

Global Embodied AI Data Supply, Demand and Key Producers, 2026-2032

<https://marketpublishers.com/r/GAD24D6780EBEN.html>

Date: July 2026

Pages: 230

Price: US\$ 4,480.00 (Single User License)

ID: GAD24D6780EBEN

Abstracts

The global Embodied AI Data market size is expected to reach \$ 4869 million by 2032, rising at a market growth of 35.9% CAGR during the forecast period (2026-2032).

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 studies the global Embodied AI Data demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Embodied AI Data, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and

competition, as well as details the characteristics of Embodied AI Data that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Embodied AI Data total market, 2021-2032, (USD Million)

Global Embodied AI Data total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Embodied AI Data total market, key domestic companies, and share, (USD Million)

Global Embodied AI Data revenue by player, revenue and market share 2021-2026, (USD Million)

Global Embodied AI Data total market by Type, CAGR, 2021-2032, (USD Million)

Global Embodied AI Data total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major 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.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world Embodied AI Data market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Embodied AI Data Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Embodied AI Data Market, Segmentation by Type:

Custom Data Production and Processing Services

Commercial Datasets and Licensing

Embodied AI Data Platform Services

Others

Global Embodied AI Data Market, Segmentation by Data Source:

Real Machine Data

Simulation Data

Simulation Data & Real Machine Data

Global Embodied AI Data Market, Segmentation by Fee:

Commercial Data

Open-Source Data

Global Embodied AI Data Market, Segmentation by Application:

Industrial Manufacturing

Autonomous Driving

Logistics & Transportation

Home Services

Healthcare & Wellness

Others

Companies Profiled:

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

Key Questions Answered

1. How big is the global Embodied AI Data market?
2. What is the demand of the global Embodied AI Data market?
3. What is the year over year growth of the global Embodied AI Data market?
4. What is the total value of the global Embodied AI Data market?
5. Who are the Major Players in the global Embodied AI Data market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Embodied AI Data Introduction
- 1.2 World Embodied AI Data Market Size & Forecast (2021 & 2025 & 2032)
- 1.3 World Embodied AI Data Total Market by Region (by Headquarter Location)
 - 1.3.1 World Embodied AI Data Market Size by Region (2021-2032), (by Headquarter Location)
 - 1.3.2 United States Based Company Embodied AI Data Revenue (2021-2032)
 - 1.3.3 China Based Company Embodied AI Data Revenue (2021-2032)
 - 1.3.4 Europe Based Company Embodied AI Data Revenue (2021-2032)
 - 1.3.5 Japan Based Company Embodied AI Data Revenue (2021-2032)
 - 1.3.6 South Korea Based Company Embodied AI Data Revenue (2021-2032)
 - 1.3.7 ASEAN Based Company Embodied AI Data Revenue (2021-2032)
 - 1.3.8 India Based Company Embodied AI Data Revenue (2021-2032)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Embodied AI Data Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Major Market Trends

2 DEMAND SUMMARY

- 2.1 World Embodied AI Data Consumption Value (2021-2032)
- 2.2 World Embodied AI Data Consumption Value by Region
 - 2.2.1 World Embodied AI Data Consumption Value by Region (2021-2026)
 - 2.2.2 World Embodied AI Data Consumption Value Forecast by Region (2027-2032)
- 2.3 United States Embodied AI Data Consumption Value (2021-2032)
- 2.4 China Embodied AI Data Consumption Value (2021-2032)
- 2.5 Europe Embodied AI Data Consumption Value (2021-2032)
- 2.6 Japan Embodied AI Data Consumption Value (2021-2032)
- 2.7 South Korea Embodied AI Data Consumption Value (2021-2032)
- 2.8 ASEAN Embodied AI Data Consumption Value (2021-2032)
- 2.9 India Embodied AI Data Consumption Value (2021-2032)

3 WORLD EMBODIED AI DATA COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Embodied AI Data Revenue by Player (2021-2026)
- 3.2 Industry Rank and Concentration Rate (CR)

- 3.2.1 Global Embodied AI Data Industry Rank of Major Players
- 3.2.2 Global Concentration Ratios (CR4) for Embodied AI Data in 2025
- 3.2.3 Global Concentration Ratios (CR8) for Embodied AI Data in 2025
- 3.3 Embodied AI Data Company Evaluation Quadrant
- 3.4 Embodied AI Data Market: Overall Company Footprint Analysis
 - 3.4.1 Embodied AI Data Market: Region Footprint
 - 3.4.2 Embodied AI Data Market: Company Product Type Footprint
 - 3.4.3 Embodied AI Data Market: Company Product Application Footprint
- 3.5 Competitive Environment
 - 3.5.1 Historical Structure of the Industry
 - 3.5.2 Barriers of Market Entry
 - 3.5.3 Factors of Competition
- 3.6 Mergers & Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF WORLD (BY HEADQUARTER LOCATION)

