

Michael Beetz

List of Publications by Year in descending order

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245
papers

9,592
citations

218677

26
h-index

149698

56
g-index

251
all docs

251
docs citations

251
times ranked

5935
citing authors

#	ARTICLE	IF	CITATIONS
1	Fast Point Feature Histograms (FPFH) for 3D registration. , 2009, , .		2,097
2	Towards 3D Point cloud based object maps for household environments. Robotics and Autonomous Systems, 2008, 56, 927-941.	5.1	788
3	Aligning point cloud views using persistent feature histograms. , 2008, , .		582
4	RoboEarth. IEEE Robotics and Automation Magazine, 2011, 18, 69-82.	2.0	381
5	KnowRob: A knowledge processing infrastructure for cognition-enabled robots. International Journal of Robotics Research, 2013, 32, 566-590.	8.5	283
6	Real-time compression of point cloud streams. , 2012, , .		224
7	KNOWROB — knowledge processing for autonomous personal robots. , 2009, , .		186
8	Learning informative point classes for the acquisition of object model maps. , 2008, , .		143
9	Robotic roommates making pancakes. , 2011, , .		143
10	The TUM Kitchen Data Set of everyday manipulation activities for motion tracking and action recognition. , 2009, , .		136
11	Close-range scene segmentation and reconstruction of 3D point cloud maps for mobile manipulation in domestic environments. , 2009, , .		126
12	CRAM — A Cognitive Robot Abstract Machine for everyday manipulation in human environments. , 2010, , .		115
13	Representations for robot knowledge in the KnowRob framework. Artificial Intelligence, 2017, 247, 151-169.	5.8	114
14	Know Rob 2.0 â€” A 2nd Generation Knowledge Processing Framework for Cognition-Enabled Robotic Agents. , 2018, , .		97
15	Artificial Cognition in Production Systems. IEEE Transactions on Automation Science and Engineering, 2011, 8, 148-174.	5.2	94
16	ORO, a knowledge management platform for cognitive architectures in robotics. , 2010, , .		91
17	Transferring skills to humanoid robots by extracting semantic representations from observations of human activities. Artificial Intelligence, 2017, 247, 95-118.	5.8	87
18	RoboEarth Semantic Mapping: A Cloud Enabled Knowledge-Based Approach. IEEE Transactions on Automation Science and Engineering, 2015, 12, 432-443.	5.2	84

#	ARTICLE	IF	CITATIONS
19	Understanding and executing instructions for everyday manipulation tasks from the World Wide Web. , 2010, , .		83
20	Combined 2D–3D categorization and classification for multimodal perception systems. International Journal of Robotics Research, 2011, 30, 1378-1402.	8.5	83
21	Cooperative probabilistic state estimation for vision-based autonomous mobile robots. IEEE Transactions on Automation Science and Engineering, 2002, 18, 670-684.	2.3	82
22	General 3D modelling of novel objects from a single view. , 2010, , .		81
23	Representation and Exchange of Knowledge About Actions, Objects, and Environments in the RoboEarth Framework. IEEE Transactions on Automation Science and Engineering, 2013, 10, 643-651.	5.2	79
24	Web-Enabled Robots. IEEE Robotics and Automation Magazine, 2011, 18, 58-68.	2.0	77
25	Towards semantic robot description languages. , 2011, , .		75
26	Model-based and learned semantic object labeling in 3D point cloud maps of kitchen environments. , 2009, , .		73
27	The RoboEarth language: Representing and exchanging knowledge about actions, objects, and environments. , 2012, , .		67
28	Computerized Real-Time Analysis of Football Games. IEEE Pervasive Computing, 2005, 4, 33-39.	1.3	63
29	Real-time perception-guided motion planning for a personal robot. , 2009, , .		63
30	Grounding the Interaction: Anchoring Situated Discourse in Everyday Human-Robot Interaction. International Journal of Social Robotics, 2012, 4, 181-199.	4.6	63
31	Detecting and segmenting objects for mobile manipulation. , 2009, , .		60
32	A review and comparison of ontology-based approaches to robot autonomy. Knowledge Engineering Review, 2019, 34, .	2.6	58
33	KNOWROB-MAP - knowledge-linked semantic object maps. , 2010, , .		54
34	Real-time CAD model matching for mobile manipulation and grasping. , 2009, , .		53
35	Semantic Object Maps for robotic housework - representation, acquisition and use. , 2012, , .		53
36	Transparent object detection and reconstruction on a mobile platform. , 2011, , .		51

