



Proceedings of the **OAGM&ARW Joint Workshop**

Vision, Automation and Robotics

May 10-12, 2017
Palais Eschenbach
Vienna

OAGM - Austrian Association for Pattern Recognition
ARW - Austrian Robotics Workshop

Peter M. Roth, Markus Vincze, Wilfried Kubinger, Andreas Müller,
Bernhard Blaschitz and Svorad Stolc (eds.)

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Austrian Association of Pattern Recognition (OAGM)
GMAR Gesellschaft für Mess-, Automatisierungs-,
und Robotertechnik

Editors

Peter M. Roth, Markus Vincze, Wilfried Kubinger, Andreas Müller,
Bernhard Blaschitz and Svorad Stolz

Layout

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<http://www.ub.tugraz.at/Verlag>

ISBN (e-book) 978-3-85125-524-9
DOI 10.3217/978-3-85125-524-9



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Preface

The second OAGM and ARW Joint Workshop on “Vision, Automation and Robotics” held in Vienna, at Palais Eschenbach, from May 10 to 12, 2017, provides a platform bringing together researchers, students, professionals and practitioners from both research directions to discuss new and emerging technologies in the field of machine driven perception and automated manipulation/autonomous movement. The OAGM and ARW workshops have a long tradition since 1980 and 2011, respectively, also stimulated by the Austrian RoboCup workshops (since 2006). Due to the highly overlapping interests of both communities the first joint event was organized in 2016. This second joint workshop will further strengthen the interaction of scientists working in vision, automation and robotics.

Computer Vision tries to perceive the physical world from image or video data resulting in applications such as scene understanding, object detection and tracking and 3D reconstruction. Thus, the main problems are to find suitable representations and to design and implement efficient (learning) algorithms. In contrast, Robotics aims at dealing with moving arms, graspers, and eventually moving vehicles. There are one or more actuators which have to be controlled accordingly in a planned matter for fulfilling given jobs. Some of them consist of additional sensors, e.g., graspers get some feedback for they can correctly catch and hold object without losing or destroying it; or the mobile device stops in front of an obstacle. These examples clearly demonstrate the relations between both fields. The outer world/the actual scenery is perceived by cameras; a consistent set of knowledge is modeled for the actuator for operating successfully either in a planned or even in an unplanned – standalone – strategy. Thus, there is a considerable interest in describing approaching features and possibilities and how the combination of different technologies could be beneficial.

The aim of the joint workshop is to discuss latest academic and industrial approaches and to demonstrate the recent progress. The call for papers resulted in 43 submissions, where finally according to the reviews of an international programme committee 37 contributions (23 talks, 14 posters) have been selected for presentation at the workshop. To highlight outstanding contributions, there prizes will be awarded during the joint workshop: The *OAGM Best Paper Award* sponsored by the *Austrian Computer Society (OCG)* and the *IEEE RAS Austria Best Student Paper Award*.

The goal of the workshop, bridging the gap between the Austrian Visual Computing and Robotics communities, is also supported by inviting three internationally established researchers representing both field: Daniel Cremers (TU Munich, Germany), Pedro Sanz (Universitat Jaume I, Spain) and Herold Artés (RobArt GmbH, Austria), representing both areas.

Markus Vincze (General chair of the workshop)
Wilfried Kubinger (Chairman ARW)
Peter M. Roth (Chairman OAGM)
Vienna, May 2017

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Awards 2016

The

OAGM Best Paper Award 2016

was awarded to the paper

On a Fast Implementation of a 2D-Variant of Weyl's Discrepancy Measure

by

Christian Motz and Bernhard Moser.

The

IEEE RAS Austria Best Student Award 2016

was awarded to the paper

Localization of an Automated Guided Vehicle (AGV) by Stereo Based Visual Odometry and Artificial Landmark Detection

by

Daniel Klingersberger and Gerald Zauner.

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Keynote Talks

Recent Achievements in Underwater Intervention Systems the Role of Perception & Robotic Manipulation

Pedro J. Sanz

IRS-Lab, Universitat Jaume I, Spain

Abstract

From the UJI foundation (1991), one of the research fields more active has been robotics. So, a lot of different activities concerning this exciting field have been developed during these years. In addition, many projects, some of them funded by European and Spanish institutions have been successfully carried out. There are other robotic labs at UJI, but only one working in the underwater domain: IRS-Lab. Thus, after more than twenty years of research in some specific technologies (e.g. multisensory based manipulation, telerobotics, or human-robot interaction HRI), always applied to real life scenarios, a few years ago we face the underwater intervention context. In this new scenario the dream is named the underwater autonomous vehicle for intervention (I-AUV). However, a long path is still necessary to pave the way to underwater intervention applications performed in a complete autonomous way. This presentation reviews the difficulties to overcome, the solutions explored and the evolution timeline in the way towards I-AUVs, putting the emphasis on the main contributions reached through those projects coordinated by the IRS-Lab, and always considering the role played by perception and manipulation there.

Dense & Direct Methods for 3D Reconstruction & Visual SLAM

Daniel Cremers

Computer Vision Group, Department of Computer Science,
Technical University of Munich, Germany

Abstract

The reconstruction of the 3D world from images is among the central challenges in computer vision. Starting in the 2000s, researchers have pioneered algorithms which can reconstruct camera motion and sparse feature-points in real-time. In my talk, I will introduce spatially dense methods for camera tracking and 3D reconstruction which do not require feature point estimation, which exploit all available input data and which recover dense or semi-dense geometry rather than sparse point clouds. Applications include 3D photography, 3D television, and autonomous vehicles.