- 4.1 United States VS China: Embodied AI Data Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: Embodied AI Data Revenue Comparison (2021 & 2025 & 2032) (by Headquarter Location)
 - 4.1.2 United States VS China: Embodied AI Data Revenue Market Share Comparison (2021 & 2025 & 2032)
- 4.2 United States Based Companies VS China Based Companies: Embodied AI Data Consumption Value Comparison
 - 4.2.1 United States VS China: Embodied AI Data Consumption Value Comparison (2021 & 2025 & 2032)
 - 4.2.2 United States VS China: Embodied AI Data Consumption Value Market Share Comparison (2021 & 2025 & 2032)
- 4.3 United States Based Embodied AI Data Companies and Market Share, 2021-2026
 - 4.3.1 United States Based Embodied AI Data Companies, Headquarters (States, Country)
 - 4.3.2 United States Based Companies Embodied AI Data Revenue, (2021-2026)
- 4.4 China Based Companies Embodied AI Data Revenue and Market Share, 2021-2026
 - 4.4.1 China Based Embodied AI Data Companies, Company Headquarters (Province, Country)
 - 4.4.2 China Based Companies Embodied AI Data Revenue, (2021-2026)
- 4.5 Rest of World Based Embodied AI Data Companies and Market Share, 2021-2026
 - 4.5.1 Rest of World Based Embodied AI Data Companies, Headquarters (Province,

Country)

