[C1] Lorenz Mösenlechner and Michael Beetz,
Fast Temporal Projection Using Accurate Physics-Based Geometric Reasoning,

[J1] Michael Beetz, Dominik Jain, Lorenz Mösenlechner, Moritz Tenorth, Lars Kunze, Nico Blodow and Dejan Pangercic,
Cognition-Enabled Autonomous Robot Control for the Realization of Home Chore Task Intelligence,
*Proceedings of the IEEE, Special Issue on Quality of Life Technology*, 100(8): 2454-2471, 2012.

[J2] Freek Stulp, Andreas Fedrizzi, Lorenz Mösenlechner and Michael Beetz,
Learning and Reasoning with Action-Related Places for Robust Mobile Manipulation,

[C1] Ulrich Klank, Lorenz Mösenlechner, Alexis Maldonado and Michael Beetz,
Robots that Validate Learned Perceptual Models,

[C2] Michael Beetz, Lorenz Mösenlechner, Moritz Tenorth and Thomas Rühr,
CRAM – a Cognitive Robot Abstract Machine,

[C1] Lorenz Mösenlechner and Michael Beetz,
Parameterizing Actions to have the Appropriate Effects,

[C2] Michael Beetz, Ulrich Klank, Ingo Kresse, Alexis Maldonado, Lorenz Mösenlechner, Dejan Pangercic, Thomas Rühr and Moritz Tenorth,
Robotic Roommates Making Pancakes,

[J1] Michael Beetz, Dominik Jain, Lorenz Mösenlechner and Moritz Tenorth,
Towards Performing Everyday Manipulation Activities,
[C1] Michael Beetz, Lorenz Mösenlechner and Moritz Tenorth,
CRAM – A Cognitive Robot Abstract Machine for Everyday Manipulation in
Human Environments,
IEEE/RSJ International Conference on Intelligent Robots and Systems, Taipei, Taiwan,
1012-1017, October 18-22 2010.

[C2] Lorenz Mösenlechner, Nikolaus Demmel and Michael Beetz,
Becoming Action-aware through Reasoning about Logged Plan Execution Tra-
ces,
IEEE/RSJ International Conference on Intelligent RObots and Systems., Taipei, Taiwan,
2231-2236, October 18-22 2010.

[C3] Séverin Lemaignan, Raquel Ros, Lorenz Mösenlechner, Rachid Alami and Michael Beetz,
ORO, a knowledge management module for cognitive architectures in robotics,
Proceedings of the 2010 IEEE/RSJ International Conference on Intelligent Robots and
Systems, Taipei, Taiwan, 3548-3553, October 18-22 2010.

[C1] Andreas Fedrizzi, Lorenz Moesenlechner, Freek Stulp and Michael Beetz,
Transformational Planning for Mobile Manipulation based on Action-related
Places,

[C2] Dominik Jain, Lorenz Mösenlechner and Michael Beetz,
Equipping Robot Control Programs with First-Order Probabilistic Reasoning
Capabilities,

[C3] Lorenz Mösenlechner and Michael Beetz,
Using Physics- and Sensor-based Simulation for High-fidelity Temporal Pro-
jection of Realistic Robot Behavior,
19th International Conference on Automated Planning and Scheduling (ICAPS’09)., 2009.

[C4] Alexandra Kirsch, Thibault Kruse and Lorenz Mösenlechner,
An Integrated Planning and Learning Framework for Human-Robot Interac-
tion,
4th Workshop on Planning and Plan Execution for Real-World Systems (held in conjunction
with ICAPS 09), 2009.

[C1] Michael Beetz, Freek Stulp, Bernd Radig, Jan Bandouch, Nico Blodow, Mihai Dolha, An-
dreas Fedrizzi, Dominik Jain, Uli Klank, Ingo Kresse, Alexis Maldonado, Zoltan Marton,
Lorenz Mösenlechner, Federico Ruiz, Radu Bogdan Rusu and Moritz Tenorth,
The Assistive Kitchen – A Demonstration Scenario for Cognitive Technical
Systems,
IEEE 17th International Symposium on Robot and Human Interactive Communication
(RO-MAN), Muenchen, Germany, 1-8, 2008.

[C2] Dominik Jain, Lorenz Mösenlechner and Michael Beetz,
Equipping Robot Control Programs with First-Order Probabilistic Reasoning
Capabilities,
Proceedings of the 1st International Workshop on Cognition for Technical Systems,
München, Germany, 6-8 October 2008.
[C3] Lorenz Mösenlechner, Armin Müller and Michael Beetz,
High Performance Execution of Everyday Pick-and-Place Tasks by Integrating Transformation Planning and Reactive Execution,

[C4] Björn Schuller, Matthias Wimmer, Lorenz Mösenlechner, Christian Kern and Gerhard Rigoll,
Brute-Forcing Hierarchical Functionals for Paralinguistics: a Waste of Feature Space?,

[C1] Radu Bogdan Rusu, Alexis Maldonado, Michael Beetz, Matthias Kranz, Lorenz Mösenlechner, Paul Holleis and Albrecht Schmidt,
Player/Stage as Middleware for Ubiquitous Computing,