

WORKSHOP #54:

# 3D Perception as a Key Enabler for AI-Based Robotics

Stavanger 2026-03-25



# roboception

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*„If we were only able to provide the visual capabilities of a 2-year old, robots would quickly get a lot better.“*

Rodney Brooks (2015)

## Organization

### 3D Perception as a Key Enabler for AI-Based Robotics

#### **Vision of the workshop:**

3D perception turns robots from blind manipulators into adaptive, data-driven collaborators in production and logistics. It enables safe interaction, robust autonomy, and scalable AI-driven services across entire value chains.

#### **What we will focus on today**

- AI-based perception of **known** objects and **unknown** objects
- From pixels and point clouds to actionable knowledge: detection, pose estimation, scene understanding, and uncertainty handling for real-world deployments.
- Integrating 3D perception with federated data ecosystems to connect edge devices, cloud services, and enterprise IT, enabling new applications and data-based business models.

#### **Format of the workshop**

- Short impulse presentations from industry and research on current capabilities and deployment experiences.
- Interactive polling and discussion of challenges, user needs, and expectations.
- Panel session on how AI-based 3D perception and federated data ecosystems unlock new services, partnerships, and revenue streams in robotics

## Agenda

### 3D Perception as a Key Enabler for AI-Based Robotics

- 11:20    **Introduction and Definition of Key Statements / Questions**  
Dr. Michael Suppa, Roboception GmbH, Germany
- 11:25    **Insights on Pose Estimation and Grasp Prediction of Unknown Objects**  
Maximilian Durner, DLR, Germany
- 11:35    **Industrial-Grade Bin Picking: Real-World Deployment and Performance for Known Objects**  
Dr. Nicolas Alt, Siemens AG, Germany
- 11:45    **Shiny, reflective, thin – approaches and challenges for 3D perception in sheet metal**  
Dr. Ralph Lange, Trumpf, Germany
- 11:55    **The Data space: Introduction to a new way of sharing and using data collectively**  
Dr. Lukas Solbach, VDMA, Germany
- 12:05    **AI-based Perception of Seen and Unseen Objects**  
Dr. Michael Suppa, Roboception GmbH, Germany
- 12:15    **Interactive Poll Session / Round Table Discussion with the Audience**
- 12:35    **Closing Remarks and Take Home Messages**



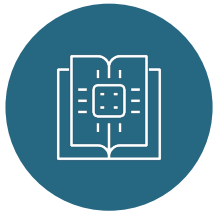
**Enabling AI Robotics**

## Key Questions

### 3D Perception as a Key Enabler for AI-Based Robotics



How does 3D perception enable robust AI-based robotic skills for handling known and unknown objects, while unlocking greater flexibility, autonomy, and economic value in dynamic production and logistics environments?



What are the key technical challenges and solution approaches for deploying 3D perception in real-world robotic applications such as bin-picking, kitting, and assembly?



How can federated data ecosystems improve the development, sharing, and scalability of AI perception models across different robots, factories, and applications?

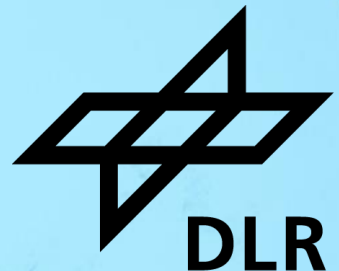


Would a federated data space increase your willingness to share and jointly use data?  
If not, why not?