4.5.2 Rest of World Based Companies Embodied AI Data Revenue (2021-2026)

5 MARKET ANALYSIS BY TYPE

5.1 World Embodied AI Data Market Size Overview by Type: 2021 VS 2025 VS 2032

5.2 Segment Introduction by Type

5.2.1 Custom Data Production and Processing Services

5.2.2 Commercial Datasets and Licensing

5.2.3 Embodied AI Data Platform Services

5.2.4 Others

5.3 Market Segment by Type

5.3.1 World Embodied AI Data Market Size by Type (2021-2026)

5.3.2 World Embodied AI Data Market Size by Type (2027-2032)

5.3.3 World Embodied AI Data Market Size Market Share by Type (2027-2032)

6 MARKET ANALYSIS BY DATA SOURCE

6.1 World Embodied AI Data Market Size Overview by Data Source: 2021 VS 2025 VS 2032

6.2 Segment Introduction by Data Source

6.2.1 Real Machine Data

6.2.2 Simulation Data

6.2.3 Simulation Data & Real Machine Data

6.3 Market Segment by Data Source

6.3.1 World Embodied AI Data Market Size by Data Source (2021-2026)

6.3.2 World Embodied AI Data Market Size by Data Source (2027-2032)

6.3.3 World Embodied AI Data Market Size Market Share by Data Source (2027-2032)

7 MARKET ANALYSIS BY FEE

7.1 World Embodied AI Data Market Size Overview by Fee: 2021 VS 2025 VS 2032

7.2 Segment Introduction by Fee

7.2.1 Commercial Data

7.2.2 Open-Source Data

7.3 Market Segment by Fee

7.3.1 World Embodied AI Data Market Size by Fee (2021-2026)

7.3.2 World Embodied AI Data Market Size by Fee (2027-2032)

7.3.3 World Embodied AI Data Market Size Market Share by Fee (2027-2032)

8 MARKET ANALYSIS BY APPLICATION

8.1 World Embodied AI Data Market Size Overview by Application: 2021 VS 2025 VS 2032

8.2 Segment Introduction by Application

8.2.1 Industrial Manufacturing

8.2.2 Autonomous Driving

8.2.3 Logistics & Transportation

8.2.4 Home Services

8.2.5 Healthcare & Wellness

8.2.6 Others

8.3 Market Segment by Application

8.3.1 World Embodied AI Data Market Size by Application (2021-2026)

8.3.2 World Embodied AI Data Market Size by Application (2027-2032)

8.3.3 World Embodied AI Data Market Size Market Share by Application (2021-2032)

9 COMPANY PROFILES

9.1 Google (Open X-Embodiment)

9.1.1 Google (Open X-Embodiment) Details

9.1.2 Google (Open X-Embodiment) Major Business

9.1.3 Google (Open X-Embodiment) Embodied AI Data Product and Services

9.1.4 Google (Open X-Embodiment) Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

9.1.5 Google (Open X-Embodiment) Recent Developments/Updates

9.1.6 Google (Open X-Embodiment) Competitive Strengths & Weaknesses

9.2 Figure AI

9.2.1 Figure AI Details

9.2.2 Figure AI Major Business

9.2.3 Figure AI Embodied AI Data Product and Services

9.2.4 Figure AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

9.2.5 Figure AI Recent Developments/Updates

9.2.6 Figure AI Competitive Strengths & Weaknesses

9.3 DeepMind

9.3.1 DeepMind Details

9.3.2 DeepMind Major Business

9.3.3 DeepMind Embodied AI Data Product and Services

9.3.4 DeepMind Embodied AI Data Revenue, Gross Margin and Market Share
(2021-2026)

9.3.5 DeepMind Recent Developments/Updates

9.3.6 DeepMind Competitive Strengths & Weaknesses

9.4 NVIDIA

9.4.1 NVIDIA Details

9.4.2 NVIDIA Major Business

9.4.3 NVIDIA Embodied AI Data Product and Services

9.4.4 NVIDIA Embodied AI Data Revenue, Gross Margin and Market Share
(2021-2026)

9.4.5 NVIDIA Recent Developments/Updates

9.4.6 NVIDIA Competitive Strengths & Weaknesses

9.5 PaXiniTech

9.5.1 PaXiniTech Details

9.5.2 PaXiniTech Major Business

9.5.3 PaXiniTech Embodied AI Data Product and Services

9.5.4 PaXiniTech Embodied AI Data Revenue, Gross Margin and Market Share
(2021-2026)

9.5.5 PaXiniTech Recent Developments/Updates

9.5.6 PaXiniTech Competitive Strengths & Weaknesses

9.6 AgiBot

9.6.1 AgiBot Details

9.6.2 AgiBot Major Business

9.6.3 AgiBot Embodied AI Data Product and Services

9.6.4 AgiBot Embodied AI Data Revenue, Gross Margin and Market Share
(2021-2026)

9.6.5 AgiBot Recent Developments/Updates

9.6.6 AgiBot Competitive Strengths & Weaknesses

9.7 X-humanoid

9.7.1 X-humanoid Details

9.7.2 X-humanoid Major Business

9.7.3 X-humanoid Embodied AI Data Product and Services

9.7.4 X-humanoid Embodied AI Data Revenue, Gross Margin and Market Share
(2021-2026)

9.7.5 X-humanoid Recent Developments/Updates

9.7.6 X-humanoid Competitive Strengths & Weaknesses

9.8 Dobot Robotics

9.8.1 Dobot Robotics Details

9.8.2 Dobot Robotics Major Business

- 9.8.3 Dobot Robotics Embodied AI Data Product and Services
- 9.8.4 Dobot Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
- 9.8.5 Dobot Robotics Recent Developments/Updates
- 9.8.6 Dobot Robotics Competitive Strengths & Weaknesses
- 9.9 LEJU?SHENZHEN) ROBOTICS CO.LTD
 - 9.9.1 LEJU?SHENZHEN) ROBOTICS CO.LTD Details
 - 9.9.2 LEJU?SHENZHEN) ROBOTICS CO.LTD Major Business
 - 9.9.3 LEJU?SHENZHEN) ROBOTICS CO.LTD Embodied AI Data Product and Services
 - 9.9.4 LEJU?SHENZHEN) ROBOTICS CO.LTD Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.9.5 LEJU?SHENZHEN) ROBOTICS CO.LTD Recent Developments/Updates
 - 9.9.6 LEJU?SHENZHEN) ROBOTICS CO.LTD Competitive Strengths & Weaknesses
- 9.10 X Square Robot
 - 9.10.1 X Square Robot Details
 - 9.10.2 X Square Robot Major Business
 - 9.10.3 X Square Robot Embodied AI Data Product and Services
 - 9.10.4 X Square Robot Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.10.5 X Square Robot Recent Developments/Updates
 - 9.10.6 X Square Robot Competitive Strengths & Weaknesses
- 9.11 Beijing Galbot Co.,Ltd.
 - 9.11.1 Beijing Galbot Co.,Ltd. Details
 - 9.11.2 Beijing Galbot Co.,Ltd. Major Business
 - 9.11.3 Beijing Galbot Co.,Ltd. Embodied AI Data Product and Services
 - 9.11.4 Beijing Galbot Co.,Ltd. Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.11.5 Beijing Galbot Co.,Ltd. Recent Developments/Updates
 - 9.11.6 Beijing Galbot Co.,Ltd. Competitive Strengths & Weaknesses
- 9.12 Fourier
 - 9.12.1 Fourier Details
 - 9.12.2 Fourier Major Business
 - 9.12.3 Fourier Embodied AI Data Product and Services
 - 9.12.4 Fourier Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.12.5 Fourier Recent Developments/Updates
 - 9.12.6 Fourier Competitive Strengths & Weaknesses
- 9.13 IO-AI(LeRobot)

- 9.13.1 IO-AI(LeRobot) Details
- 9.13.2 IO-AI(LeRobot) Major Business
- 9.13.3 IO-AI(LeRobot) Embodied AI Data Product and Services
- 9.13.4 IO-AI(LeRobot) Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
- 9.13.5 IO-AI(LeRobot) Recent Developments/Updates
- 9.13.6 IO-AI(LeRobot) Competitive Strengths & Weaknesses
- 9.14 Peng Cheng Laboratory(ARIO)
- 9.14.1 Peng Cheng Laboratory(ARIO) Details
- 9.14.2 Peng Cheng Laboratory(ARIO) Major Business
- 9.14.3 Peng Cheng Laboratory(ARIO) Embodied AI Data Product and Services
- 9.14.4 Peng Cheng Laboratory(ARIO) Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
- 9.14.5 Peng Cheng Laboratory(ARIO) Recent Developments/Updates
- 9.14.6 Peng Cheng Laboratory(ARIO) Competitive Strengths & Weaknesses
- 9.15 Unitree Robotics
- 9.15.1 Unitree Robotics Details
- 9.15.2 Unitree Robotics Major Business
- 9.15.3 Unitree Robotics Embodied AI Data Product and Services
- 9.15.4 Unitree Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
- 9.15.5 Unitree Robotics Recent Developments/Updates
- 9.15.6 Unitree Robotics Competitive Strengths & Weaknesses
- 9.16 Appen
- 9.16.1 Appen Details
- 9.16.2 Appen Major Business
- 9.16.3 Appen Embodied AI Data Product and Services
- 9.16.4 Appen Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
- 9.16.5 Appen Recent Developments/Updates
- 9.16.6 Appen Competitive Strengths & Weaknesses
- 9.17 GalaXea AI
- 9.17.1 GalaXea AI Details
- 9.17.2 GalaXea AI Major Business
- 9.17.3 GalaXea AI Embodied AI Data Product and Services
- 9.17.4 GalaXea AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
- 9.17.5 GalaXea AI Recent Developments/Updates
- 9.17.6 GalaXea AI Competitive Strengths & Weaknesses