#	ARTICLE	IF	CITATIONS
37	A generalized framework for opening doors and drawers in kitchen environments. , 2012, , .		51
38	Leaving Flatland: Efficient real-time three-dimensional perception and motion planning. Journal of Field Robotics, 2009, 26, 841-862.	6.0	50
39	Fast geometric point labeling using conditional random fields. , 2009, , .		50
40	Robots in the kitchen: Exploiting ubiquitous sensing and actuation. Robotics and Autonomous Systems, 2008, 56, 844-856.	5.1	48
41	Cognition-Enabled Autonomous Robot Control for the Realization of Home Chore Task Intelligence. Proceedings of the IEEE, 2012, 100, 2454-2471.	21.3	48
42	Hierarchical object geometric categorization and appearance classification for mobile manipulation. , 2010, , .		45
43	Autonomous semantic mapping for robots performing everyday manipulation tasks in kitchen environments. , 2011, , .		44
44	RoboSherlock: Unstructured information processing for robot perception. , 2015, , .		44
45	Generality and legibility in mobile manipulation. Autonomous Robots, 2010, 28, 21-44.	4.8	43
46	Improving robot manipulation through fingertip perception. , 2012, , .		43
47	Positioning mobile manipulators to perform constrained linear trajectories. , 2008, , .		38
48	Perception for mobile manipulation and grasping using active stereo. , 2009, , .		38
49	Envisioning the qualitative effects of robot manipulation actions using simulation-based projections. Artificial Intelligence, 2017, 247, 352-380.	5.8	38
50	Understanding the intention of human activities through semantic perception: observation, understanding and execution on a humanoid robot. Advanced Robotics, 2015, 29, 345-362.	1.8	37
51	Open-EASE. , 2015, , .		37
52	Knowledge-enabled parameterization of whole-body control strategies for compliant service robots. Autonomous Robots, 2016, 40, 519-536.	4.8	37
53	The Assistive Kitchen — A demonstration scenario for cognitive technical systems. , 2008, , .		34
54	Probabilistic categorization of kitchen objects in table settings with a composite sensor. , 2009, , .		33

#	ARTICLE	IF	CITATIONS
55	Camera-based observation of football games for analyzing multi-agent activities. , 2006, , .		32
56	Towards performing everyday manipulation activities. Robotics and Autonomous Systems, 2010, 58, 1085-1095.	5.1	32
57	Everything robots always wanted to know about housework (but were afraid to ask). , 2012, , .		32
58	The Exchange of Knowledge Using Cloud Robotics. IEEE Robotics and Automation Letters, 2018, 3, 1072-1079.	5.1	32
59	Multi-robot 6D graph SLAM connecting decoupled local reference filters. , 2015, , .		31
60	The Contracting Curve Density Algorithm: Fitting Parametric Curve Models to Images Using Local Self-Adapting Separation Criteria. International Journal of Computer Vision, 2004, 59, 233-258.	15.6	30
61	3D model selection from an internet database for robotic vision. , 2009, , .		29
62	Searching objects in large-scale indoor environments: A decision-theoretic approach. , 2012, , .		29
63	Towards 3D object maps for autonomous household robots. , 2007, , .		28
64	Towards automated models of activities of daily life. Technology and Disability, 2010, 22, 27-40.	0.6	28
65	Equipping robot control programs with first-order probabilistic reasoning capabilities. , 2009, , .		27
66	Distributed stereo visionâ€based 6D localization and mapping for multiâ€robot teams. Journal of Field Robotics, 2019, 36, 305-332.	6.0	27
67	Context-aware kitchen utilities. , 2007, , .		26
68	Leaving Flatland: Toward real-time 3D navigation. , 2009, , .		26
69	Combining perception and knowledge processing for everyday manipulation. , 2010, , .		26
70	Furniture Models Learned from the WWW. IEEE Robotics and Automation Magazine, 2011, 18, 22-32.	2.0	25
71	Robotic agents capable of natural and safe physical interaction with human co-workers. , 2015, , .		25
72	Sensing Technologies and the Player-Middleware for Context-Awareness in Kitchen Environments. , 2007, , .		24