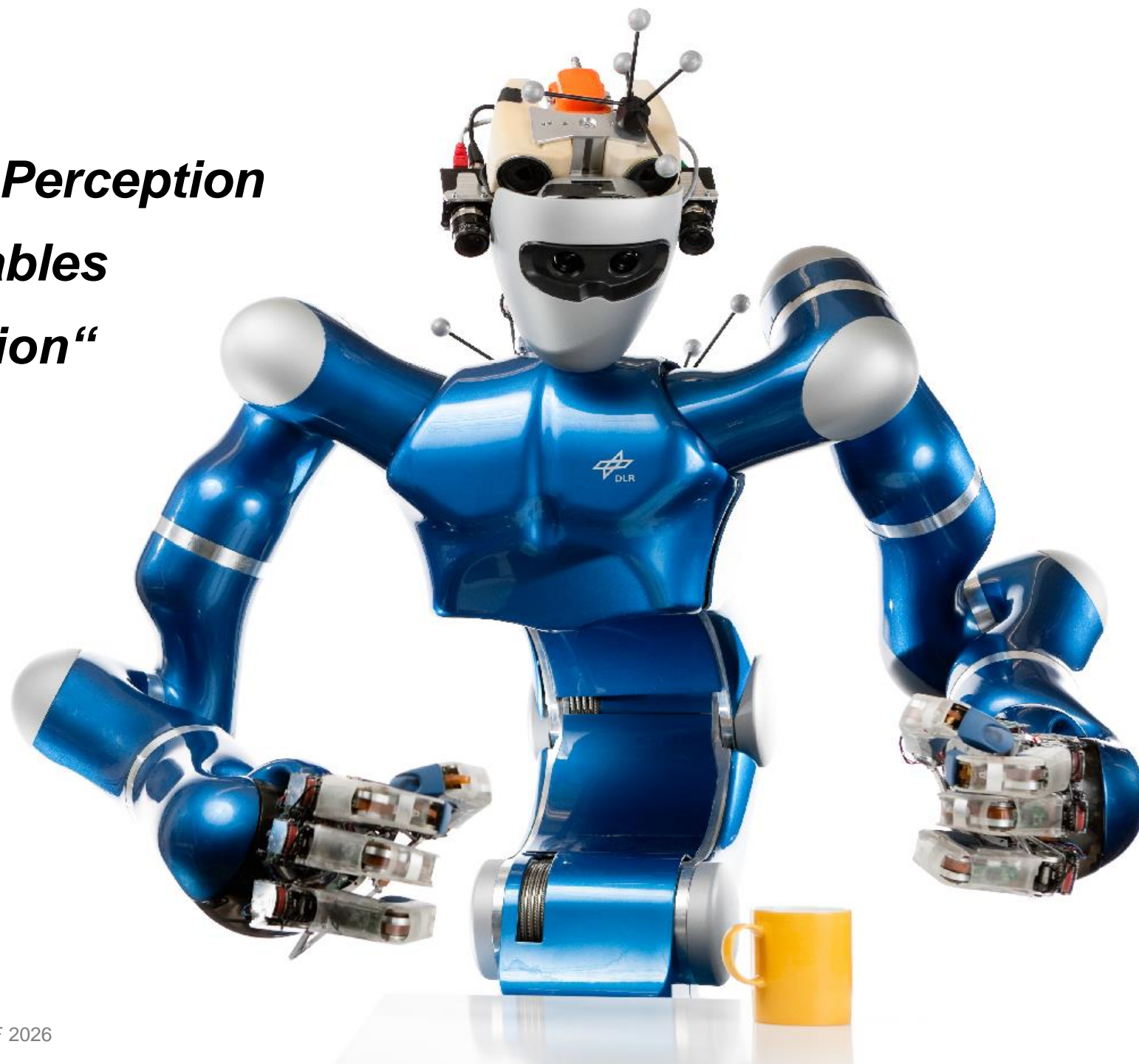
# INSIGHTS ON POSE ESTIMATION AND GRASP PREDICTION OF UNKNOWN OBJECTS

**Maximilian Durner**

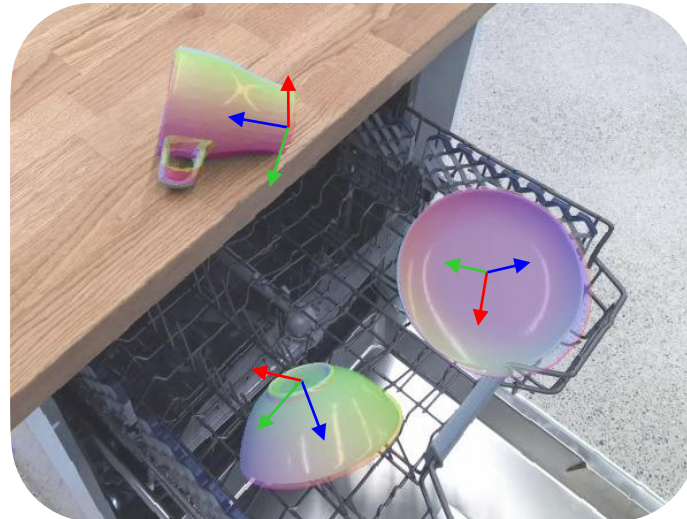
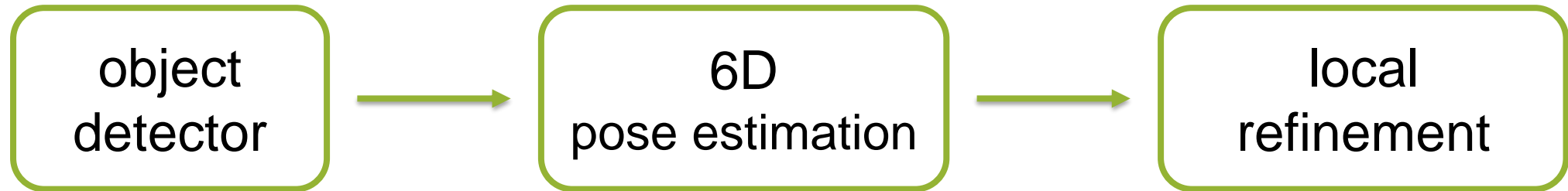
WS#54 3D Perception as a Key Enabler for AI-Based Robotics



