Prof. Michael Beetz List of Publications


Prof. Michael Beetz

List of Publications

[J1] Jan Bandouch, Odest Chadwicke Jenkins and Michael Beetz,
A Self-Training Approach for Visual Tracking and Recognition of Complex Human Activity Patterns,

[J2] 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,
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[J3] Freek Stulp, Andreas Fedrizzi, Lorenz Mösenlechner and Michael Beetz,
Learning and Reasoning with Action-Related Places for Robust Mobile Manipulation,

[J4] Zoltan-Csaba Marton, Florian Seidel, Ferenc Balint-Benczedi and Michael Beetz,
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*Pattern Recognition Letters (PRL), Special Issue on Scene Understandings and Behaviours Analysis*, 2012.

[C1] Julius Kammerl AND Nico Blodow AND Radu Bogdan Rusu AND Suat Gedikli AND Michael Beetz AND Eckehard Steinbach,
Real-time Compression of Point Cloud Streams,

[C2] Karol Hausman, Christian Bersch, Dejan Pangercic, Sarah Osentoski, Zoltan-Csaba Marton and Michael Beetz,
Segmentation of Cluttered Scenes through Interactive Perception,

[C3] Ross Kidson, Darko Stanimirovic, Dejan Pangercic and Michael Beetz,
Elaborative Evaluation of RGB-D based Point Cloud Registration for Personal Robots,

[C4] Martin Schuster, Dominik Jain, Moritz Tenorth and Michael Beetz,
Learning Organizational Principles in Human Environments,

[C5] Thomas Rühr, Jürgen Sturm, Dejan Pangercic, Michael Beetz and Daniel Cremers,
A Generalized Framework for Opening Doors and Drawers in Kitchen Environments,
[C6] Moritz Tenorth, Alexander Clifford Perzylo, Reinhard Lafrenz and Michael Beetz,
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[C9] Ingo Kresse and Michael Beetz,
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[C10] Moritz Tenorth and Michael Beetz,
Knowledge Processing for Autonomous Robot Control,
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[C11] Michael Beetz, Moritz Tenorth, Dejan Pangercic and Benjamin Pitzer,
Semantic Object Maps for Household Tasks,

[C12] Michael Beetz, Lorenz Mösenlechner, Moritz Tenorth and Thomas Rühr,
CRAM – a Cognitive Robot Abstract Machine,

[C13] Ferenc Balint-Benczedi, Zoltan-Csaba Marton and Michael Beetz,
Efficient Part-Graph Hashes for Object Categorization,
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[C14] Moritz Tenorth and Michael Beetz,
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[C15] Zoltan-Csaba Marton, Ferenc Balint-Benczedi, Florian Seidel, Lucian Cosmin Goron and
Michael Beetz,
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[C1] Federico Ruiz-Ugalde, Gordon Cheng and Michael Beetz, 
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[C12] Dominik Jain, Klaus von Gleissenthall and Michael Beetz,
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Parameterizing Actions to have the Appropriate Effects,

[C14] Shulei Zhu, Dejan Pangercic and Michael Beetz,
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[C20] Zoltan-Csaba Marton, Dejan Pangercic and Michael Beetz,
Efficient Surface and Feature Estimation in RGBD,

[J1] Michael Beetz, Freek Stulp, Piotr Esden-Tempski, Andreas Fedrizzi, Ulrich Klank, Ingo Kresse, Alexis Maldonado and Federico Ruiz,
Generality and Legibility in Mobile Manipulation,

[J2] Wykowska, Agnieszka, Maldonado, Alexis, Beetz, Michael, Schuboe and Anna,
How Humans Optimize Their Interaction with the Environment: The Impact of Action Context on Human Perception,

[J3] Michael Beetz, Moritz Tenorth, Dominik Jain and Jan Bandouch,
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[C3] Dominik Jain, Andreas Barthels and Michael Beetz,
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[C4] Dominik Jain and Michael Beetz,
Soft Evidential Update via Markov Chain Monte Carlo Inference,

[C5] Nico Blodow, Zoltan-Csaba Marton, Dejan Pangercic and Michael Beetz,
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[C6] Zoltan-Csaba Marton, Dejan Pangercic, Nico Blodow, Jonathan Kleinehellefort and Michael Beetz,
General 3D Modelling of Novel Objects from a Single View,

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<td>[C12]</td>
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<td>Hierarchical Object Geometric Categorization and Appearance Classification for Mobile Manipulation</td>
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<td>Lucian Cosmin Goron, Zoltan Csaba Marton, Gheorghe Lazea and Michael Beetz</td>
<td>Automatic Layered 3D Reconstruction of Simplified Object Models for Grasping</td>
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[C5] Radu Bogdan Rusu, Ioan AlexandruSucan, Brian Gerkey, Sachin Chitta, Michael Beetz and Lydia E. Kavraki,
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[C6] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow, Andreas Holzbach and Michael Beetz,
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[C7] 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,

[C8] Radu Bogdan Rusu, Andreas Holzbach, Nico Blodow and Michael Beetz,
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[C38] Michael Beetz, Nico Blodow, Ulrich Klank, Zoltan Csaba Marton, Dejan Pangercic and Radu Bogdan Rusu, 
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[C15] Thomas Rühr, Dejan Pangercic and Michael Beetz,
Structured Reactive Controllers and Transformational Planning for Manufacturing,

[C16] Dejan Pangercic, Radu Bogdan Rusu and Michael Beetz,
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