

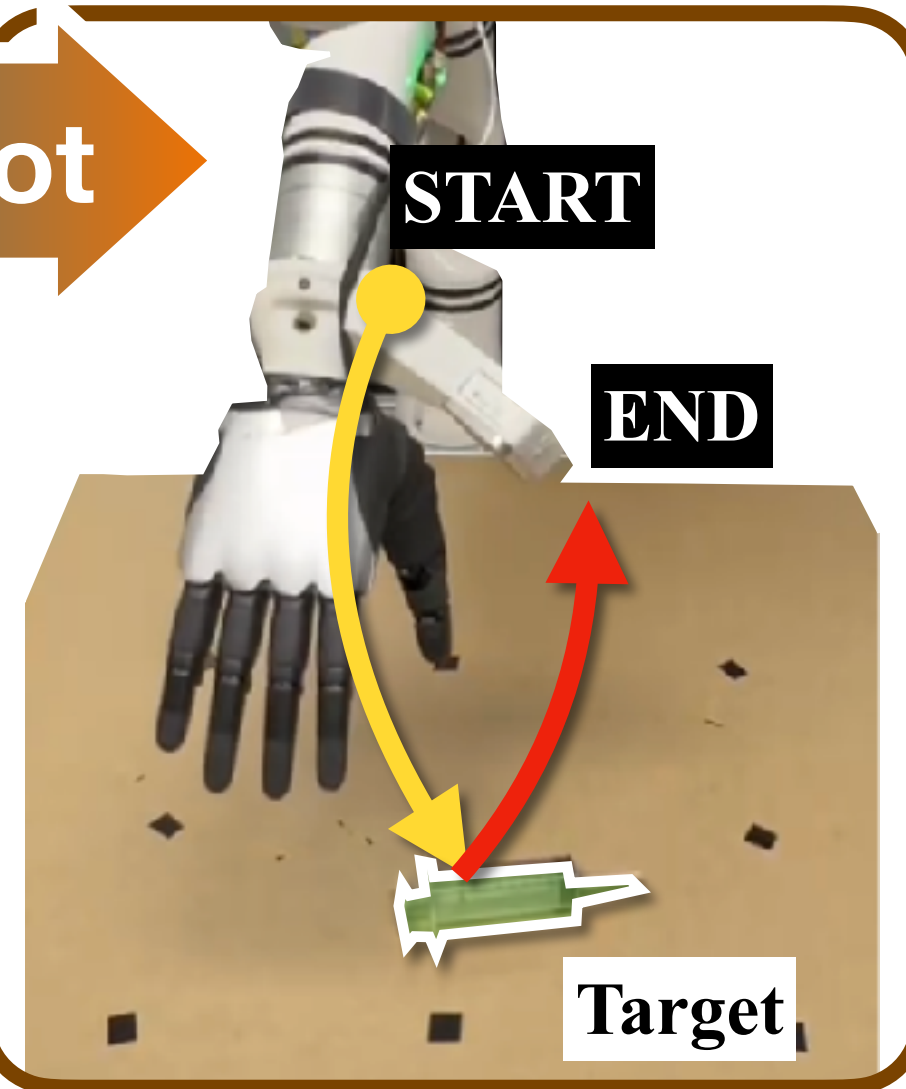
Simulation

Real World

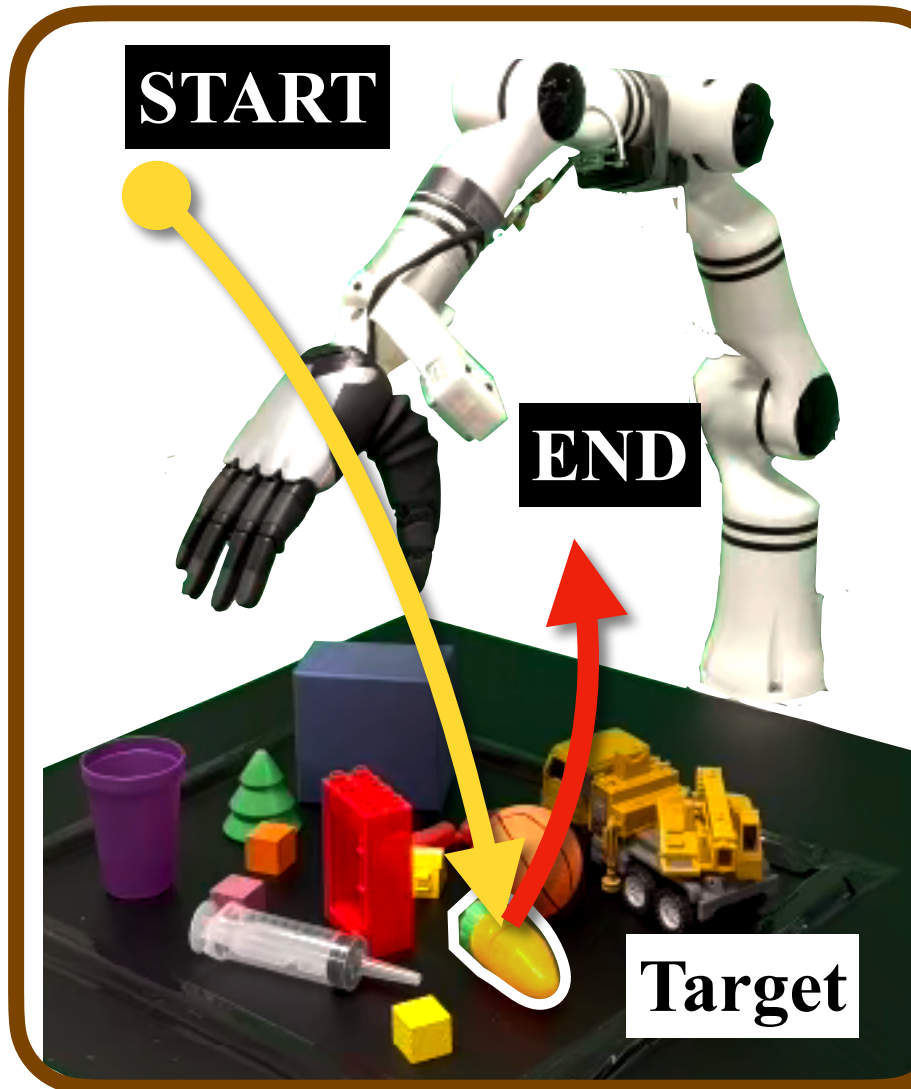