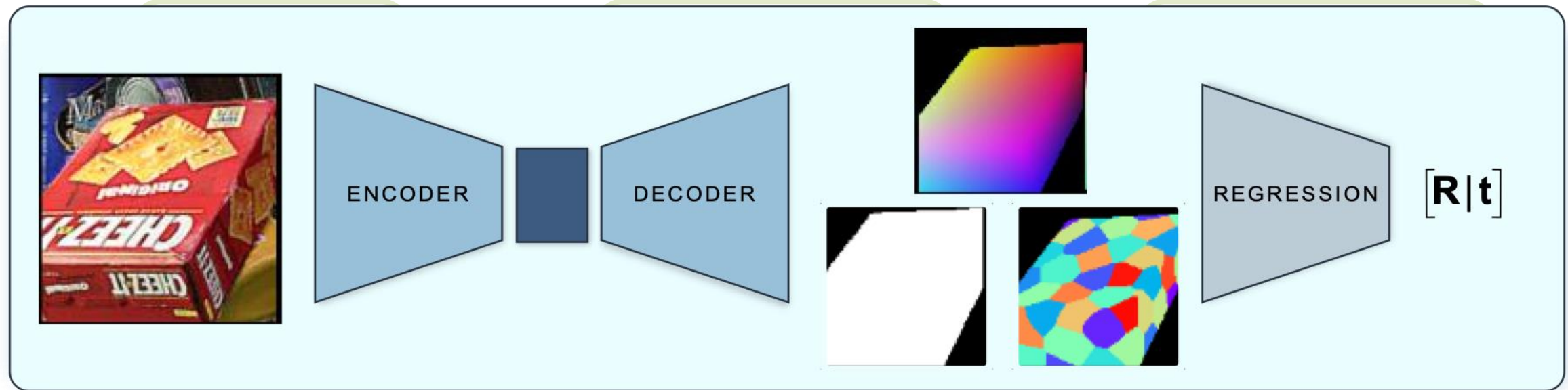
***„Visual Perception  
that enables  
Interaction“***



# Perception system



# Perception system



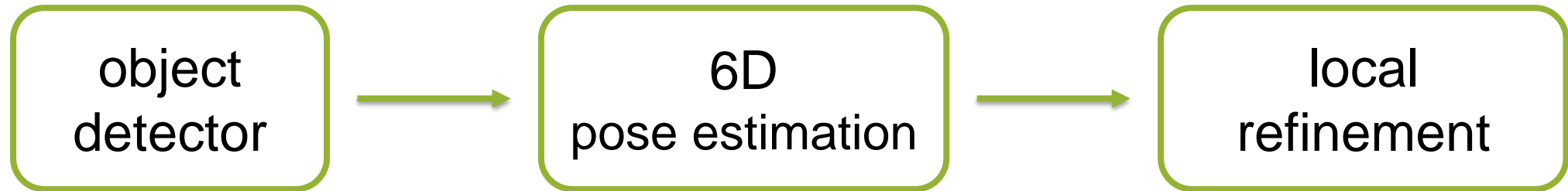
[Ulmer et al., IROS 2023]

