

1. [TossingBot: Learning to Throw Arbitrary Objects with Residual Physics](#)
2. [DESPOT-Alpha: Online POMDP Planning with Large State and Observation Spaces](#)
3. [Collective Formation and Cooperative Function of a Magnetic Microrobotic Swarm](#)
4. [Autonomous Tool Construction Using Part Shape and Attachment Prediction](#)
5. [A Behavioral Approach to Visual Navigation with Graph Localization Networks](#)
6. [LeTS-Drive: Driving in a Crowd by Learning from Tree Search](#)
7. [A Dynamical System Approach to Motion and Force Generation in Contact Tasks](#)
8. [Learning Reward Functions by Integrating Human Demonstrations and Preferences](#)
9. [A 2-Approximation Algorithm for the Online Tethered Coverage Problem](#)
10. [Automated Shapeshifting for Function Recovery in Damaged Robots](#)
11. [Robot Packing with Known Items and Nondeterministic Arrival Order](#)
12. [Proximity Queries for Absolutely Continuous Parametric Curves](#)
13. [Game Theoretic Planning for Self-Driving Cars in Competitive Scenarios](#)
14. [Leveraging Experience in Lazy Search](#)
15. [Toward Asymptotically-Optimal Inspection Planning Via Efficient Near-Optimal Graph Search](#)
16. [Planning with State Abstractions for Non-Markovian Task Specifications](#)
17. [Learning to Plan with Logical Automata](#)
18. [Remote Telemanipulation with Adapting Viewpoints in Visually Complex Environments](#)
19. [Commonsense Reasoning and Knowledge Acquisition to Guide Deep Learning on Robots](#)
20. [Idiothetic Verticality Estimation through Head Stabilization Strategy](#)