Zero-Shot



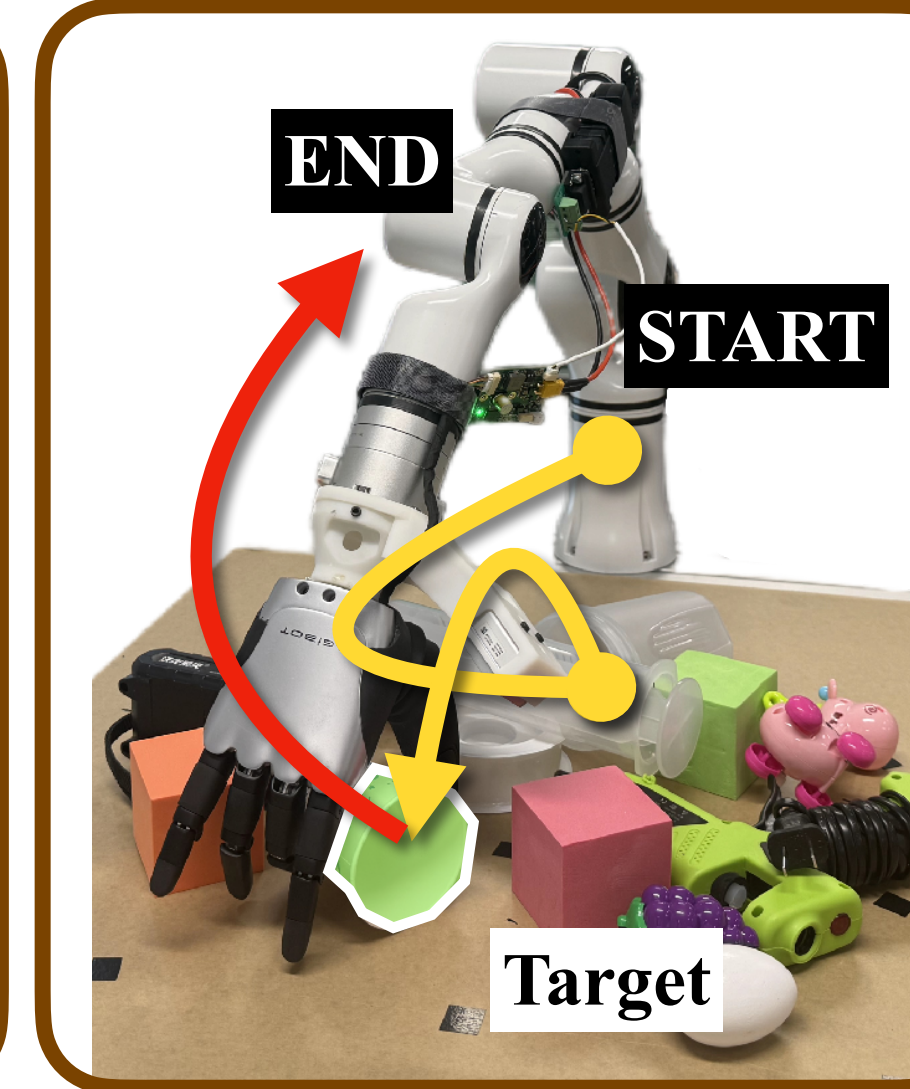
Single E2E Policy



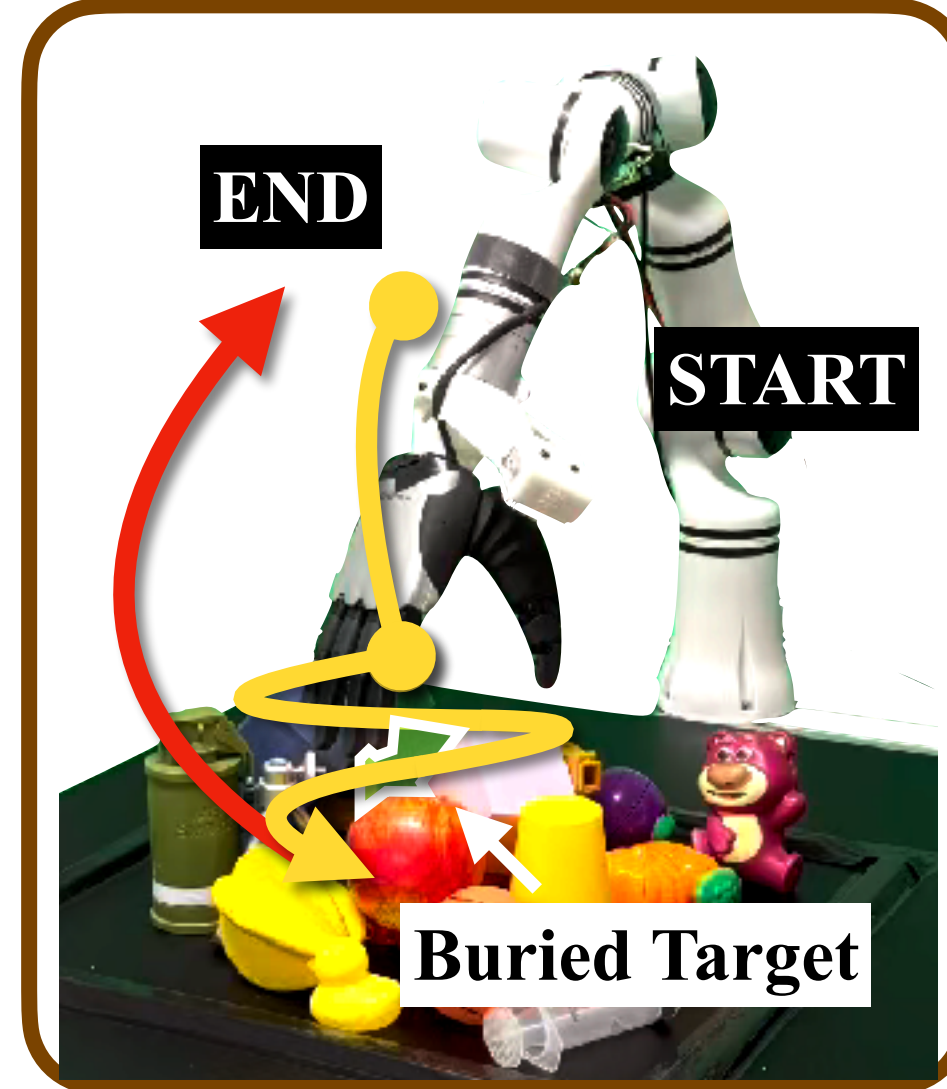
