Main results on 57 simulation tasks from 3 benchmarks.

	Adroit						Dexart							
Method	Hamm	er I	Door			Laptop		Fauc	eet	Toile	t	Bucket		
DP3	100 ± 0	0 6	2 ± 4	43 ± 6		81 ± 2		36 ±	36 ± 3		3	26 ± 2		
DP3 w. MBA	100 ± 0			65 ± 1		78 ± 6		$35 \pm$	35 ± 1		2	26 ± 2		
DP	45 ± 5			13 ± 2		31 ± 4					8	18 ± 2		
DP w. MBA	94 ± 5	4	5 ± 1	53 ± 3		42 ± 2		16 ±	4	45 ±	4	13 ± 0		
							orld (Ea							
Method	Button Press Button Press Topdow		Topdown	Button Pre	ess Topdo	pdown Wall Bu		itton Press V	Vall Coff	ee Buttor	Dial Turn	Door Close		
DP3	100 ± 0	100 ± 0			99 ± 2	2		99 ± 1	10	00 ± 0	66 ± 1	100 ± 0		
DP3 w. MBA	100 ± 0	100 ± 0			100 ± 0			100 ± 0	10	00 ± 0	85 ± 4	100 ± 0		
DP	99 ± 1	98 ± 1		96 ± 3				97 ± 3		9 ± 1	63 ± 10	100 ± 0		
DP w. MBA	100 ± 0	100 =	± 0) 100 ±			$0 100 \pm 0$			100 ± 0 63		100 ± 0		
	Meta-World (Easy)													
Method	Door Lock Door Open Door Unlock Drawer Close Drawer Open Faucet Close Faucet Open Handle Press Hand										Handle Pull			
DP3	98 ± 2	99 ± 1	100 ± 0 $100 =$		± 0 100 ±		± 0	100 ± 0	100	± 0	100 ± 0	53 ± 11		
DP3 w. MBA	99 ± 1	100 ± 0	100 ± 0 100		± 0 100 \pm		± 0	100 ± 0	100	± 0	100 ± 0	45 ± 2		
DP	86 ± 8	98 ± 3	98 ± 3					100 ± 0	100		81 ± 4	27 ± 22		
DP w. MBA	87 ± 2	100 ± 0	94 ± 4	98 ±	8 ± 1 87 ± 0			95 ± 3	100	± 0	88 ± 4	43 ± 3		
	Meta-World (Easy)													
Method	· · · · · · · · · · · · · · · · · · ·										Side Reach			
DP3	100 ± 0 85 ± 3		79 ± 8	1	99 ± 0		100 ±	100 ± 0		$0 24 \pm 1$				
DP3 w. MBA		100 ± 0 71 ± 4		81 ± 6	0	100 ± 0			100 ± 0 $100 \pm$					
DP	100 ± 0			49 ± 5	4	99 ± 0			100 ± 0 $100 =$ $100 =$ $100 =$					
DP w. MBA	100 ± 0	100 ± 0 36 ± 0		53 ± 1 91 ± 0			100 ± 0		100 ±	100 ± 0		$0 26 \pm 3$		
			World (Easy	, ,					Meta-Wo					
Method	Reach Wall	Window Close	Window (Open Peg	Unplug	Side	Basketh	all Bin Pio	cking Box	Close	Coffee Pull	Coffee Push		
DP3	68 ± 3	100 ± 0 100 ± 0					98 ± 2 34 ± 30			42 ± 3		94 ± 3		
DP3 w. MBA	63 ± 4	100 ± 0 97 ± 2					100 ± 0 54 ± 23			56 ± 2 98		93 ± 2		
DP DP w. MBA	59 ± 7	100 ± 0 100 ± 0					85 ±			30 ± 5 3-36 ± 7 59		67 ± 4 67 ± 4		
DP W. MBA	49 ± 2 100 ± 0 76 ± 8 68 ± 5							<u>'</u>						
Method	Hammer F	Me Peg Insert Side	ta-World (N Push Wall		Sweep	Swe	ep Into	Assembly			(Hard) Out of Hole Pick Place			
DP3	76 ± 4	69 ± 7	49 ± 8	18 ± 3	96 ± 3		5 ± 5	99 ± 1	14 ± 4		14 ± 9	0 ± 0		
DP3 w. MBA	98 ± 2	75 ± 5	94 ± 3	27 ± 3	99 ± 1		± 25	100 ± 0	10 ± 1		40 ± 2	0 ± 0 0 ± 0		
DP	15 ± 6	34 ± 7	20 ± 3	14 ± 4	18 ± 8		0 ± 4	15 ± 1	9 ± 2		0 ± 0	0 ± 0		
DP w. MBA	89 ± 5	53 ± 0	69 ± 3	16 ± 2	54 ± 8	50	0 ± 4	84 ± 5	34 ± 3		0 ± 0	0 ± 0		
	Meta-World (Hard) Meta-World (Very Hard)													
Method	Push	, ,		sasseml	` '			,	ush Pick Place Wall		Average			
			1											
DP3 51 ±		0 ± 0	17 ± 10		69 ± 4			7 ± 8 $97 \pm$				71.3		
DP3 w. MB	A 67 ± 4	0 ± 0	$73 \pm$		98 ± 1				0 ± 0			77.5		
DP	30 ± 3	0 ± 0		11 ± 3		± 7 13			3 ± 3	-		53.6		
DP w. MBA 25 ± 0		0 ± 0	64 ± 2		71 ± 3	± 3 64		1 10	0 ± 0	100 ± 0		67.8		
7.00														