

Thomas Wiemann

List of Publications by Year in descending order

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23
papers

233
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1307594

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1281871

11
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all docs

23
docs citations

23
times ranked

208
citing authors

#	ARTICLE	IF	CITATIONS
1	3D Navigation Mesh Generation for Path Planning in Uneven Terrain. IFAC-PapersOnLine, 2016, 49, 212-217.	0.9	33
2	Model-based furniture recognition for building semantic object maps. Artificial Intelligence, 2017, 247, 336-351.	5.8	27
3	Grounding semantic maps in spatial databases. Robotics and Autonomous Systems, 2018, 105, 146-165.	5.1	24
4	An Extended Evaluation of Open Source Surface Reconstruction Software for Robotic Applications. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 77, 149-170.	3.4	22
5	Automatic construction of polygonal maps from point cloud data. , 2010, , .		16
6	Surface Reconstruction from Arbitrarily Large Point Clouds. , 2018, , .		15
7	Building semantic object maps from sparse and noisy 3D data. , 2013, , .		13
8	A File Structure and Reference Data Set for High Resolution Hyperspectral 3D Point Clouds. IFAC-PapersOnLine, 2019, 52, 403-408.	0.9	9
9	Continuous Shortest Path Vector Field Navigation on 3D Triangular Meshes for Mobile Robots. , 2021, , .		9
10	Energy-efficient FPGA-accelerated LiDAR-based SLAM for embedded robotics. , 2021, , .		8
11	An evaluation of open source surface reconstruction software for robotic applications. , 2013, , .		7
12	Tools for Visualizing, Annotating and Storing Triangle Meshes in ROS and RViz. , 2019, , .		7
13	A spatio-semantic approach to reasoning about agricultural processes. Applied Intelligence, 2019, 49, 3821-3833.	5.3	7
14	The Mesh Tools Package â€“ Introducing Annotated 3D Triangle Maps in ROS. Robotics and Autonomous Systems, 2021, 138, 103688.	5.1	7
15	Compressing ROS Sensor and Geometry Messages with Draco. , 2019, , .		6
16	HATSDF SLAM â€“ Hardware-accelerated TSDF SLAM for Reconfigurable SoCs. , 2021, , .		5
17	Automatic creation and application of texture patterns to 3D polygon maps. , 2013, , .		4
18	Markerless Ad-Hoc Calibration of a Hyperspectral Camera and a 3D Laser Scanner. Advances in Intelligent Systems and Computing, 2019, , 748-759.	0.6	4

#	ARTICLE	IF	CITATIONS
19	Generating topologically consistent triangle meshes from large scale Kinect Fusion. , 2015, , .		3
20	Optimizing Triangle Mesh Reconstructions of Planar Environments. IFAC-PapersOnLine, 2016, 49, 218-223.	0.9	3
21	Online Mesh Optimization for Large Scale KinectFusion Meshes. IFAC-PapersOnLine, 2016, 49, 126-131.	0.9	2
22	From Object Recognition to Activity Interpretation and Back, Based on Point Cloud Data. KI - Kunstliche Intelligenz, 2013, 27, 161-167.	3.2	1
23	Monocular Localization in Feature-Annotated 3D Polygon Maps. , 2021, , .		1