#	ARTICLE	IF	CITATIONS
73	Tracking humans interacting with the environment using efficient hierarchical sampling and layered observation models. , 2009, , .		23
74	Compact models of motor primitive variations for predictable reaching and obstacle avoidance. , 2009, , .		23
75	Parameterizing actions to have the appropriate effects. , 2011, , .		23
76	Fast temporal projection using accurate physics-based geometric reasoning. , 2013, , .		23
77	Prospection in Cognition: The Case for Joint Episodic-Procedural Memory in Cognitive Robotics. Frontiers in Robotics and AI, 2015, 2, .	3.2	23
78	Accurate Human Motion Capture Using an Ergonomics-Based Anthropometric Human Model. Lecture Notes in Computer Science, 2008, , 248-258.	1.3	23
79	Robotic grasping of unmodeled objects using time-of-flight range data and finger torque information. , 2010, , .		22
80	Classifying compliant manipulation tasks for automated planning in robotics. , 2015, , .		22
81	A Self-Training Approach for Visual Tracking and Recognition of Complex Human Activity Patterns. International Journal of Computer Vision, 2012, 99, 166-189.	15.6	21
82	Automatic segmentation and recognition of human activities from observation based on semantic reasoning. , 2014, , .		21
83	Purposive learning: Robot reasoning about the meanings of human activities. Science Robotics, 2019, 4, .	17.6	21
84	Tracking-based interactive segmentation of textureless objects. , 2013, , .		20
85	Manipulation Planning and Control for Shelf Replenishment. IEEE Robotics and Automation Letters, 2020, 5, 1595-1601.	5.1	20
86	Structured Reactive Controllers. Autonomous Agents and Multi-Agent Systems, 2001, 4, 25-55.	2.1	19
87	Constraint-based movement representation grounded in geometric features. , 2013, , .		19
88	Decomposing CAD models of objects of daily use and reasoning about their functional parts. , 2013, , .		19
89	PR2 looking at things — Ensemble learning for unstructured information processing with Markov logic networks. , 2014, , .		19
90	Fast adaptation for effect-aware pushing. , 2011, , .		18

#	ARTICLE	IF	CITATIONS
91	Interactive environment exploration in clutter. , 2013, , .		18
92	Inpainting of Missing Values in the Kinect Sensor's Depth Maps Based on Background Estimates. IEEE Sensors Journal, 2014, 14, 1107-1116.	4.7	18
93	Action-related place-based mobile manipulation. , 2009, , .		17
94	Perception and probabilistic anchoring for dynamic world state logging. , 2010, , .		17
95	Towards robots conducting chemical experiments. , 2015, , .		17
96	Integrating active localization into high-level robot control systems. Robotics and Autonomous Systems, 1998, 23, 205-220.	5.1	16
97	Functional object mapping of kitchen environments. , 2008, , .		16
98	Putting People's Common Sense into Knowledge Bases of Household Robots. Lecture Notes in Computer Science, 2010, , 151-159.	1.3	16
99	Logic programming with simulation-based temporal projection for everyday robot object manipulation. , 2011, , .		15
100	A Model Based Approach for Expressions Invariant Face Recognition. Lecture Notes in Computer Science, 2009, , 289-298.	1.3	15
101	The Robot Household Marathon Experiment. , 2021, , .		15
102	Subsequent actions influence motor control parameters of a current grasping action. , 2008, , .		14
103	A unified representation for reasoning about robot actions, processes, and their effects on objects. , 2012, , .		14
104	Learning organizational principles in human environments. , 2012, , .		14
105	Movement-aware action control — Integrating symbolic and control-theoretic action execution. , 2012, , .		14
106	Model-Free Detection, Encoding, Retrieval, and Visualization of Human Poses From Kinect Data. IEEE/ASME Transactions on Mechatronics, 2015, 20, 865-875.	5.8	14
107	Incremental Unsupervised Time Series Analysis Using Merge Growing Neural Gas. Lecture Notes in Computer Science, 2009, , 10-18.	1.3	14
108	Knowledge Processing for Cognitive Robots. KI - Kunstliche Intelligenz, 2010, 24, 233-240.	3.2	13

