

Hello folks,

Here's what caught my eye in the latest AI and robotics news.

--- SECTION 3: ALSO WORTH NOTING ---

- **Apple ML Research** -- Proposes an environment-free synthetic data generation method for training API-calling LLM agents, using LLMs as on-the-fly world models given only API specifications, eliminating the need for fully implemented environments and pre-populated databases. [link](#)
- **Hugging Face** -- Introduces Grabette, an open-source system for recording robot-manipulation data, aimed at lowering the barrier to collecting real-world demonstration datasets for embodied AI. [link](#)
- **Apple ML Research** -- Presents RayRoPE, a projective ray positional encoding for multi-view transformers that enables SE(3)-invariant attention with multi-frequency similarity, potentially improving 3D vision and multi-view reasoning for robotics and autonomous navigation. [link](#)
- **Hugging Face / NVIDIA** -- Publishes an overview of the current state of simulation for physical AI, surveying the landscape of simulators and their role in training embodied agents. [link](#)

Back in 48 hours.

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