9.18 Lightwheel AI

9.18.1 Lightwheel AI Details

9.18.2 Lightwheel AI Major Business

9.18.3 Lightwheel AI Embodied AI Data Product and Services

9.18.4 Lightwheel AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

9.18.5 Lightwheel AI Recent Developments/Updates

9.18.6 Lightwheel AI Competitive Strengths & Weaknesses

9.19 PsiBot

9.19.1 PsiBot Details

9.19.2 PsiBot Major Business

9.19.3 PsiBot Embodied AI Data Product and Services

9.19.4 PsiBot Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

9.19.5 PsiBot Recent Developments/Updates

9.19.6 PsiBot Competitive Strengths & Weaknesses

9.20 GenRobot.AI

9.20.1 GenRobot.AI Details

9.20.2 GenRobot.AI Major Business

9.20.3 GenRobot.AI Embodied AI Data Product and Services

9.20.4 GenRobot.AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

9.20.5 GenRobot.AI Recent Developments/Updates

9.20.6 GenRobot.AI Competitive Strengths & Weaknesses

9.21 LivSyn Robotics

9.21.1 LivSyn Robotics Details

9.21.2 LivSyn Robotics Major Business

9.21.3 LivSyn Robotics Embodied AI Data Product and Services

9.21.4 LivSyn Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

9.21.5 LivSyn Robotics Recent Developments/Updates

9.21.6 LivSyn Robotics Competitive Strengths & Weaknesses

9.22 Noitom Robotics

9.22.1 Noitom Robotics Details

9.22.2 Noitom Robotics Major Business

9.22.3 Noitom Robotics Embodied AI Data Product and Services

9.22.4 Noitom Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

9.22.5 Noitom Robotics Recent Developments/Updates

- 9.22.6 Noitom Robotics Competitive Strengths & Weaknesses
- 9.23 DeepCybo
 - 9.23.1 DeepCybo Details
 - 9.23.2 DeepCybo Major Business
 - 9.23.3 DeepCybo Embodied AI Data Product and Services
 - 9.23.4 DeepCybo Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.23.5 DeepCybo Recent Developments/Updates
 - 9.23.6 DeepCybo Competitive Strengths & Weaknesses
- 9.24 TARS
 - 9.24.1 TARS Details
 - 9.24.2 TARS Major Business
 - 9.24.3 TARS Embodied AI Data Product and Services
 - 9.24.4 TARS Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.24.5 TARS Recent Developments/Updates
 - 9.24.6 TARS Competitive Strengths & Weaknesses
- 9.25 Noematrix
 - 9.25.1 Noematrix Details
 - 9.25.2 Noematrix Major Business
 - 9.25.3 Noematrix Embodied AI Data Product and Services
 - 9.25.4 Noematrix Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.25.5 Noematrix Recent Developments/Updates
 - 9.25.6 Noematrix Competitive Strengths & Weaknesses
- 9.26 Lumos Robotics
 - 9.26.1 Lumos Robotics Details
 - 9.26.2 Lumos Robotics Major Business
 - 9.26.3 Lumos Robotics Embodied AI Data Product and Services
 - 9.26.4 Lumos Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.26.5 Lumos Robotics Recent Developments/Updates
 - 9.26.6 Lumos Robotics Competitive Strengths & Weaknesses
- 9.27 Synapath AI
 - 9.27.1 Synapath AI Details
 - 9.27.2 Synapath AI Major Business
 - 9.27.3 Synapath AI Embodied AI Data Product and Services
 - 9.27.4 Synapath AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

- 9.27.5 Synapath AI Recent Developments/Updates
- 9.27.6 Synapath AI Competitive Strengths & Weaknesses
- 9.28 PIA Automation
 - 9.28.1 PIA Automation Details
 - 9.28.2 PIA Automation Major Business
 - 9.28.3 PIA Automation Embodied AI Data Product and Services
 - 9.28.4 PIA Automation Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.28.5 PIA Automation Recent Developments/Updates
 - 9.28.6 PIA Automation Competitive Strengths & Weaknesses
- 9.29 Spirit AI
 - 9.29.1 Spirit AI Details
 - 9.29.2 Spirit AI Major Business
 - 9.29.3 Spirit AI Embodied AI Data Product and Services
 - 9.29.4 Spirit AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.29.5 Spirit AI Recent Developments/Updates
 - 9.29.6 Spirit AI Competitive Strengths & Weaknesses
- 9.30 Manycore Tech
 - 9.30.1 Manycore Tech Details
 - 9.30.2 Manycore Tech Major Business
 - 9.30.3 Manycore Tech Embodied AI Data Product and Services
 - 9.30.4 Manycore Tech Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.30.5 Manycore Tech Recent Developments/Updates
 - 9.30.6 Manycore Tech Competitive Strengths & Weaknesses
- 9.31 GigaAI
 - 9.31.1 GigaAI Details
 - 9.31.2 GigaAI Major Business
 - 9.31.3 GigaAI Embodied AI Data Product and Services
 - 9.31.4 GigaAI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)
 - 9.31.5 GigaAI Recent Developments/Updates
 - 9.31.6 GigaAI Competitive Strengths & Weaknesses
- 9.32 Datatang
 - 9.32.1 Datatang Details
 - 9.32.2 Datatang Major Business
 - 9.32.3 Datatang Embodied AI Data Product and Services
 - 9.32.4 Datatang Embodied AI Data Revenue, Gross Margin and Market Share

