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[C5] Matthias Kranz, Alexis Maldonado, Benedikt Hoernler, Radu Bogdan Rusu, Michael Beetz, Gerhard Rigoll and Albrecht Schmidt,
A Knife and a Cutting Board as Implicit User Interface - Towards Context-Aware Kitchen Utilities,

[C6] Matthias Kranz, Alexis Maldonado, Radu Bogdan Rusu, Benedikt Hoernler, Gerhard Rigoll, Michael Beetz and Albrecht Schmidt,
Sensing Technologies and the Player-Middleware for Context-Awareness in Kitchen Environments,

[C7] Radu Bogdan Rusu, Alexis Maldonado, Michael Beetz and Brian Gerkey,
Extending Player/Stage/Gazebo towards Cognitive Robots Acting in Ubiquitous Sensor-equipped Environments,

[C8] Martin Buss, Michael Beetz and Dirk Wollherr,
CoTeSys — Cognition for Technical Systems,

[C9] Michael Beetz, Jan Bandouch, Alexandra Kirsch, Alexis Maldonado, Armin Müller and Radu Bogdan Rusu,
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[C10] Alexandra Kirsch and Michael Beetz,
Training on the Job — Collecting Experience with Hierarchical Hybrid Automata,

[C11] Armin Müller, Alexandra Kirsch and Michael Beetz,
Transformational Planning for Everyday Activity,

[C12] Armin Müller and Michael Beetz,
Towards a Plan Library for Household Robots,

[C13] Michael Beetz, Martin Buss and Dirk Wollherr,
Cognitive Technical Systems — What Is the Role of Artificial Intelligence?,
[C14] Radu Bogdan Rusu, Nico Blodow, Zoltan-Csaba Marton, Alina Soos and Michael Beetz, 
Towards 3D Object Maps for Autonomous Household Robots,

[C15] Dominik Jain, Bernhard Kirchlechner and Michael Beetz,
Extending Markov Logic to Model Probability Distributions in Relational Domains,

[C1] Radu Bogdan Rusu, Alexis Maldonado, Michael Beetz, Matthias Kranz, Lorenz Mösenlechner, Paul Holleis and Albrecht Schmidt,
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[C2] Matthias Kranz, Radu Bogdan Rusu, Alexis Maldonado, Michael Beetz and Albrecht Schmidt,
A Player/Stage System for Context-Aware Intelligent Environments,

[C3] Freek Stulp, Mark Pfüger and Michael Beetz,
Feature Space Generation using Equation Discovery,
Proceedings of the 29th German Conference on Artificial Intelligence (KI), 2006.

[C4] Michael Beetz, Jan Bandouch, Suat Gedikli, Nico von Hoyningen-Huene, Bernhard Kirchlechner and Alexis Maldonado,
Camera-based Observation of Football Games for Analyzing Multi-agent Activities,

[C5] Freek Stulp, Michael Isik and Michael Beetz,
Implicit Coordination in Robotic Teams using Learned Prediction Models,

[C6] Freek Stulp and Michael Beetz,
Action Awareness – Enabling Agents to Optimize, Transform, and Coordinate Plans,

[C7] Armin Müller and Michael Beetz,
Designing and Implementing a Plan Library for a Simulated Household Robot,
[C8] Markus Geipel and Michael Beetz,
Learning to shoot goals, Analysing the Learning Process and the Resulting Policies,
Gerhard Lakemeyer, Elizabeth Sklar, Domenico Sorenti and Tomoichi Takahashi(Eds.),

[C9] Matthias Wimmer, Bernd Radig and Michael Beetz,
A Person and Context Specific Approach for Skin Color Classification,

[J1] Michael Beetz, Bernhard Kirchlechner and Martin Lames,
Computerized Real-Time Analysis of Football Games,

[J2] Michael Beetz and Henrik Grosskreutz,
Probabilistic Hybrid Action Models for Predicting Concurrent Percept-driven Robot Behavior,

[BC1] Michael Beetz,
Towards Comprehensive Computational Models for Plan-Based Control of Autonomous Robots,

[C1] Alexandra Kirsch and Michael Beetz,
Combining Learning and Programming for High-Performance Robot Controllers,

[C2] Alexandra Kirsch, Michael Schweitzer and Michael Beetz,
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[C4] Simone Hämmerle, Matthias Wimmer, Bernd Radig and Michael Beetz,
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[J1] Robert Hanek and Michael Beetz,  
*The Contracting Curve Density Algorithm: Fitting Parametric Curve Models to Images Using Local Self-adapting Separation Criteria*,  

[J2] Michael Beetz, Thorsten Schmitt, Robert Hanek, Sebastian Buck, Freek Stulp, Derik Schröter and Bernd Radig,  
*The AGILO Robot Soccer Team – Experience-based Learning and Probabilistic Reasoning in Autonomous Robot Control*,  

[C1] Derik Schröter and Michael Beetz,  
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*Motion and Episode Models for (Simulated) Football Games: Acquisition, Representation, and Use*,  

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*RPL-LEARN: Extending an Autonomous Robot Control Language to Perform Experience-based Learning*,  

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*Watching Football with the Eyes of Experts: Integrated Intelligent Systems for the Automatic Analysis of (Simulated) Football Games*,  

[C8] M. Beetz, B. Kirchlechner and F. Fischer,  
*Interpretation and Processing of Position Data for the Empirical Study of the Behavior of Simulation League Robocup Teams*,  
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Acquiring Models of Rectangular Objects for Robot Maps,

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Detection and Classification of Gateways for the Acquisition of Structured Robot Maps,

Robert Hanek, Thorsten Schmitt, Sebastian Buck and Michael Beetz,
Towards RoBoCup without color labeling,

Michael Beetz, Freek Stulp, Alexandra Kirsch, Armin Müller and Sebastian Buck,
Autonomous Robot Controllers Capable of Acquiring Repertoires of Complex Skills,

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Designing Probabilistic State Estimators for Autonomous Robot Control,

Thorsten Schmitt, Robert Hanek and Michael Beetz,
Developing Comprehensive State Estimators for Robot Soccer,

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Cooperative Probabilistic State Estimation for Vision-based Autonomous Mobile Robots,

Michael Beetz,
Plan-based Control of Robotic Agents,

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[C9] Michael Beetz, Sebastian Buck, Robert Hanek, Andreas Hofhauser and Thorsten Schmitt, AGILO RoboCuppers 2002: Applying Cooperative Game State Estimation Experience-based Learning, and Plan-based Control to Autonomous Robot Soccer, 

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[J3] Michael Beetz, 
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[C1] Thorsten Schmitt, Robert Hanek, Sebastian Buck and Michael Beetz, 
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[C2] Michael Beetz and Thorsten Belker,  
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