Zoltan-Csaba Marton

List of Publications

[C1] Michael Beetz, Ferenc Balint-Benczedi, Nico Blodow, Daniel Nyga, Thiemo Wiedemeyer and Zoltan-Csaba Marton, 
RoboSherlock: Unstructured Information Processing for Robot Perception, 

[J1] Marton, Zoltan-Csaba, Balint-Benczedi, Ferenc, Mozos, Oscar Martinez, Blodow, Nico, 
Kanezaki, Asako, Goron, Lucian Cosmin, Pangercic, Dejan, Beetz and Michael, 
Part-Based Geometric Categorization and Object Reconstruction in Cluttered Table-Top Scenes, 

[C1] Karol Hausman, Ferenc Balint-Benczedi, Dejan Pangercic, Zoltan-Csaba Marton, Ryohei Ueda, Kei Okada and Michael Beetz, 
Tracking-based Interactive Segmentation of Textureless Objects, 

[C2] Kriegel, Simon, Brucker, Manuel, Marton, Zoltan-Csaba, Bodenmuller, Tim, Suppa and Michael, 
Combining object modeling and recognition for active scene exploration, 
Intelligent Robots and Systems (IROS), 2013 IEEE/RSJ International Conference on, 
2384-2391, 2013.

[C3] Rink, Christian, Marton, Zoltan-Csaba, Seth, Daniel, Bodenmuller, Tim, Suppa and Michael, 
Feature based particle filter registration of 3D surface models and its application in robotics, 
Intelligent Robots and Systems (IROS), 2013 IEEE/RSJ International Conference on, 
3187-3194, 2013.

[C4] Nissler, Christian, Marton, Zoltan-Csaba, Suppa and Michael, 
Sample consensus fitting of bivariate polynomials for initializing EM-based modeling of smooth 3D surfaces, 
Intelligent Robots and Systems (IROS), 2013 IEEE/RSJ International Conference on, 
4228-4234, 2013.

Tutorial: Point Cloud Library: Three-Dimensional Object Recognition and 6 DOF Pose Estimation, 

[J2] Zoltan-Csaba Marton, Florian Seidel, Ferenc Balint-Benczedi and Michael Beetz, 
Ensembles of Strong Learners for Multi-cue Classification, 
Pattern Recognition Letters (PRL), Special Issue on Scene Understandings and Behaviours Analysis, 2012.
[C1] Karol Hausman, Christian Bersch, Dejan Pangercic, Sarah Osentoski, Zoltan-Csaba Marton and Michael Beetz,  
*Segmentation of Cluttered Scenes through Interactive Perception*,  

[C2] Ferenc Balint-Benczedi, Zoltan-Csaba Marton and Michael Beetz,  
*Efficient Part-Graph Hashes for Object Categorization*,  
5th International Conference on Cognitive Systems (CogSys), 2012.

[C3] Zoltan-Csaba Marton, Ferenc Balint-Benczedi, Florian Seidel, Lucian Cosmin Goron and Michael Beetz,  
*Object Categorization in Clutter using Additive Features and Hashing of Part-graph Descriptors*,  
Proceedings of Spatial Cognition (SC), Abbey Kloster Seeon, Germany, 2012.

[C4] Christian Bersch, Dejan Pangercic, Sarah Osentoski, Karol Hausman, Zoltan-Csaba Marton, Ryohei Ueda, Kei Okada and Michael Beetz,  
*Segmentation of Textured and Textureless Objects through Interactive Perception*,  

[C5] 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.

[C6] Zoltan-Csaba Marton, Florian Seidel and Michael Beetz,  
*Towards Modular Spatio-temporal Perception for Task-adapting Robots*,  
Postgraduate Conference on Robotics and Development of Cognition (RobotDoC-PhD), a satellite event of the 22nd International Conference on Artificial Neural Networks (ICANN), Lausanne, Switzerland, 2012.

[C7] Vladyslav Usenko, Florian Seidel, Zoltan-Csaba Marton and Dejan Pangercic Michael Beetz,  
*Furniture Classification using WWW CAD Models*,  
IROS12 Workshop on Active Semantic Perception (ASP12), Vilamoura, Portugal, October 7 2012.

[J1] Oscar Martinez Mozos, Zoltan Csaba Marton and Michael Beetz,  
*Furniture Models Learned from the WWW – Using Web Catalogs to Locate and Categorize Unknown Furniture Pieces in 3D Laser Scans*,  

[J2] Zoltan Csaba Marton, Dejan Pangercic, Nico Blodow and Michael Beetz,  
*Combined 2D-3D Categorization and Classification for Multimodal Perception Systems*,  
[C1] Nico Blodow, Zoltan-Csaba Marton, Dejan Pangercic, Thomas Rühr, Moritz Tenorth and Michael Beetz,
Inferring Generalized Pick-and-Place Tasks from Pointing Gestures,

[C2] Nico Blodow, Lucian Cosmin Goron, Zoltan-Csaba Marton, Dejan Pangercic, Thomas Rühr, Moritz Tenorth and Michael Beetz,
Autonomous Semantic Mapping for Robots Performing Everyday Manipulation Tasks in Kitchen Environments,

[C3] Zoltan-Csaba Marton, Nico Blodow and Michael Beetz,
Advantages of Spatial-temporal Object Maps for Service Robotics,
*IEEE Workshop on Advanced Robotics and its Social Impacts (ARSO)*, Half-Moon Bay, CA, USA, October 2-4 2011.

[C4] Asako Kanezaki, Zoltan-Csaba Marton, Dejan Pangercic, Tatsuya Harada, Yasuo Kuniyoshi and Michael Beetz,
Voxelized Shape and Color Histograms for RGB-D,

[C5] Zoltan-Csaba Marton, Dejan Pangercic and Michael Beetz,
Efficient Surface and Feature Estimation in RGBD,

[C1] Nico Blodow, Zoltan-Csaba Marton, Dejan Pangercic and Michael Beetz,
Making Sense of 3D Data,

[C2] Zoltan-Csaba Marton, Dejan Pangercic, Nico Blodow, Jonathan Kleinehellefort and Michael Beetz,
General 3D Modelling of Novel Objects from a Single View,

[C3] Zoltan-Csaba Marton, Dejan Pangercic, Radu Bogdan Rusu, Andreas Holzbach and Michael Beetz,
Hierarchical Object Geometric Categorization and Appearance Classification for Mobile Manipulation,

[C4] Nico Blodow, Dominik Jain, Zoltan-Csaba Marton and Michael Beetz,
Perception and Probabilistic Anchoring for Dynamic World State Logging,
[C5] 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.

[C1] 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,

[C2] 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,

[C3] 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,

[C4] Zoltan Csaba Marton, Radu Bogdan Rusu and Michael Beetz, 
On Fast Surface Reconstruction Methods for Large and Noisy Point Clouds,

[C5] Zoltan Csaba Marton, Lucian Cosmin Goron, Radu Bogdan Rusu and Michael Beetz, 
Reconstruction and Verification of 3D Object Models for Grasping,
*Proceedings of the 14th International Symposium on Robotics Research (ISRR09)*, Lucerne, Switzerland, August 31 – September 3 2009.

[C6] Nico Blodow, Radu Bogdan Rusu, Zoltan Csaba Marton and Michael Beetz, 
Partial View Modeling and Validation in 3D Laser Scans for Grasping,

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