# Perception system

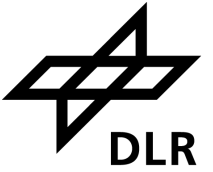
Object Information



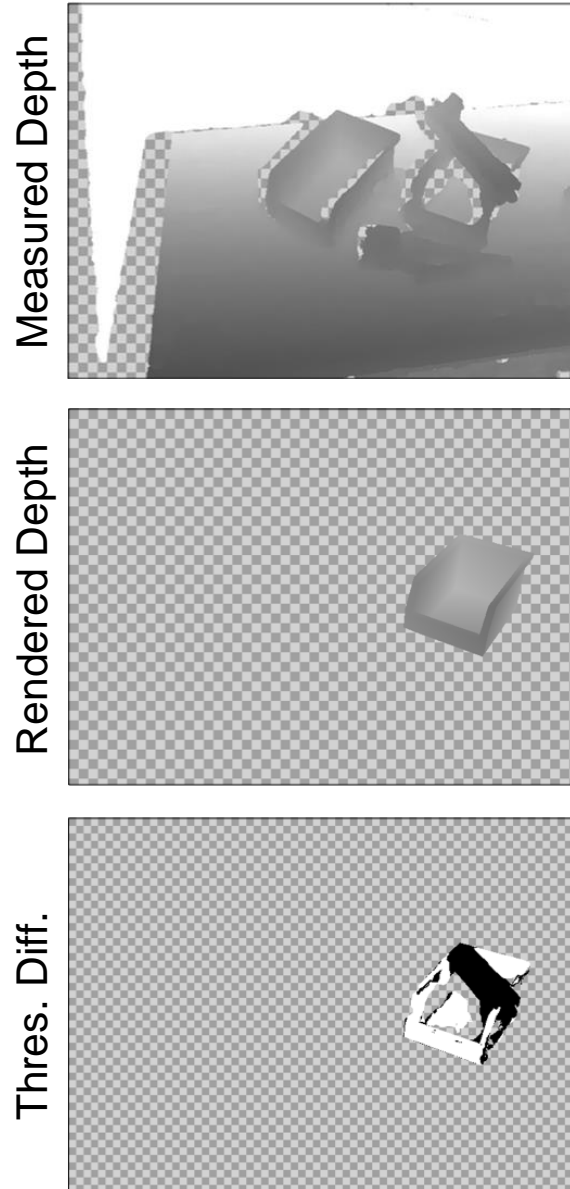
Set-up Time



# 6D Pose estimation: Dense Correspondences



# Pose Plausibility

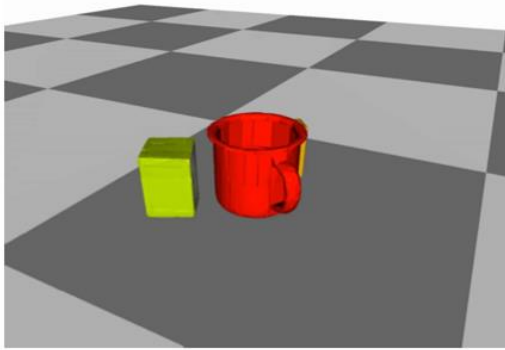


## Plausibility score:

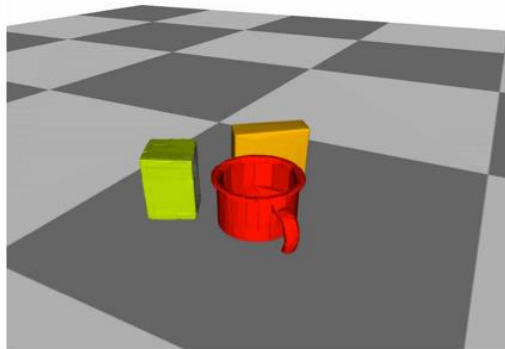
- Visual Information

# Pose Plausibility

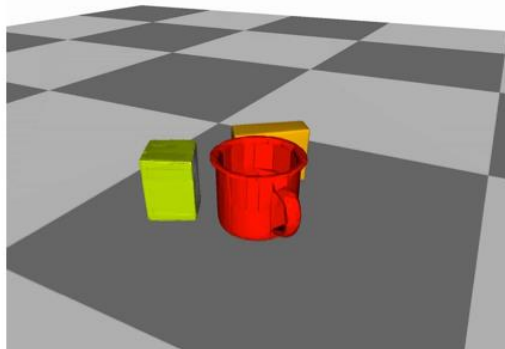
Floating  
→ Implausible



Intersecting  
→ Implausible



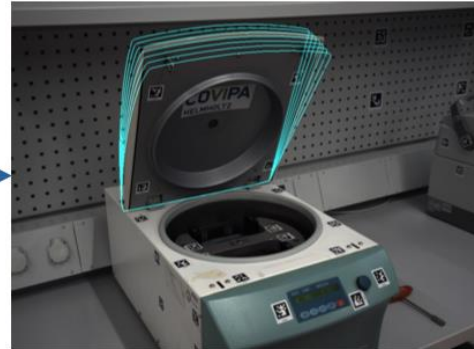
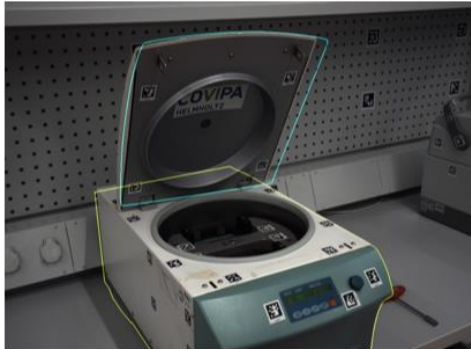
Stable  
→ Plausible



## Plausibility score:

- Visual Information
- Physics

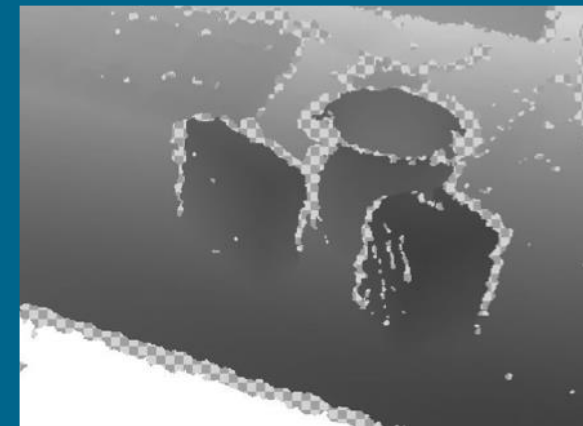
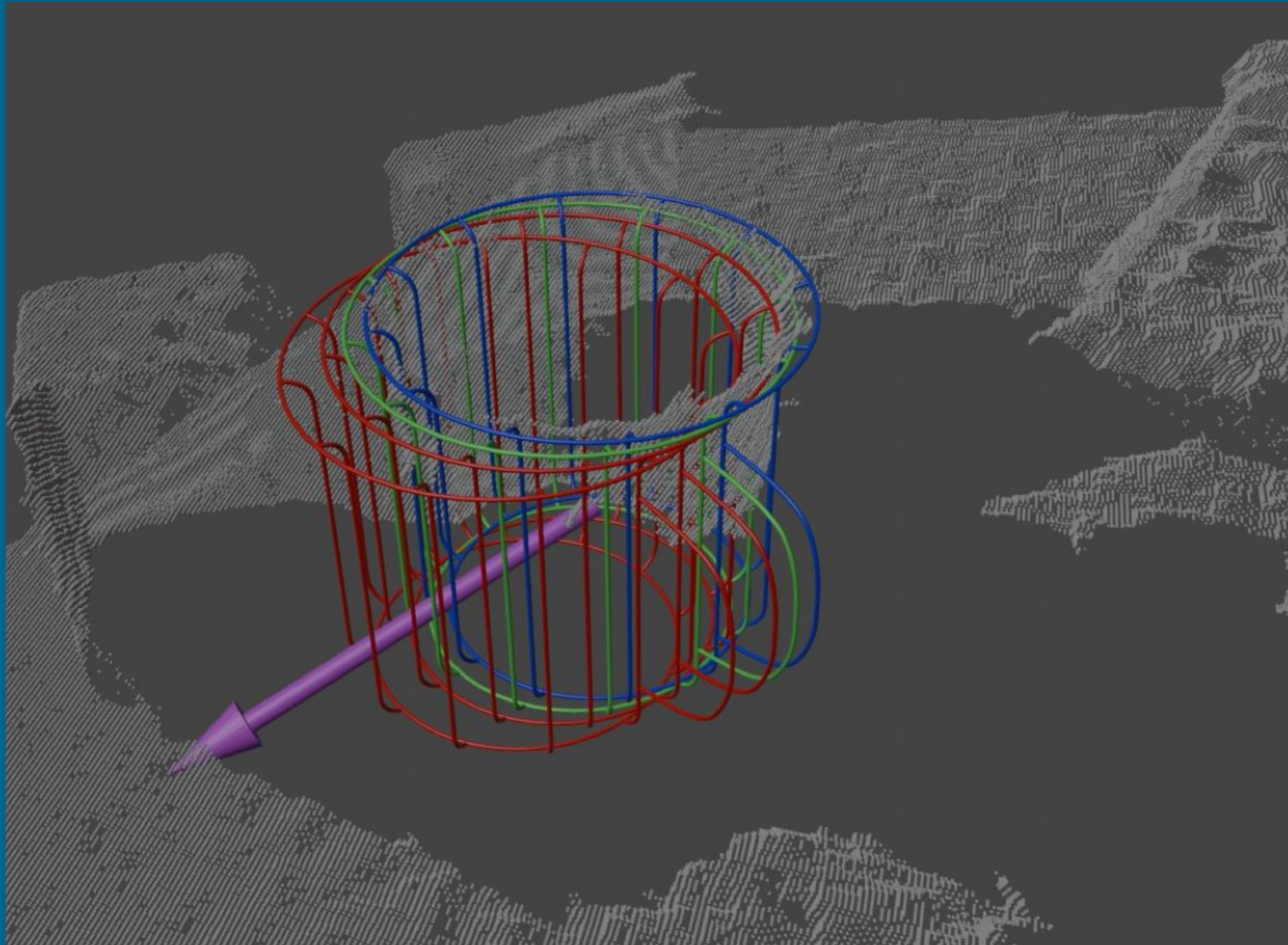
# Pose Plausibility



