

**NIPS 2017**

Visual interaction networks [1]

**ICLR 2019**

Unsupervised Discovery of Parts, Structure, and Dynamics [2]

**CVPR 2018**

Soccer on your tabletop [3]

**CVPR 2019**

Sim-To-Real via Sim-To-Sim: Data-Efficient Robotic Grasping via Randomized-To-Canonical Adaptation Networks [4]

## References

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- [2] Z. Xu, Z. Liu, C. Sun, K. Murphy, W. T. Freeman, J. B. Tenenbaum, and J. Wu, “Unsupervised discovery of parts, structure, and dynamics,” *arXiv preprint arXiv:1903.05136*, 2019.
- [3] K. Rematas, I. Kemelmacher-Shlizerman, B. Curless, and S. Seitz, “Soccer on your tabletop,” in *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*, pp. 4738–4747, 2018.
- [4] S. James, P. Wohlhart, M. Kalakrishnan, D. Kalashnikov, A. Irpan, J. Ibarz, S. Levine, R. Hadsell, and K. Bousmalis, “Sim-to-real via sim-to-sim: Data-efficient robotic grasping via randomized-to-canonical adaptation networks,” in *The IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, June 2019.