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109	Enhancing human action recognition through spatio-temporal feature learning and semantic rules. , 2013, , .		13
110	Learning models for constraint-based motion parameterization from interactive physics-based simulation. , 2016, , .		13
111	SkillMaN " A skill-based robotic manipulation framework based on perception and reasoning. Robotics and Autonomous Systems, 2020, 134, 103653.	5.1	13
112	Learning action models for the improved execution of navigation plans. Robotics and Autonomous Systems, 2002, 38, 137-148.	5.1	12
113	Human Action Recognition Using Global Point Feature Histograms and Action Shapes. Advanced Robotics, 2009, 23, 1873-1908.	1.8	12
114	Robot challenges: Toward development of verification and synthesis techniques [from the Guest Editors]. IEEE Robotics and Automation Magazine, 2011, 18, 22-23.	2.0	12
115	Extending Markov Logic to Model Probability Distributions in Relational Domains. Lecture Notes in Computer Science, 2007, , 129-143.	1.3	12
116	The AGILO Robot Soccer Team"Experience-Based Learning and Probabilistic Reasoning in Autonomous Robot Control. Autonomous Robots, 2004, 17, 55-77.	4.8	11
117	Partial view modeling and validation in 3D laser scans for grasping. , 2009, , .		11
118	Becoming action-aware through reasoning about logged plan execution traces. , 2010, , .		11
119	Bootstrapping humanoid robot skills by extracting semantic representations of human-like activities from virtual reality. , 2014, , .		11
120	Open-EASE: A Cloud-Based Knowledge Service for Autonomous Learning. KI - Kunstliche Intelligenz, 2015, 29, 407-411.	3.2	11
121	Open robotics research using web-based knowledge services. , 2016, , .		11
122	Added Value of Gaze-Exploiting Semantic Representation to Allow Robots Inferring Human Behaviors. ACM Transactions on Interactive Intelligent Systems, 2017, 7, 1-30.	3.7	11
123	Learning and performing place-based mobile manipulation. , 2009, , .		10
124	Prediction of action outcomes using an object model. , 2010, , .		10
125	Learning probability distributions over partially-ordered human everyday activities. , 2013, , .		10
126	AI Reasoning Methods for Robotics. Springer Handbooks, 2016, , 329-356.	0.6	10

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127	KnowRobSIM – Game Engine-Enabled Knowledge Processing Towards Cognition-Enabled Robot Control. , 2018, , .		10
128	Automated Models of Human Everyday Activity based on Game and Virtual Reality Technology. , 2019, , .		10
129	Detection and Classification of Gateways for the Acquisition of Structured Robot Maps. Lecture Notes in Computer Science, 2004, , 553-561.	1.3	10
130	How-models of human reaching movements in the context of everyday manipulation activities. , 2011, , .		9
131	Ensembles of strong learners for multi-cue classification. Pattern Recognition Letters, 2013, 34, 754-761.	4.2	9
132	Robot action plans that form and maintain expectations. , 2015, , .		9
133	Action recognition and interpretation from virtual demonstrations. , 2016, , .		9
134	Programming robotic agents with action descriptions. , 2017, , .		9
135	Heterogeneous Ontologies and Hybrid Reasoning for Service Robotics: The EASE Framework. Advances in Intelligent Systems and Computing, 2018, , 417-428.	0.6	9
136	A Framework for Self-Training Perceptual Agents in Simulated Photorealistic Environments. , 2019, , .		9
137	Combining declarative, procedural, and predictive knowledge to generate, execute, and optimize robot plans. Robotics and Autonomous Systems, 2008, 56, 967-979.	5.1	8
138	Model Based Analysis of Face Images for Facial Feature Extraction. Lecture Notes in Computer Science, 2009, , 99-106.	1.3	8
139	What are you talking about? Grounding dialogue in a perspective-aware robotic architecture. , 2011, , .		8
140	Acquiring task models for imitation learning through games with a purpose. , 2013, , .		8
141	Part-Based Geometric Categorization and Object Reconstruction in Cluttered Table-Top Scenes. Journal of Intelligent and Robotic Systems: Theory and Applications, 2014, 76, 35-56.	3.4	8
142	Inferring the effects of wiping motions based on haptic perception. , 2016, , .		8
143	A cloud service for robotic mental simulations. , 2017, , .		8
144	Instruction completion through instance-based learning and semantic analogical reasoning. , 2017, , .		8