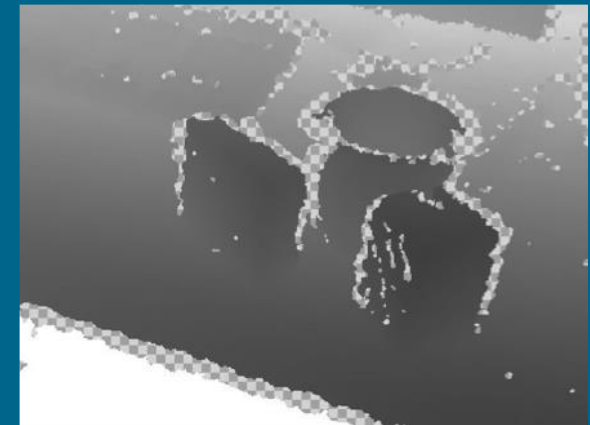
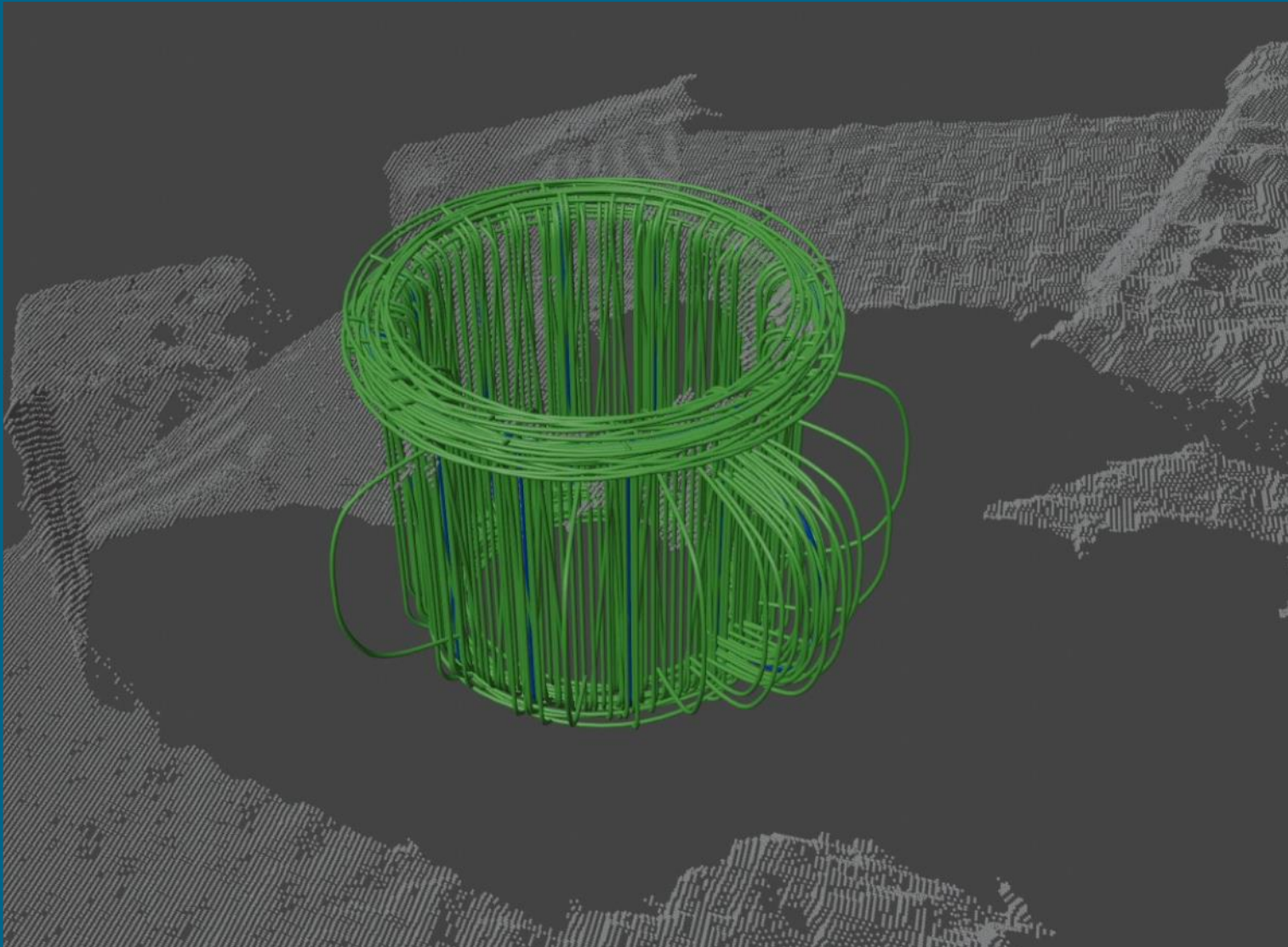
## Plausibility score:

