours for CHORD. [14]

Managing expectations

Needs relatively clean human hand-object trajectories, accurate geometry and privileged simulator information. Generalization to unseen motions/embodiments and observation-only real-world deployment remain future work; benchmark results are not universal robot competence. [14]

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