(2021-2026)

9.32.5 Datatang Recent Developments/Updates

9.32.6 Datatang Competitive Strengths & Weaknesses

9.33 Speechocean

9.33.1 Speechocean Details

9.33.2 Speechocean Major Business

9.33.3 Speechocean Embodied AI Data Product and Services

9.33.4 Speechocean Embodied AI Data Revenue, Gross Margin and Market Share

(2021-2026)

9.33.5 Speechocean Recent Developments/Updates

9.33.6 Speechocean Competitive Strengths & Weaknesses

9.34 UBTECH Robotics

9.34.1 UBTECH Robotics Details

9.34.2 UBTECH Robotics Major Business

9.34.3 UBTECH Robotics Embodied AI Data Product and Services

9.34.4 UBTECH Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026)

9.34.5 UBTECH Robotics Recent Developments/Updates

9.34.6 UBTECH Robotics Competitive Strengths & Weaknesses

10 INDUSTRY CHAIN ANALYSIS

10.1 Embodied AI Data Industry Chain

10.2 Embodied AI Data Upstream Analysis

10.3 Embodied AI Data Midstream Analysis

10.4 Embodied AI Data Downstream Analysis

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World Embodied AI Data Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Table 2. World Embodied AI Data Revenue by Region (2021-2026) & (USD Million), (by Headquarter Location)

Table 3. World Embodied AI Data Revenue by Region (2027-2032) & (USD Million), (by Headquarter Location)

Table 4. World Embodied AI Data Revenue Market Share by Region (2021-2026), (by Headquarter Location)

Table 5. World Embodied AI Data Revenue Market Share by Region (2027-2032), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World Embodied AI Data Consumption Value Growth Rate Forecast by Region (2021 & 2025 & 2032) & (USD Million)

Table 8. World Embodied AI Data Consumption Value by Region (2021-2026) & (USD Million)

Table 9. World Embodied AI Data Consumption Value Forecast by Region (2027-2032) & (USD Million)

Table 10. World Embodied AI Data Revenue by Player (2021-2026) & (USD Million)

Table 11. Revenue Market Share of Key Embodied AI Data Players in 2025

Table 12. World Embodied AI Data Industry Rank of Major Player, Based on Revenue in 2025

Table 13. Global Embodied AI Data Company Evaluation Quadrant

Table 14. Head Office of Key Embodied AI Data Players

Table 15. Embodied AI Data Market: Company Product Type Footprint

Table 16. Embodied AI Data Market: Company Product Application Footprint

Table 17. Embodied AI Data Mergers & Acquisitions Activity

Table 18. United States VS China Embodied AI Data Revenue Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 19. United States VS China Embodied AI Data Consumption Value Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 20. United States Based Embodied AI Data Companies, Headquarters (States, Country)

Table 21. United States Based Companies Embodied AI Data Revenue, (2021-2026) & (USD Million)

Table 22. United States Based Companies Embodied AI Data Revenue Market Share

(2021-2026)

Table 23. China Based Embodied AI Data Companies, Headquarters (Province, Country)

Table 24. China Based Companies Embodied AI Data Revenue, (2021-2026) & (USD Million)

Table 25. China Based Companies Embodied AI Data Revenue Market Share (2021-2026)

Table 26. Rest of World Based Embodied AI Data Companies, Headquarters (Province, Country)

Table 27. Rest of World Based Companies Embodied AI Data Revenue (2021-2026) & (USD Million)

Table 28. Rest of World Based Companies Embodied AI Data Revenue Market Share (2021-2026)

Table 29. World Embodied AI Data Market Size by Type, (USD Million), 2021 & 2025 & 2032

Table 30. World Embodied AI Data Market Size Value by Type (2021-2026) & (USD Million)

Table 31. World Embodied AI Data Market Size by Type (2027-2032) & (USD Million)

Table 32. World Embodied AI Data Market Size by Data Source, (USD Million), 2021 & 2025 & 2032

Table 33. World Embodied AI Data Market Size Value by Data Source (2021-2026) & (USD Million)

Table 34. World Embodied AI Data Market Size by Data Source (2027-2032) & (USD Million)

Table 35. World Embodied AI Data Market Size by Fee, (USD Million), 2021 & 2025 & 2032

Table 36. World Embodied AI Data Market Size Value by Fee (2021-2026) & (USD Million)

Table 37. World Embodied AI Data Market Size by Fee (2027-2032) & (USD Million)

Table 38. World Embodied AI Data Market Size by Application, (USD Million), 2021 & 2025 & 2032

Table 39. World Embodied AI Data Market Size by Application (2021-2026) & (USD Million)

Table 40. World Embodied AI Data Market Size by Application (2027-2032) & (USD Million)

Table 41. Google (Open X-Embodiment) Basic Information, Manufacturing Base and Competitors

Table 42. Google (Open X-Embodiment) Major Business

Table 43. Google (Open X-Embodiment) Embodied AI Data Product and Services

Table 44. Google (Open X-Embodiment) Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 45. Google (Open X-Embodiment) Recent Developments/Updates