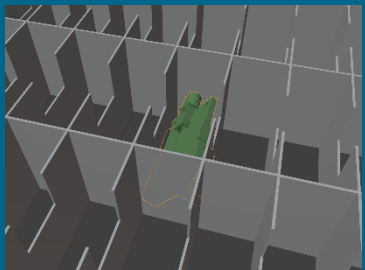
- Visual Information
- Physics
- Prior Knowledge

# Pose Plausibility

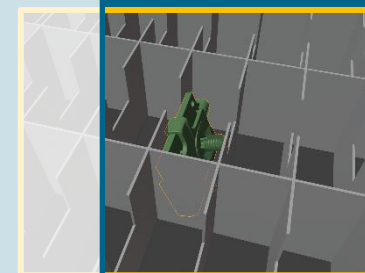
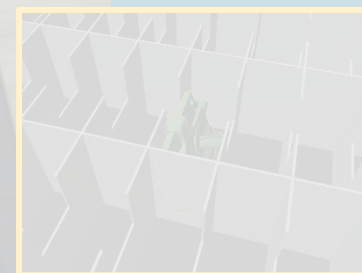
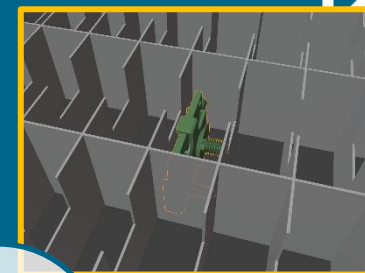
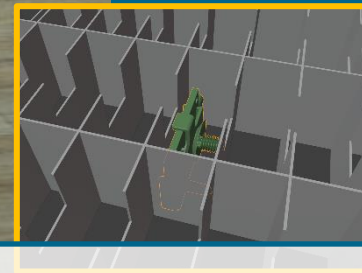


# Pose Plausibility





- Check estimated pose
- Refine pose
- Estimate other possible poses
- Estimate Poses

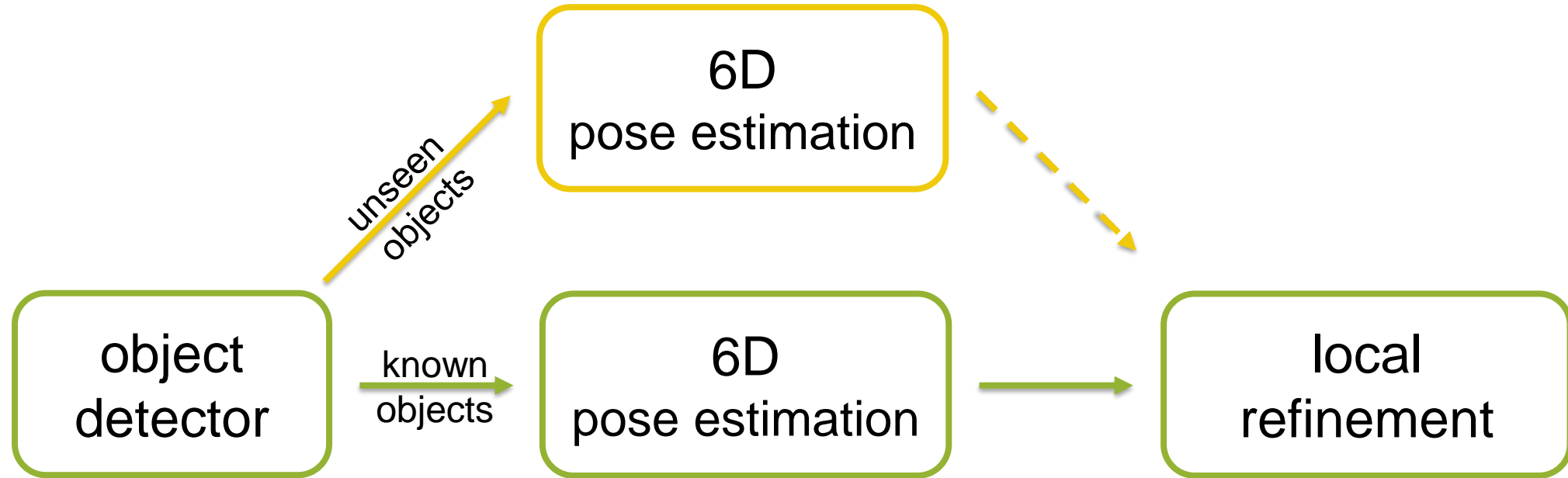
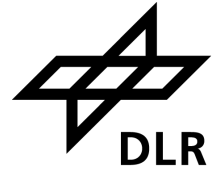


