

## Supplementary Material

## 1 COMPONENTS OF DEEPCLAW 2.0



Figure S1. All components of the DeepClaw 2.0 station.

## 2 TASK DESCRIPTIONS AND RESULTS

**Table S1.** The descriptions, schematic diagrams and trajectories of 10 tasks. The trajectory results are<br/>positions of the left tag on tongs during five task attempts.

Task	Description	Schematic Diagrams	Trajectory Result
Task1	Pick 4 red cubes from a random pose in the initial area for each cube to a random pose in the target area for each cube		0.18 0.14 0.12 0.00
Task2	Pick 4 red cubes from a random pose in the initial area for each cube to a specific pose in the target area for each cube		$ \begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\$
Task3	Push 4 red cubes from a random pose in the initial area for each cube to a random pose in the target area for each cube		

Task4	Pick 2 red cubes as target objects with 2 green cubes as other objects from a random pose in the initial area to a random pose in the target area	0.4
Task5	Pick 2 red cubes as target objects with 2 green cubes as other objects from a random pose in the initial area to the state in which the 2 target cubes are stacked in the target area	etempt_i attempt_d a
Task6	Pick 4 YCB objects from a random pose in the initial area for each object to a random pose in the target area for each object	attempt, 1 attempt, 2 attempt, 4 attempt, 4 attemp
Task7	Pick 4 YCB objects from a random pose in the initial area for each object to a specific pose in the target area for each object	

Task8	Push 4 YCB objects from a random pose in the initial area for each object to a random pose in the target area for each object	tempt,1 atempt,2 atempt,3 atempt,4 atempt,
Task9	Pick 2 specific YCB objects as target objects with another 2 YCB objects as other objects from a random pose in the initial area to a random pose in the target area	$ \begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\$
Task10	Pick 2 specific YCB objects as target objects with another 2 YCB objects as other objects from a random pose in the initial area to the state in which the 2 target objects are stacked in the target area	attempt 1 attempt 2 attempt 3 attempt 4 attempt 4