Table 46. Google (Open X-Embodiment) Competitive Strengths & Weaknesses

Table 47. Figure AI Basic Information, Manufacturing Base and Competitors

Table 48. Figure AI Major Business

Table 49. Figure AI Embodied AI Data Product and Services

Table 50. Figure AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 51. Figure AI Recent Developments/Updates

Table 52. Figure AI Competitive Strengths & Weaknesses

Table 53. DeepMind Basic Information, Manufacturing Base and Competitors

Table 54. DeepMind Major Business

Table 55. DeepMind Embodied AI Data Product and Services

Table 56. DeepMind Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 57. DeepMind Recent Developments/Updates

Table 58. DeepMind Competitive Strengths & Weaknesses

Table 59. NVIDIA Basic Information, Manufacturing Base and Competitors

Table 60. NVIDIA Major Business

Table 61. NVIDIA Embodied AI Data Product and Services

Table 62. NVIDIA Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 63. NVIDIA Recent Developments/Updates

Table 64. NVIDIA Competitive Strengths & Weaknesses

Table 65. PaXiniTech Basic Information, Manufacturing Base and Competitors

Table 66. PaXiniTech Major Business

Table 67. PaXiniTech Embodied AI Data Product and Services

Table 68. PaXiniTech Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 69. PaXiniTech Recent Developments/Updates

Table 70. PaXiniTech Competitive Strengths & Weaknesses

Table 71. AgiBot Basic Information, Manufacturing Base and Competitors

Table 72. AgiBot Major Business

Table 73. AgiBot Embodied AI Data Product and Services

Table 74. AgiBot Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 75. AgiBot Recent Developments/Updates

Table 76. AgiBot Competitive Strengths & Weaknesses

Table 77. X-humanoid Basic Information, Manufacturing Base and Competitors
Table 78. X-humanoid Major Business
Table 79. X-humanoid Embodied AI Data Product and Services
Table 80. X-humanoid Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 81. X-humanoid Recent Developments/Updates
Table 82. X-humanoid Competitive Strengths & Weaknesses
Table 83. Dobot Robotics Basic Information, Manufacturing Base and Competitors
Table 84. Dobot Robotics Major Business
Table 85. Dobot Robotics Embodied AI Data Product and Services
Table 86. Dobot Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 87. Dobot Robotics Recent Developments/Updates
Table 88. Dobot Robotics Competitive Strengths & Weaknesses
Table 89. LEJU?SHENZHEN) ROBOTICS CO.LTD Basic Information, Manufacturing Base and Competitors
Table 90. LEJU?SHENZHEN) ROBOTICS CO.LTD Major Business
Table 91. LEJU?SHENZHEN) ROBOTICS CO.LTD Embodied AI Data Product and Services
Table 92. LEJU?SHENZHEN) ROBOTICS CO.LTD Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 93. LEJU?SHENZHEN) ROBOTICS CO.LTD Recent Developments/Updates
Table 94. LEJU?SHENZHEN) ROBOTICS CO.LTD Competitive Strengths & Weaknesses
Table 95. X Square Robot Basic Information, Manufacturing Base and Competitors
Table 96. X Square Robot Major Business
Table 97. X Square Robot Embodied AI Data Product and Services
Table 98. X Square Robot Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 99. X Square Robot Recent Developments/Updates
Table 100. X Square Robot Competitive Strengths & Weaknesses
Table 101. Beijing Galbot Co.,Ltd. Basic Information, Manufacturing Base and Competitors
Table 102. Beijing Galbot Co.,Ltd. Major Business
Table 103. Beijing Galbot Co.,Ltd. Embodied AI Data Product and Services
Table 104. Beijing Galbot Co.,Ltd. Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 105. Beijing Galbot Co.,Ltd. Recent Developments/Updates
Table 106. Beijing Galbot Co.,Ltd. Competitive Strengths & Weaknesses

Table 107. Fourier Basic Information, Manufacturing Base and Competitors
Table 108. Fourier Major Business
Table 109. Fourier Embodied AI Data Product and Services
Table 110. Fourier Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 111. Fourier Recent Developments/Updates
Table 112. Fourier Competitive Strengths & Weaknesses
Table 113. IO-AI(LeRobot) Basic Information, Manufacturing Base and Competitors
Table 114. IO-AI(LeRobot) Major Business
Table 115. IO-AI(LeRobot) Embodied AI Data Product and Services
Table 116. IO-AI(LeRobot) Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 117. IO-AI(LeRobot) Recent Developments/Updates
Table 118. IO-AI(LeRobot) Competitive Strengths & Weaknesses
Table 119. Peng Cheng Laboratory(ARIO) Basic Information, Manufacturing Base and Competitors
Table 120. Peng Cheng Laboratory(ARIO) Major Business
Table 121. Peng Cheng Laboratory(ARIO) Embodied AI Data Product and Services
Table 122. Peng Cheng Laboratory(ARIO) Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 123. Peng Cheng Laboratory(ARIO) Recent Developments/Updates
Table 124. Peng Cheng Laboratory(ARIO) Competitive Strengths & Weaknesses
Table 125. Unitree Robotics Basic Information, Manufacturing Base and Competitors
Table 126. Unitree Robotics Major Business
Table 127. Unitree Robotics Embodied AI Data Product and Services
Table 128. Unitree Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 129. Unitree Robotics Recent Developments/Updates
Table 130. Unitree Robotics Competitive Strengths & Weaknesses
Table 131. Appen Basic Information, Manufacturing Base and Competitors
Table 132. Appen Major Business
Table 133. Appen Embodied AI Data Product and Services
Table 134. Appen Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 135. Appen Recent Developments/Updates
Table 136. Appen Competitive Strengths & Weaknesses
Table 137. GalaXea AI Basic Information, Manufacturing Base and Competitors
Table 138. GalaXea AI Major Business
Table 139. GalaXea AI Embodied AI Data Product and Services

