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, 

[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, 

[C4] Nissler, Christian, Marton, Zoltan-Csaba, Suppa and Michael, 
Sample consensus fitting of bivariate polynomials for initializing EM-based modeling of smooth 3D surfaces, 

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.


[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.


[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**, 

[C7] Michael Beetz, Nico Blodow, Ulrich Klank, Zoltan Csaba Marton, Dejan Pangerlic and Radu Bogdan Rusu, 
**CoP-Man – Perception for Mobile Pick-and-Place in Human Living Environments**, 


[C1] Radu Bogdan Rusu, Nico Blodow, Zoltan-Csaba Marton, Alina Soos and Michael Beetz, 
Towards 3D Object Maps for Autonomous Household Robots,