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145	Multidimensional Time-Series Shapelets Reliably Detect and Classify Contact Events in Force Measurements of Wiping Actions. IEEE Robotics and Automation Letters, 2018, 3, 320-327.	5.1	8
146	Cognition-enabled Framework for Mixed Human-Robot Rescue Teams. , 2018, , .		8
147	Dempster-Shafer theoretic resolution of referential ambiguity. Autonomous Robots, 2019, 43, 389-414.	4.8	8
148	Compact models of human reaching motions for robotic control in everyday manipulation tasks. , 2009, , .		7
149	Priming transformational planning with observations of human activities. , 2010, , .		7
150	Cognition-Enabled Robot Control for Mixed Human-Robot Rescue Teams. Advances in Intelligent Systems and Computing, 2016, , 1357-1369.	0.6	7
151	Self-Specialization of General Robot Plans Based on Experience. IEEE Robotics and Automation Letters, 2019, 4, 3766-3773.	5.1	7
152	Cognition-enabled robotic wiping: Representation, planning, execution, and interpretation. Robotics and Autonomous Systems, 2019, 114, 199-216.	5.1	7
153	Action awareness. , 2006, , .		6
154	CoTeSysâ€”Cognition for Technical Systems. KI - Kunstliche Intelligenz, 2010, 24, 323-327.	3.2	6
155	Multimodal autonomous tool analyses and appropriate application. , 2011, , .		6
156	Controlled Natural Languages for language generation in artificial cognition. , 2014, , .		6
157	Learning task outcome prediction for robot control from interactive environments. , 2014, , .		6
158	Robots, Pancakes, and Computer Games. , 2015, , .		6
159	Scaling perception towards autonomous object manipulation â€” in knowledge lies the power. , 2016, , .		6
160	What no robot has seen before â€” Probabilistic interpretation of natural-language object descriptions. , 2017, , .		6
161	Executing Underspecified Actions in Real World Based on Online Projection. , 2019, , .		6
162	Continuous Modeling of Affordances in a Symbolic Knowledge Base. , 2019, , .		6

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163	Leaving Flatland: Realtime 3D Stereo Semantic Reconstruction. Lecture Notes in Computer Science, 2008, , 921-932.	1.3	6
164	Object Categorization in Clutter Using Additive Features and Hashing of Part-Graph Descriptors. Lecture Notes in Computer Science, 2012, , 17-33.	1.3	6
165	Kinerverse: A Symbolic Articulation Model Framework for Model-Agnostic Mobile Manipulation. IEEE Robotics and Automation Letters, 2022, 7, 3372-3379.	5.1	6
166	Action recognition in intelligent environments using point cloud features extracted from silhouette sequences. , 2008, , .		5
167	Combining analysis, imitation, and experience-based learning to acquire a concept of reachability in robot mobile manipulation. , 2009, , .		5
168	How Humans Optimize Their Interaction with the Environment: The Impact of Action Context on Human Perception. International Journal of Social Robotics, 2011, 3, 223-231.	4.6	5
169	Robots that validate learned perceptual models. , 2012, , .		5
170	Learning action failure models from interactive physics-based simulations. , 2015, , .		5
171	Perception for Everyday Human Robot Interaction. KI - Kunstliche Intelligenz, 2016, 30, 21-27.	3.2	5
172	Cloud-Based Probabilistic Knowledge Services for Instruction Interpretation. Springer Proceedings in Advanced Robotics, 2018, , 649-664.	1.3	5
173	Variations on a Theme: "It's a Poor Sort of Memory that Only Works Backwards", 2018, , .		5
174	Autonomous Parallelization of Resource-Aware Robotic Task Nodes. IEEE Robotics and Automation Letters, 2019, 4, 2599-2606.	5.1	5
175	Uncertainty Analysis for Large-Scale Industrial Radial Compressors. , 2010, , .		5
176	Automated acquisition of structured, semantic models of manipulation activities from human VR demonstration. , 2021, , .		5
177	Soft Evidential Update via Markov Chain Monte Carlo Inference. Lecture Notes in Computer Science, 2010, , 280-290.	1.3	5
178	Semantic Digital Twins for Retail Logistics. , 2021, , 129-153.		5
179	Optimization of simulated production process performance using machine learning. , 2009, , .		4
180	Automated alignment of specifications of everyday manipulation tasks. , 2013, , .		4

