


[C1] E. Rodola, M. Moeller and D. Cremers, *Point-wise Map Recovery and Refinement from Functional Correspondence*, *Proceedings Vision, Modeling and Visualization (VMV)*, Aachen, Germany, 2015, Received the Best Paper Award.

[C1] E. Rodola, S. Rota Bulo, T. Windheuser, M. Vestner and D. Cremers,
Dense Non-Rigid Shape Correspondence Using Random Forests,
*IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, 2014.

[C2] T. Windheuser, M. Vestner, E. Rodola, R. Triebel and D. Cremers,
Optimal Intrinsic Descriptors for Non-Rigid Shape Analysis,

[C3] A. Kanezaki, E. Rodola, D. Cremers and T. Harada,
Learning Similarities for Rigid and Non-Rigid Object Detection,

[J1] E. Rodola, A. Albarelli, F. Bergamasco and A. Torsello,
A Scale Independent Selection Process for 3D Object Recognition in Cluttered Scenes,

[C1] E. Rodola, T. Harada, Y. Kuniyoshi and D. Cremers,
Efficient Shape Matching using Vector Extrapolation,

[C2] E. Rodola, A. Torsello, T. Harada, Y. Kuniyoshi and D. Cremers,
Elastic Net Constraints for Shape Matching,
*IEEE International Conference on Computer Vision (ICCV)*, Sydney, Australia, December 2013.

[C3] D. Cremers, E. Rodola and T. Windheuser,
Relaxations for Minimizing Metric Distortion and Elastic Energies for 3D Shape Matching,

[C1] E. Rodola, A.M. Bronstein, A. Albarelli, F. Bergamasco and A. Torsello,
A game-theoretic approach to deformable shape matching,

[J1] T. Windheuser, U. Schlickewei, F. R. Schmidt and D. Cremers,
Large-Scale Integer Linear Programming for Orientation-Preserving 3D Shape Matching,
[C1] A. Albarelli, E. Rodola and A. Torsello,
A Non-Cooperative Game for 3D Object Recognition in Cluttered Scenes,
International Conference on 3D Imaging, Modeling, Processing, Visualization and Transmission (3DIMPVT), 252-259, 2011.

[C2] A. Torsello, E. Rodola and A. Albarelli,
Sampling Relevant Points for Surface Registration,
International Conference on 3D Imaging, Modeling, Processing, Visualization and Transmission (3DIMPVT), 290-295, 2011.

[C3] T. Windheuser, U. Schlickewei, F. R. Schmidt and D. Cremers,
Geometrically Consistent Elastic Matching of 3D Shapes: A Linear Programming Solution,
IEEE International Conference on Computer Vision (ICCV), 2011.

[C4] M. Aubry, U. Schlickewei and D. Cremers,
Pose-Consistent 3D Shape Segmentation Based on a Quantum Mechanical Feature Descriptor,

[C5] T. Schoenemann, S. Masnou and D. Cremers,
On a linear programming approach to the discrete Willmore boundary value problem and generalizations,

[C6] M. Aubry, U. Schlickewei and D. Cremers,
The Wave Kernel Signature: A Quantum Mechanical Approach To Shape Analysis,
IEEE International Conference on Computer Vision (ICCV) - Workshop on Dynamic Shape Capture and Analysis (4DMOD), 2011.

[C1] A. Albarelli, E. Rodola and A. Torsello,
A Game-Theoretic Approach to Fine Surface Registration without Initial Motion Estimation,

[C2] A. Albarelli, E. Rodola and A. Torsello,
Loosely Distinctive Features for Robust Surface Alignment,

[C1] F. R. Schmidt, E. Toeppe and D. Cremers,
Efficient Planar Graph Cuts with Applications in Computer Vision,
IEEE Conference on Computer Vision and Pattern Recognition (CVPR), Miami, Florida, 351-356, June 2009, Received a CVPR Doctoral Spotlight Award.
[C1] F. R. Schmidt, Dirk Farin and D. Cremers,
Fast Matching of Planar Shapes in Sub-cubic Runtime,

[C2] F. R. Schmidt, E. Toeppe, D. Cremers and Y. Boykov,
Intrinsic Mean for Semimmetrical Shape Retrieval via Graph Cuts,

[C3] F. R. Schmidt, E. Toeppe, D. Cremers and Y. Boykov,
Efficient Shape Matching via Graph Cuts,

[C1] F. R. Schmidt, M. Clausen and D. Cremers,
Shape Matching by Variational Computation of Geodesics on a Manifold,