


[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,
Proceedings of the 8th Annual Conference on Ubiquitous Computing (Ubicomp 2006),
Orange County California, September 17-21, 2006.