Table 140. GalaXea AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 141. GalaXea AI Recent Developments/Updates

Table 142. GalaXea AI Competitive Strengths & Weaknesses

Table 143. Lightwheel AI Basic Information, Manufacturing Base and Competitors

Table 144. Lightwheel AI Major Business

Table 145. Lightwheel AI Embodied AI Data Product and Services

Table 146. Lightwheel AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 147. Lightwheel AI Recent Developments/Updates

Table 148. Lightwheel AI Competitive Strengths & Weaknesses

Table 149. PsiBot Basic Information, Manufacturing Base and Competitors

Table 150. PsiBot Major Business

Table 151. PsiBot Embodied AI Data Product and Services

Table 152. PsiBot Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 153. PsiBot Recent Developments/Updates

Table 154. PsiBot Competitive Strengths & Weaknesses

Table 155. GenRobot.AI Basic Information, Manufacturing Base and Competitors

Table 156. GenRobot.AI Major Business

Table 157. GenRobot.AI Embodied AI Data Product and Services

Table 158. GenRobot.AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 159. GenRobot.AI Recent Developments/Updates

Table 160. GenRobot.AI Competitive Strengths & Weaknesses

Table 161. LivSyn Robotics Basic Information, Manufacturing Base and Competitors

Table 162. LivSyn Robotics Major Business

Table 163. LivSyn Robotics Embodied AI Data Product and Services

Table 164. LivSyn Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 165. LivSyn Robotics Recent Developments/Updates

Table 166. LivSyn Robotics Competitive Strengths & Weaknesses

Table 167. Noitom Robotics Basic Information, Manufacturing Base and Competitors

Table 168. Noitom Robotics Major Business

Table 169. Noitom Robotics Embodied AI Data Product and Services

Table 170. Noitom Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 171. Noitom Robotics Recent Developments/Updates

Table 172. Noitom Robotics Competitive Strengths & Weaknesses

Table 173. DeepCybo Basic Information, Manufacturing Base and Competitors
Table 174. DeepCybo Major Business
Table 175. DeepCybo Embodied AI Data Product and Services
Table 176. DeepCybo Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 177. DeepCybo Recent Developments/Updates
Table 178. DeepCybo Competitive Strengths & Weaknesses
Table 179. TARS Basic Information, Manufacturing Base and Competitors
Table 180. TARS Major Business
Table 181. TARS Embodied AI Data Product and Services
Table 182. TARS Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 183. TARS Recent Developments/Updates
Table 184. TARS Competitive Strengths & Weaknesses
Table 185. Noematrix Basic Information, Manufacturing Base and Competitors
Table 186. Noematrix Major Business
Table 187. Noematrix Embodied AI Data Product and Services
Table 188. Noematrix Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 189. Noematrix Recent Developments/Updates
Table 190. Noematrix Competitive Strengths & Weaknesses
Table 191. Lumos Robotics Basic Information, Manufacturing Base and Competitors
Table 192. Lumos Robotics Major Business
Table 193. Lumos Robotics Embodied AI Data Product and Services
Table 194. Lumos Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 195. Lumos Robotics Recent Developments/Updates
Table 196. Lumos Robotics Competitive Strengths & Weaknesses
Table 197. Synapath AI Basic Information, Manufacturing Base and Competitors
Table 198. Synapath AI Major Business
Table 199. Synapath AI Embodied AI Data Product and Services
Table 200. Synapath AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
Table 201. Synapath AI Recent Developments/Updates
Table 202. Synapath AI Competitive Strengths & Weaknesses
Table 203. PIA Automation Basic Information, Manufacturing Base and Competitors
Table 204. PIA Automation Major Business
Table 205. PIA Automation Embodied AI Data Product and Services
Table 206. PIA Automation Embodied AI Data Revenue, Gross Margin and Market

Share (2021-2026) & (USD Million)

Table 207. PIA Automation Recent Developments/Updates

Table 208. PIA Automation Competitive Strengths & Weaknesses

Table 209. Spirit AI Basic Information, Manufacturing Base and Competitors

Table 210. Spirit AI Major Business

Table 211. Spirit AI Embodied AI Data Product and Services

Table 212. Spirit AI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 213. Spirit AI Recent Developments/Updates

Table 214. Spirit AI Competitive Strengths & Weaknesses

Table 215. Manycore Tech Basic Information, Manufacturing Base and Competitors

Table 216. Manycore Tech Major Business

Table 217. Manycore Tech Embodied AI Data Product and Services

Table 218. Manycore Tech Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 219. Manycore Tech Recent Developments/Updates

Table 220. Manycore Tech Competitive Strengths & Weaknesses

Table 221. GigaAI Basic Information, Manufacturing Base and Competitors

Table 222. GigaAI Major Business

Table 223. GigaAI Embodied AI Data Product and Services

Table 224. GigaAI Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 225. GigaAI Recent Developments/Updates