Any Single Object



Any Clutter Density



Any Dense Clutter Scene



Target



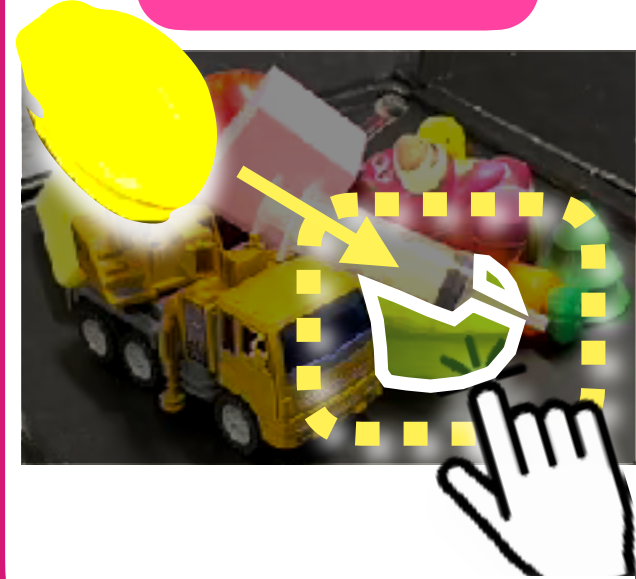
