REPRESENTATION & PHYSICAL LEARNING

01

Motion data

Human & robot motion
HOI references

02

Pose analysis

PCA & interaction geometry
Representative configurations

03

Pose bank

Quasi-static references
Retrieval & reuse

04

RL teacher

SONIC-style hand control
External wrist reference

DISTILLATION & AGENT EXECUTION

05

Distillation

Mixed DAgger / PPO
Student-visited state labels

06

Skill bank

Trained feedback policies
Runtime & outcome information

07

Agent execution

Cluster + phase commands
Hand feedback & arm motion