EnvMod: Automated environment modeling

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[C9] Lucian Cosmin Goron, Zoltan Csaba Marton, Gheorghe Lazea and Michael Beetz, *Segmenting Cylindrical and Box-like Objects in Cluttered 3D Scenes*, 7th German Conference on Robotics (ROBOTIK), Munich, Germany, May 2012.


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[C4] Nico Blodow, Dominik Jain, Zoltan-Csaba Marton and Michael Beetz,
**Perception and Probabilistic Anchoring for Dynamic World State Logging,**

[C5] Moritz Tenorth, Lars Kunze, Dominik Jain and Michael Beetz,
**KNOWROB-MAP – Knowledge-Linked Semantic Object Maps,**

[C6] Lucian Cosmin Goron, Zoltan Csaba Marton, Gheorghe Lazea and Michael Beetz,
**Automatic Layered 3D Reconstruction of Simplified Object Models for Grasping,**
*Joint 41st International Symposium on Robotics (ISR) and 6th German Conference on Robotics (ROBOTIK)*, Munich, Germany, 2010.

[J1] Radu Bogdan Rusu, Aravind Sundaresan, Benoit Morisset, Kris Hauser, Motilal Agrawal, Jean-Claude Latombe and Michael Beetz,
**Leaving Flatland: Efficient Real-Time 3D Navigation,**

[J2] Radu Bogdan Rusu, Jan Bandouch, Franziska Meier, Irfan Essa and Michael Beetz,
**Human Action Recognition using Global Point Feature Histograms and Action Shapes,**

[C1] Ulrich Klank, Dejan Pangercic, Radu Bogdan Rusu and Michael Beetz,
**Real-time CAD Model Matching for Mobile Manipulation and Grasping,**

[C2] Zoltan Csaba Marton, Radu Bogdan Rusu, Dominik Jain, Ulrich Klank and Michael Beetz,
**Probabilistic Categorization of Kitchen Objects in Table Settings with a Composite Sensor,**

[C3] Radu Bogdan Rusu, Ioan Alexandru Sucan, Brian Gerkey, Sachin Chitta, Michael Beetz and Lydia E. Kavraki,
**Real-time Perception-Guided Motion Planning for a Personal Robot,**

[C4] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow, Andreas Holzbach and Michael Beetz,
**Model-based and Learned Semantic Object Labeling in 3D Point Cloud Maps of Kitchen Environments,**
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[C5] Radu Bogdan Rusu, Nico Blodow, Zoltan Csaba Marton and Michael Beetz,
Close-range Scene Segmentation and Reconstruction of 3D Point Cloud Maps for Mobile Manipulation in Human Environments,

[C6] Radu Bogdan Rusu, Andreas Holzbach, Nico Blodow and Michael Beetz,
Fast Geometric Point Labeling using Conditional Random Fields,

[C7] Radu Bogdan Rusu, Wim Meeussen, Sachin Chitta and Michael Beetz,
Laser-based Perception for Door and Handle Identification,

[C8] Benoit Morisset, Radu Bogdan Rusu, Aravind Sundaresan, Kris Hauser, Motilal Agrawal, Jean-Claude Latombe and Michael Beetz,
Leaving Flatland: Toward Real-Time 3D Navigation,

[C9] Radu Bogdan Rusu, Nico Blodow and Michael Beetz,
Fast Point Feature Histograms (FPFH) for 3D Registration,

[C10] Zoltan Csaba Marton, Radu Bogdan Rusu and Michael Beetz,
On Fast Surface Reconstruction Methods for Large and Noisy Point Clouds,

[C11] Morten Rufus Blas, Radu Bogdan Rusu, Mogens Blanke and Michael Beetz,
Fault-tolerant 3D Mapping with Application to an Orchard Robot,
Proceedings of the 7th IFAC International Symposium on Fault Detection, Supervision and Safety of Technical Processes (SAFEPROCESS’09), Barcelona, Spain, June 30 - July 3, 2009.

[C12] Zoltan Csaba Marton, Lucian Cosmin Goron, Radu Bogdan Rusu and Michael Beetz,
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Proceedings of the 14th International Symposium on Robotics Research (ISRR09), Lucerne, Switzerland, August 31 – September 3 2009.

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[C14] Nico Blodow, Radu Bogdan Rusu, Zoltan Csaba Marton and Michael Beetz,
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[C15] Radu Bogdan Rusu, Andreas Holzbach, Rosen Diankov, Gary Bradski and Michael Beetz, 
Perception for Mobile Manipulation and Grasping using Active Stereo, 

[C16] Michael Beetz, Nico Blodow, Ulrich Klank, Zoltan Csaba Marton, Dejan Pangercic and Radu Bogdan Rusu, 
CoP-Man – Perception for Mobile Pick-and-Place in Human Living Environments, 

[J1] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow, Mihai Dolha and Michael Beetz, 
Towards 3D Point Cloud Based Object Maps for Household Environments, 

[J2] Radu Bogdan Rusu, Brian Gerkey and Michael Beetz, 
Robots in the kitchen: Exploiting ubiquitous sensing and actuation, 

[C1] Zoltan Csaba Marton, Nico Blodow, Mihai Dolha, Moritz Tenorth, Radu Bogdan Rusu and Michael Beetz, 
Autonomous Mapping of Kitchen Environments and Applications, 

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Realtime Extended 3D Reconstruction from Stereo for Navigation, 

[C3] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow and Michael Beetz, 
Interpretation of Urban Scenes based on Geometric Features, 

[C4] Radu Bogdan Rusu, Aravind Sundaresan, Benoit Morisset, Motilal Agrawal and Michael Beetz, 
Leaving Flatland: Realtime 3D Stereo Semantic Reconstruction, 

[C5] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow and Michael Beetz, 
Learning Informative Point Classes for the Acquisition of Object Model Maps, 