Reach



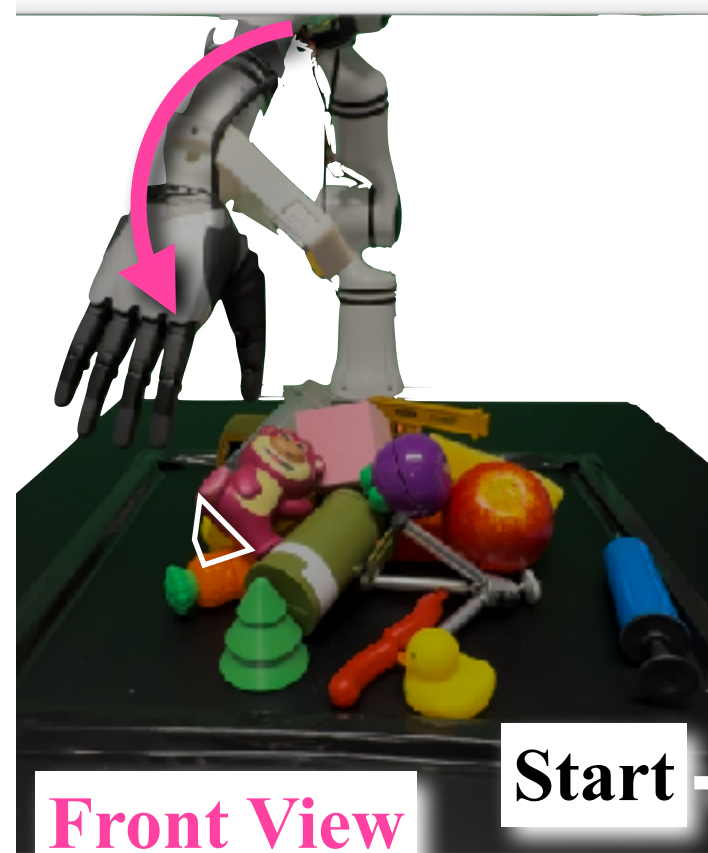
Grasp&Lift



Target Selection

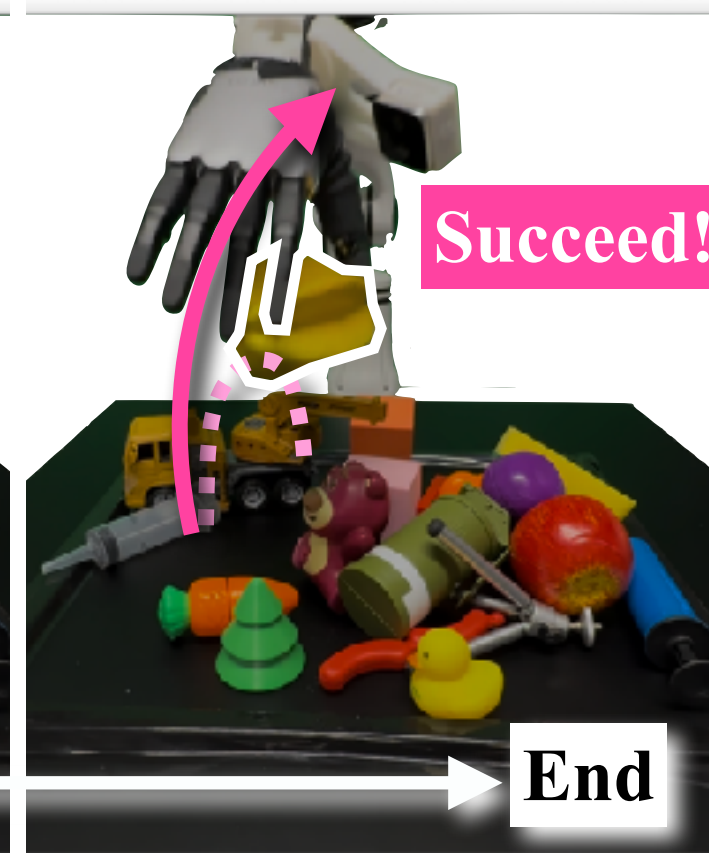