# Perception system

Object Information



Set-up Time



# Model-based Unseen Object Detection: OC-DiT



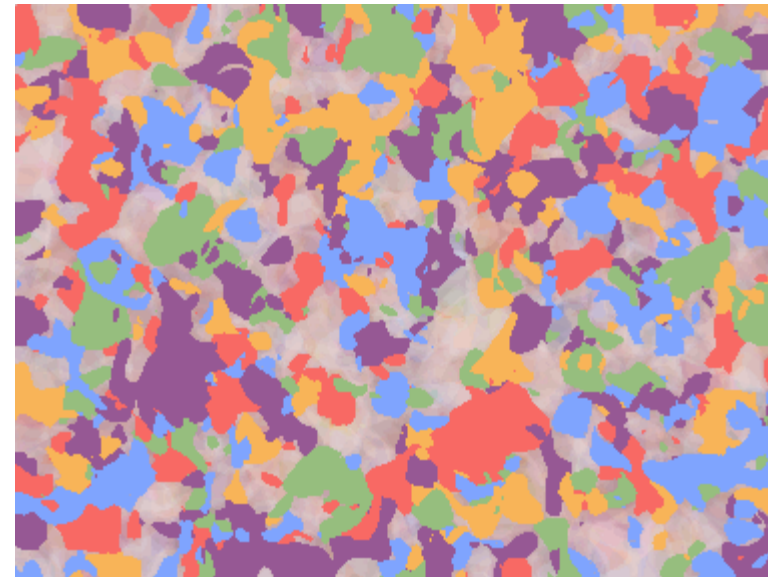
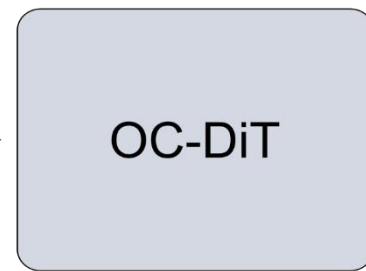
Object Conditions



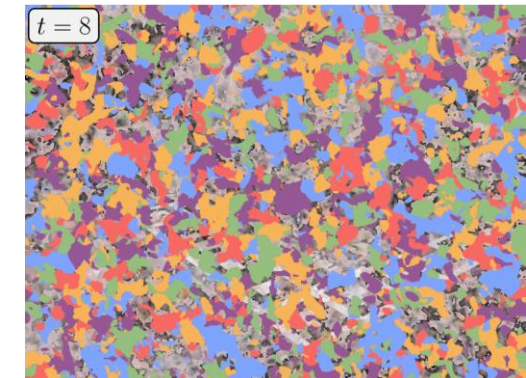
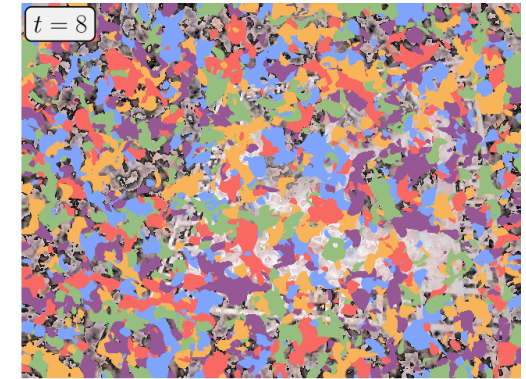
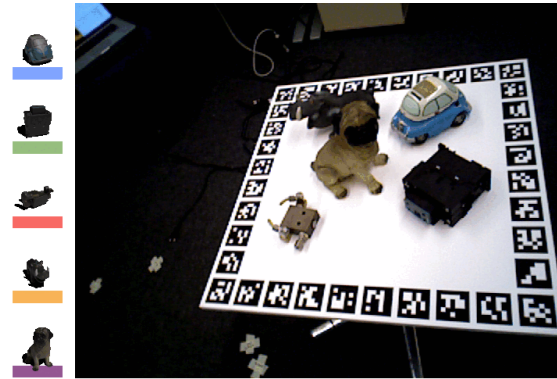
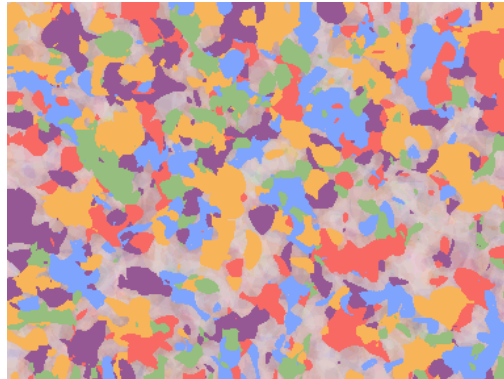
Input Image