Table 226. GigaAI Competitive Strengths & Weaknesses

Table 227. Datatang Basic Information, Manufacturing Base and Competitors

Table 228. Datatang Major Business

Table 229. Datatang Embodied AI Data Product and Services

Table 230. Datatang Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 231. Datatang Recent Developments/Updates

Table 232. Datatang Competitive Strengths & Weaknesses

Table 233. Speechocean Basic Information, Manufacturing Base and Competitors

Table 234. Speechocean Major Business

Table 235. Speechocean Embodied AI Data Product and Services

Table 236. Speechocean Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 237. Speechocean Recent Developments/Updates

Table 238. Speechocean Competitive Strengths & Weaknesses

Table 239. UBTECH Robotics Basic Information, Manufacturing Base and Competitors

Table 240. UBTECH Robotics Major Business

Table 241. UBTECH Robotics Embodied AI Data Product and Services

Table 242. UBTECH Robotics Embodied AI Data Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 243. UBTECH Robotics Recent Developments/Updates

Table 244. UBTECH Robotics Competitive Strengths & Weaknesses

Table 245. Global Key Players of Embodied AI Data Upstream (Raw Materials)

Table 246. Global Embodied AI Data Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Embodied AI Data Picture

Figure 2. World Embodied AI Data Total Revenue: 2021 & 2025 & 2032, (USD Million)

Figure 3. World Embodied AI Data Total Revenue (2021-2032) & (USD Million)

Figure 4. World Embodied AI Data Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Figure 5. World Embodied AI Data Revenue Market Share by Region (2021-2032), (by Headquarter Location)

Figure 6. United States Based Company Embodied AI Data Revenue (2021-2032) & (USD Million)

Figure 7. China Based Company Embodied AI Data Revenue (2021-2032) & (USD Million)

Figure 8. Europe Based Company Embodied AI Data Revenue (2021-2032) & (USD Million)

Figure 9. Japan Based Company Embodied AI Data Revenue (2021-2032) & (USD Million)

Figure 10. South Korea Based Company Embodied AI Data Revenue (2021-2032) & (USD Million)

Figure 11. ASEAN Based Company Embodied AI Data Revenue (2021-2032) & (USD Million)

Figure 12. India Based Company Embodied AI Data Revenue (2021-2032) & (USD Million)

Figure 13. Embodied AI Data Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Embodied AI Data Consumption Value (2021-2032) & (USD Million)

Figure 16. World Embodied AI Data Consumption Value Market Share by Region (2021-2032)

Figure 17. United States Embodied AI Data Consumption Value (2021-2032) & (USD Million)

Figure 18. China Embodied AI Data Consumption Value (2021-2032) & (USD Million)

Figure 19. Europe Embodied AI Data Consumption Value (2021-2032) & (USD Million)

Figure 20. Japan Embodied AI Data Consumption Value (2021-2032) & (USD Million)

Figure 21. South Korea Embodied AI Data Consumption Value (2021-2032) & (USD Million)

Figure 22. ASEAN Embodied AI Data Consumption Value (2021-2032) & (USD Million)

Figure 23. India Embodied AI Data Consumption Value (2021-2032) & (USD Million)

Figure 24. Producer Shipments of Embodied AI Data by Player Revenue (\$MM) and Market Share (%): 2025

Figure 25. Global Four-firm Concentration Ratios (CR4) for Embodied AI Data Markets in 2025

Figure 26. Global Four-firm Concentration Ratios (CR8) for Embodied AI Data Markets in 2025

Figure 27. United States VS China: Embodied AI Data Revenue Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: Embodied AI Data Consumption Value Market Share Comparison (2021 & 2025 & 2032)

Figure 29. World Embodied AI Data Market Size by Type, (USD Million), 2021 & 2025 & 2032

Figure 30. World Embodied AI Data Market Size Market Share by Type in 2025

Figure 31. Custom Data Production and Processing Services

Figure 32. Commercial Datasets and Licensing

Figure 33. Embodied AI Data Platform Services

Figure 34. Others

Figure 35. World Embodied AI Data Market Size Market Share by Type (2021-2032)

Figure 36. World Embodied AI Data Market Size by Data Source, (USD Million), 2021 & 2025 & 2032

Figure 37. World Embodied AI Data Market Size Market Share by Data Source in 2025

Figure 38. Real Machine Data

Figure 39. Simulation Data

Figure 40. Simulation Data & Real Machine Data

Figure 41. World Embodied AI Data Market Size Market Share by Data Source (2021-2032)

Figure 42. World Embodied AI Data Market Size by Fee, (USD Million), 2021 & 2025 & 2032

Figure 43. World Embodied AI Data Market Size Market Share by Fee in 2025

Figure 44. Commercial Data

Figure 45. Open-Source Data

Figure 46. World Embodied AI Data Market Size Market Share by Fee (2021-2032)

Figure 47. World Embodied AI Data Market Size by Application, (USD Million), 2021 & 2025 & 2032

Figure 48. World Embodied AI Data Market Size Market Share by Application in 2025

Figure 49. Industrial Manufacturing

Figure 50. Autonomous Driving

Figure 51. Logistics & Transportation

Figure 52. Home Services

Figure 53. Healthcare & Wellness

Figure 54. Others

Figure 55. World Embodied AI Data Market Size Market Share by Application
(2021-2032)

Figure 56. Embodied AI Data Industrial Chain

Figure 57. Methodology

Figure 58. Research Process and Data Source

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