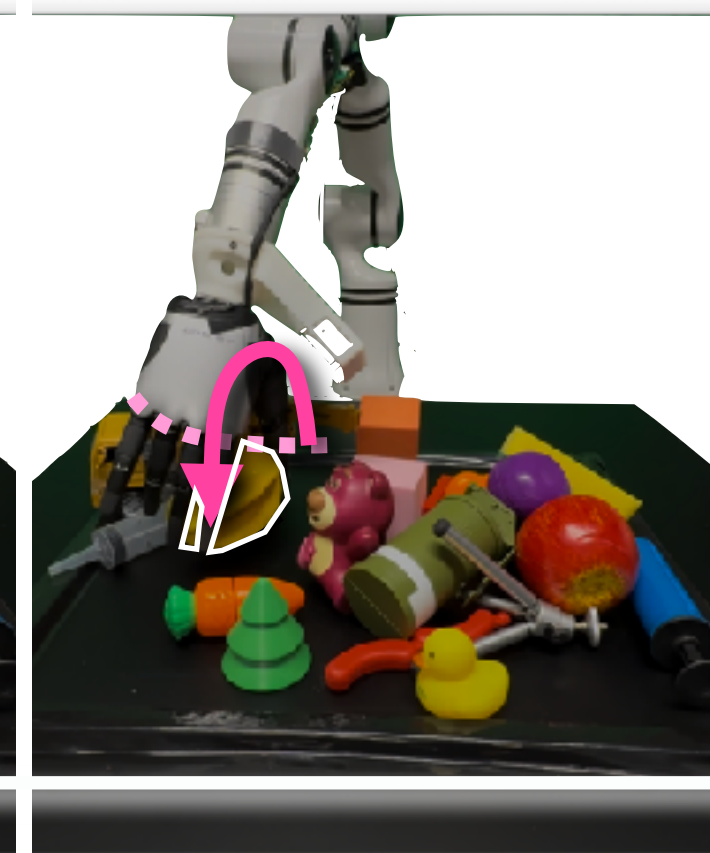
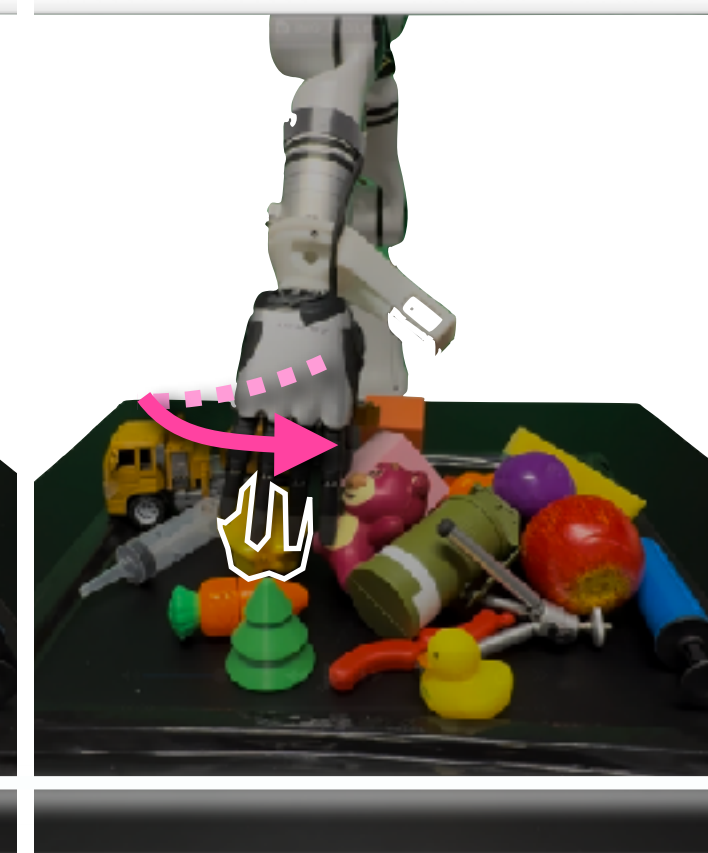
