

Peer Review

Review of: "FastGrasp: Efficient Grasp Synthesis with Diffusion"

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This paper introduces FastGrasp, a one-stage diffusion-based framework for generating human grasping poses efficiently and realistically. By integrating a latent diffusion model and an Adaptation Module, it ensures plausible hand-object interactions without intermediate representations or iterative optimization. However, the reviewer still has the following concerns.

1. What do physical constraints refer to?
2. Are the diffusion model and adaptation module simultaneously or separately trained? How do you balance these two models? Some loss weights involved are provided in Section 4.3; are they applicable to new datasets and scenarios?
3. Is it possible to use some downstream tasks to verify the superiority of the generated grasp poses?
4. The reviewer would like to see a more elaborated discussion about future work.
5. Some figures and tables, e.g., Fig. 4, Tab. 1, stay far from their citations. Please check the whole manuscript to correct these problems.

Declarations

Potential competing interests: No potential competing interests to declare.