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181	Acquiring Knowledge of Object Arrangements from Human Examples for Household Robots. Lecture Notes in Computer Science, 2018, , 131-138.	1.3	4
182	Cut & recombine: reuse of robot action components based on simple language instructions. International Journal of Robotics Research, 2019, 38, 1179-1207.	8.5	4
183	Action Selection and Execution in Everyday Activities: A Cognitive Robotics and Situation Model Perspective. Topics in Cognitive Science, 2022, 14, 344-362.	1.9	4
184	RobotVQA – A Scene-Graph- and Deep-Learning-based Visual Question Answering System for Robot Manipulation. , 2020, , .		4
185	Special Issue on Cognition for Technical Systems. KI - Kunstliche Intelligenz, 2010, 24, 283-286.	3.2	3
186	A Special Issue Toward a WWW for Robots [From the Guest Editors]. IEEE Robotics and Automation Magazine, 2011, 18, 20-20.	2.0	3
187	Robot recommender system using affection-based episode ontology for personalization. , 2013, , .		3
188	Query-based integration of heterogeneous knowledge bases for search and rescue tasks. Robotics and Autonomous Systems, 2019, 117, 80-91.	5.1	3
189	Episodic Memories for Safety-Aware Robots. KI - Kunstliche Intelligenz, 2019, 33, 123-130.	3.2	3
190	How Humans Optimize Their Interaction with the Environment: The Impact of Action Context on Human Perception. Communications in Computer and Information Science, 2009, , 162-172.	0.5	3
191	Robot Program Parameter Inference via Differentiable Shadow Program Inversion. , 2021, , .		3
192	Towards Comprehensive Computational Models for Plan-Based Control of Autonomous Robots. Lecture Notes in Computer Science, 2005, , 514-527.	1.3	3
193	Learning Motion Parameterizations of Mobile Pick and Place Actions from Observing Humans in Virtual Environments. , 2020, , .		3
194	Imagination-enabled Robot Perception. , 2021, , .		3
195	Improving Object Pose Estimation by Fusion With a Multimodal Prior – Utilizing Uncertainty-Based CNN Pipelines for Robotics. IEEE Robotics and Automation Letters, 2022, 7, 2282-2288.	5.1	3
196	Foundations of the Socio-Physical Model of Activities (SOMA) for Autonomous Robotic Agents1. Frontiers in Artificial Intelligence and Applications, 2021, , .	0.3	3
197	Structured reactive communication plans – . Lecture Notes in Computer Science, 1998, , 177-188.	1.3	2
198	Learning structured reactive navigation plans from executing MDP navigation policies. , 2001, , .		2

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199	Seamless Execution of Action Sequences. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	2
200	Shape invariant recognition of segmented human face images using eigenfaces. , 2008, , .		2
201	Integration of perception, global planning and local planning in the manufacturing domain. , 2009, , .		2
202	Multi-feature fusion in advanced robotics applications. , 2009, , .		2
203	Obstacle avoidance in a pick-and-place task. , 2009, , .		2
204	Interactive Segmentation of Textured and Textureless Objects. Studies in Systems, Decision and Control, 2015, , 237-262.	1.0	2
205	Configuration of Perception Systems via Planning Over Factor Graphs. , 2018, , .		2
206	Perception-Guided Mobile Manipulation Robots for Automation of Warehouse Logistics. KI - Kunstliche Intelligenz, 2019, 33, 189-192.	3.2	2
207	Automatic Configuration of the Structure and Parameterization of Perception Pipelines. , 2019, , .		2
208	Autonomous semantic mapping for robots performing everyday manipulation tasks in kitchen environments. , 2011, , .		2
209	An Ontology for Failure Interpretation in Automated Planning and Execution. Advances in Intelligent Systems and Computing, 2020, , 381-390.	0.6	2
210	Substitute selection for a missing tool using robot-centric conceptual knowledge of objects. , 2020, , .		2
211	Cutting Events. , 2021, , .		2
212	Visual tracking system for water surface moving targets. , 2007, , .		1
213	Cognition, control and learning for everyday manipulation tasks in human environments. , 2008, , .		1
214	3D-based monocular SLAM for mobile agents navigating in indoor environments. , 2008, , .		1
215	Grasp motion planning for box opening task by multi-fingered hands and arms. , 2009, , .		1
216	Spatio-temporal Facial Features for HRI Scenarios. , 2011, , .		1