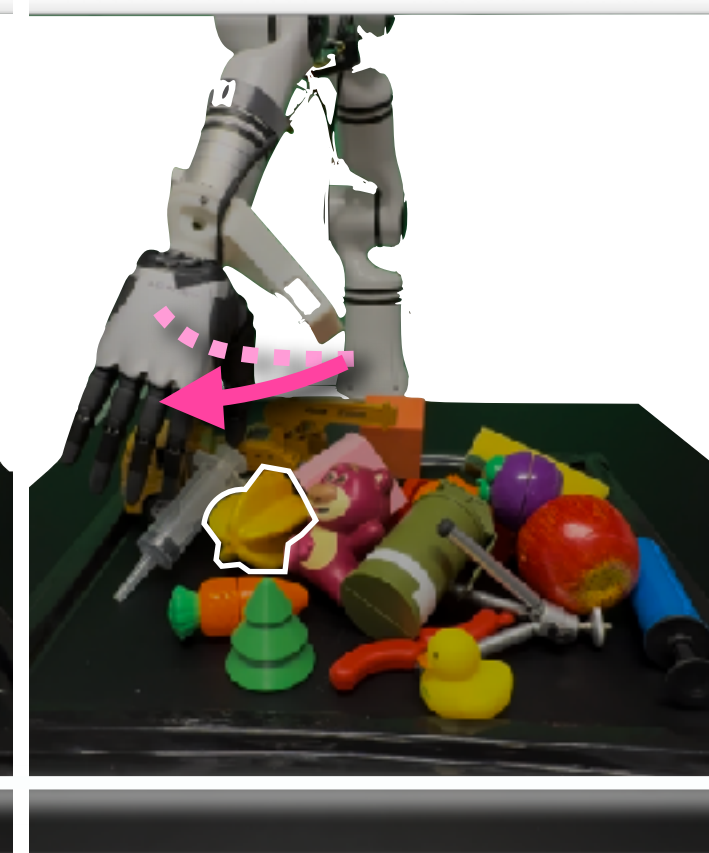


Observation View



Front View

Start



Succeed!

End

Trajectory Visualization