PAIOps - Physical AI Operations

Accelerated robot training and deployment

We are building PAIOps to accelerate deployment and reduce the engineering effort needed to turn learned skills into reliable robot operation. Our starting point is Brave Mind Fighters' experience in training robot AI and transferring it from simulation to the real world.

The deployment gap

A skill that works in simulation may not work on a physical robot. Teams must diagnose failures, retrain and test again. Each new robot skill can require substantial engineering effort.

The product we are building

PAIOps will combine training, validation and deployment into a repeatable workflow for humanoids, wheeled humanoids and quadrupeds.

- Connect motion data, retargeting and reinforcement learning.
- Version skills together with the robot configuration and tests.
- Improve and revalidate skills using failures from real-world operation.

Customers and commercial path

Industrial and logistics companies, fleet owners and robotics service operators. We start by assessing opportunities for advanced robotics and running pilots to build a scalable platform. The planned model combines deployment services with recurring software fees, shifting over time to platform licensing alone for integrators, robot manufacturers and end customers.

Current stage and next milestone

BMF uses motion capture, retargeting, AI training, deployment on physical robots and iterative testing in the EngineAI URKL tournament in China. PAIOps is the product direction built on this experience. The next milestone is to validate one task family at a customer site and measure the engineering effort required to repeat the deployment.

How we will measure value

Time and engineering effort required for task acceptance, the number of operator interventions, and the cost of repeating a deployment at another site.



The team behind PAIOps

Brave Mind Fighters

EngineAI URKL is an international humanoid robot training tournament. Teams train AI to control robots in simulation and test the learned skills on physical robots.

4th of 200
teams in the online qualifiers

1st in our group
EngineAI URKL in Shenzhen

2nd highest score
Across all four groups and 16 teams

Next stage - knockout rounds in November:

16 to 8 teams, then 8 to 2 teams.
Finals: top 2 teams in December.

Team:

Arkadiusz Cybulski · Piotr Gerke
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