

Global Embodied AI Data Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Embodied AI Data market size was valued at US\$ 551 million in 2025 and is forecast to a readjusted size of US\$ 4869 million by 2032 with a CAGR of 35.9% during review period.

Embodied AI Data refer to data products, professional services and purpose-built platforms developed for humanoid robots, robotic arms, mobile manipulators, quadruped robots and other physical intelligent agents. The data is collected in real-world environments or generated through simulation and synthetic methods, and is used for the training, fine-tuning, reinforcement learning, validation, evaluation and deployment optimization of embodied foundation models, vision-language-action models, world models and robot control policies. Typical data includes RGB images, depth images, video, point clouds, joint positions and velocities, end-effector poses, action commands, force and tactile signals, inertial information, environmental states, task descriptions, reward signals, and successful, failed and corrective trajectories.

The market covered in this report includes customized data production and processing services, commercial datasets and licensing, and Embodied AI data platform services. Customized data services cover robot teleoperation data collection, direct human demonstration capture, autonomous robot execution data collection, simulation and synthetic data generation, data cleaning, temporal synchronization, action alignment, annotation, quality validation and training-format conversion. Commercial datasets and licensing include standardized dataset sales, data licensing, subscriptions and API access. Data platform services include embodied data ingestion, management, annotation, review, quality control, version management, trajectory playback and training-format export. Free open-source data and internally generated data without external transactions are included in data supply and ecosystem analysis but excluded

from commercial market revenue. Robot hardware, data-capture equipment, general-purpose cloud computing and storage, embodied AI models, robot control software and general-purpose simulation software without separately identifiable data-related revenue are excluded.

The global gross margin for embedded AI data is projected to be around 40%-50% by 2025.

As large models, vision-language-action models, world models and robotics technologies continue to converge, Embodied AI is evolving from preset programming and single-task control toward data-driven learning of perception, reasoning, planning and action policies. Unlike general-purpose artificial intelligence, which primarily processes text and images, Embodied AI requires physical agents to continuously perceive their surroundings, execute actions and receive feedback through robotic embodiments. Data therefore serves not only as the fundamental resource for model training, but also as the core medium connecting perception, decision-making and control systems. High-quality Embodied AI data typically includes visual images, depth information, point clouds, joint states, end-effector poses, action commands, force and tactile signals, language instructions, environmental changes, and successful, failed and corrective trajectories. Such data supports the pre-training, fine-tuning, reinforcement learning, evaluation and deployment optimization of embodied foundation models, vision-language-action models and world models.

The primary constraint facing the industry is not merely an insufficient quantity of data, but a shortage of high-quality, generalizable and training-ready data. Real-world robot data collection requires robot platforms, teleoperation equipment, sensors, physical sites, operators and quality-control systems, resulting in high collection costs. Equipment wear, task failures and safety risks further restrict data production efficiency. Direct human demonstration can reduce part of the cost associated with real-robot collection and broaden scenario coverage, but human actions must still be retargeted and aligned with robot action spaces, kinematic structures and sensor configurations. Simulation and synthetic data can rapidly expand task scale and cover hazardous scenarios, long-tail events and scarce failure cases. However, physical contact, friction, deformable objects, tactile feedback and environmental randomness remain difficult to reproduce accurately. The gap between virtual and real environments means that simulated data is unlikely to fully replace real-world data in the near term. A more practical path will be to use a limited amount of high-quality real-world data as an anchor and build hybrid datasets through direct human demonstrations, robot teleoperation, simulation-based augmentation and autonomous robot execution.

Existing Embodied AI datasets still commonly suffer from incomplete modality structures, insufficient task complexity, limited cross-embodiment transferability and low levels of standardization. Many datasets rely heavily on visual information, while force, tactile, joint-torque, contact-state and failure-recovery data remain relatively scarce. Task coverage is still concentrated on short-horizon operations such as grasping, placing, pushing and pulling, with limited representation of multi-step planning, tool use, dynamic human-robot collaboration and long-horizon tasks. Robots differ significantly in degrees of freedom, control frequencies, coordinate systems, action spaces, sensor configurations and data formats, making direct reuse across different embodiments and models difficult. Future competition will therefore shift from simply pursuing more data hours and trajectories toward quality metrics such as valid-trajectory rates, task coverage, multimodal synchronization accuracy, proportions of failure and corrective samples, cross-scenario generalization capability and measurable post-training performance gains.

From a commercialization perspective, the Embodied AI data market is expected to develop around three principal business models: customized data production and processing services, commercial datasets and licensing, and Embodied AI data platform services. In the near term, because robot embodiments and task standards remain fragmented, customized data collection, annotation, quality inspection and training-format conversion for specific robots, scenarios and tasks will continue to account for the majority of market revenue. As data formats, quality evaluation frameworks and licensing systems mature, reusable datasets, data subscriptions and cross-embodiment licensing will improve the monetization and reuse of data assets. Purpose-built data platforms capable of multimodal ingestion, temporal synchronization, trajectory playback, automated quality inspection, dataset version management and training-format export are likely to become core infrastructure connecting data production, model training, robot deployment and operational feedback. Over the longer term, companies capable of establishing a closed-loop system covering data collection, governance, training, evaluation, deployment and feedback, while combining real-world collection, simulation generation and quality assessment capabilities, will be better positioned to build durable data barriers and scalable commercial advantages.

This report is a detailed and comprehensive analysis for global Embodied AI Data market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and

product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Embodied AI Data market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Embodied AI Data market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Embodied AI Data market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Embodied AI Data market shares of main players, in revenue (\$ Million), 2021-2026

The Primary Objectives in This Report Are:

- To determine the size of the total market opportunity of global and key countries

- To assess the growth potential for Embodied AI Data

- To forecast future growth in each product and end-use market

- To assess competitive factors affecting the marketplace

This report profiles key players in the global Embodied AI Data market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Google (Open X-Embodiment), Figure AI, DeepMind, NVIDIA, PaXiniTech, AgiBot, X-humanoid, Dobot Robotics, LEJU?SHENZHEN) ROBOTICS CO.LTD, X Square Robot, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market segmentation

Embodied AI Data market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Custom Data Production and Processing Services

Commercial Datasets and Licensing

Embodied AI Data Platform Services

Others

Market segment by Data Source

Real Machine Data

Simulation Data

Simulation Data & Real Machine Data

Market segment by Fee

Commercial Data

Open-Source Data

Market segment by Application

Industrial Manufacturing

Autonomous Driving

Logistics & Transportation

Home Services

Healthcare & Wellness

Others

Market segment by players, this report covers

Google (Open X-Embodiment)

Figure AI

DeepMind

NVIDIA

PaXiniTech

AgiBot

X-humanoid

Dobot Robotics

LEJU?SHENZHEN) ROBOTICS CO.LTD

X Square Robot

Beijing Galbot Co.,Ltd.

Fourier

IO-AI(LeRobot)

Peng Cheng Laboratory(ARIO)

Unitree Robotics

Appen

GalaXea AI

Lightwheel AI

PsiBot

GenRobot.AI

LivSyn Robotics

Noitom Robotics

DeepCybo

TARS

Noematrix

Lumos Robotics

Synapath AI

PIA Automation

Spirit AI

Manycore Tech

GigaAI

Datatang

Speechocean

UBTECH Robotics

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Embodied AI Data product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Embodied AI Data, with revenue, gross margin, and global market share of Embodied AI Data from 2021 to 2026.

Chapter 3, the Embodied AI Data competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Embodied AI Data market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Embodied AI Data.

Chapter 13, to describe Embodied AI Data research findings and conclusion.

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