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217	Personalized robotic service using N-gram affective Event model. , 2013, , .		1
218	Guidelines for improving task-based natural language understanding in human-robot rescue teams. , 2017, , .		1
219	The Exchange of Knowledge Using Cloud Robotics. , 2018, , .		1
220	Special Issue on Smart Production. KI - Kunstliche Intelligenz, 2019, 33, 111-116.	3.2	1
221	From Research to Market: Building the Perception Systems for the Next Generation of Industrial Robots. KI - Kunstliche Intelligenz, 2019, 33, 193-196.	3.2	1
222	GrAM: Reasoning with Grounded Action Models by Combining Knowledge Representation and Data Mining. , 2008, , 47-62.		1
223	Importance Sampling as One Solution to the Data Association Problem in Multi-target Tracking. Communications in Computer and Information Science, 2010, , 309-325.	0.5	1
224	Fractal Approximate Nearest Neighbour Search in Log-Log Time. , 2013, , .		1
225	AGILO RoboCuppers 2001: Utility- and Plan-Based Action Selection Based on Probabilistically Estimated Game Situations. Lecture Notes in Computer Science, 2002, , 611-615.	1.3	1
226	Face Recognition Using Wireframe Model Across Facial Expressions. Lecture Notes in Computer Science, 2009, , 122-129.	1.3	1
227	Bayesian Logic Networks and the Search for Samples with Backward Simulation and Abstract Constraint Learning. Lecture Notes in Computer Science, 2011, , 144-156.	1.3	1
228	Exchanging Action-Related Information among Autonomous Robots. Advances in Intelligent Systems and Computing, 2013, , 467-476.	0.6	1
229	Exchanging Action-Related Information among Autonomous Robots. Studies in Computational Intelligence, 2013, , 127-136.	0.9	1
230	Planning Everyday Manipulation Tasks – Prediction-based Transformation of Structured Activity Descriptions. , 2015, , 63-83.		1
231	An Interactive Strategic Mission Management System for Intuitive Human-Robot Cooperation. Intelligent Systems, Control and Automation: Science and Engineering, 2020, , 183-193.	0.5	1
232	Information System for Storage, Management, and Usage for Embodied Intelligent Systems. , 2020, , 135-159.		1
233	3D Face Modeling for Multi-Feature Extraction for Intelligent Systems. , 0, , 1145-1161.		1
234	Image normalization for face recognition using 3D model. , 2009, , .		0

#	ARTICLE	IF	CITATIONS
235	Learning from Humansâ€™ Computational Models ofÂ Cognition-Enabled Control of Everyday Activity. KI - Kunstliche Intelligenz, 2010, 24, 311-318.	3.2	0
236	Contracting curve density algorithm for applications in personal robotics. , 2011, , .		0
237	An overview of the KnowRob project. , 2015, , .		0
238	Rendering semantically-annotated experiment videos out of robot memories. , 2015, , .		0
239	Assembly Planning in Cluttered Environments Through Heterogeneous Reasoning. Lecture Notes in Computer Science, 2018, , 201-214.	1.3	0
240	Knowledge-Enabled Generation of Semantically Annotated Image Sequences of Manipulation Activities from VR Demonstrations. Lecture Notes in Computer Science, 2021, , 130-143.	1.3	0
241	Mutually Augmented Cognition. Communications in Computer and Information Science, 2009, , 152-161.	0.5	0
242	Facial Expressions Recognition from Image Sequences. Lecture Notes in Computer Science, 2009, , 315-323.	1.3	0
243	Spatio-Temporal Multifeature for Facial Analysis. Lecture Notes in Computer Science, 2012, , 199-209.	1.3	0
244	3D Face Modeling for Multi-Feature Extraction for Intelligent Systems. , 0, , 73-89.		0
245	EYEWATCHME—3D Hand and object tracking for inside out activity analysis. , 2009, , .		0