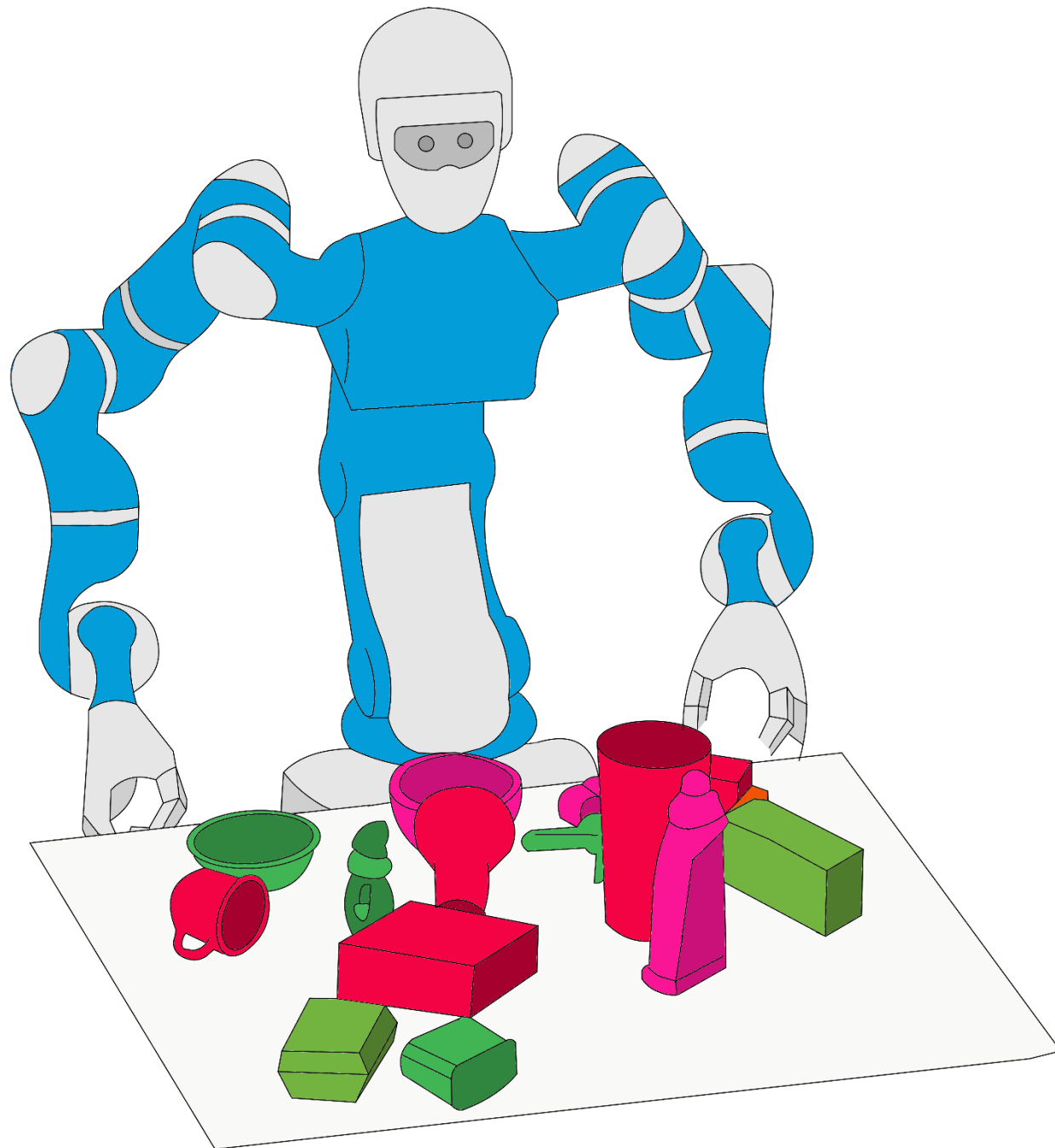
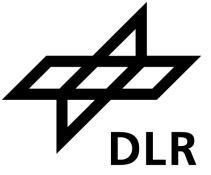


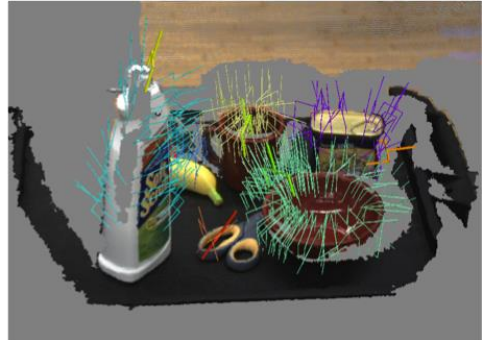
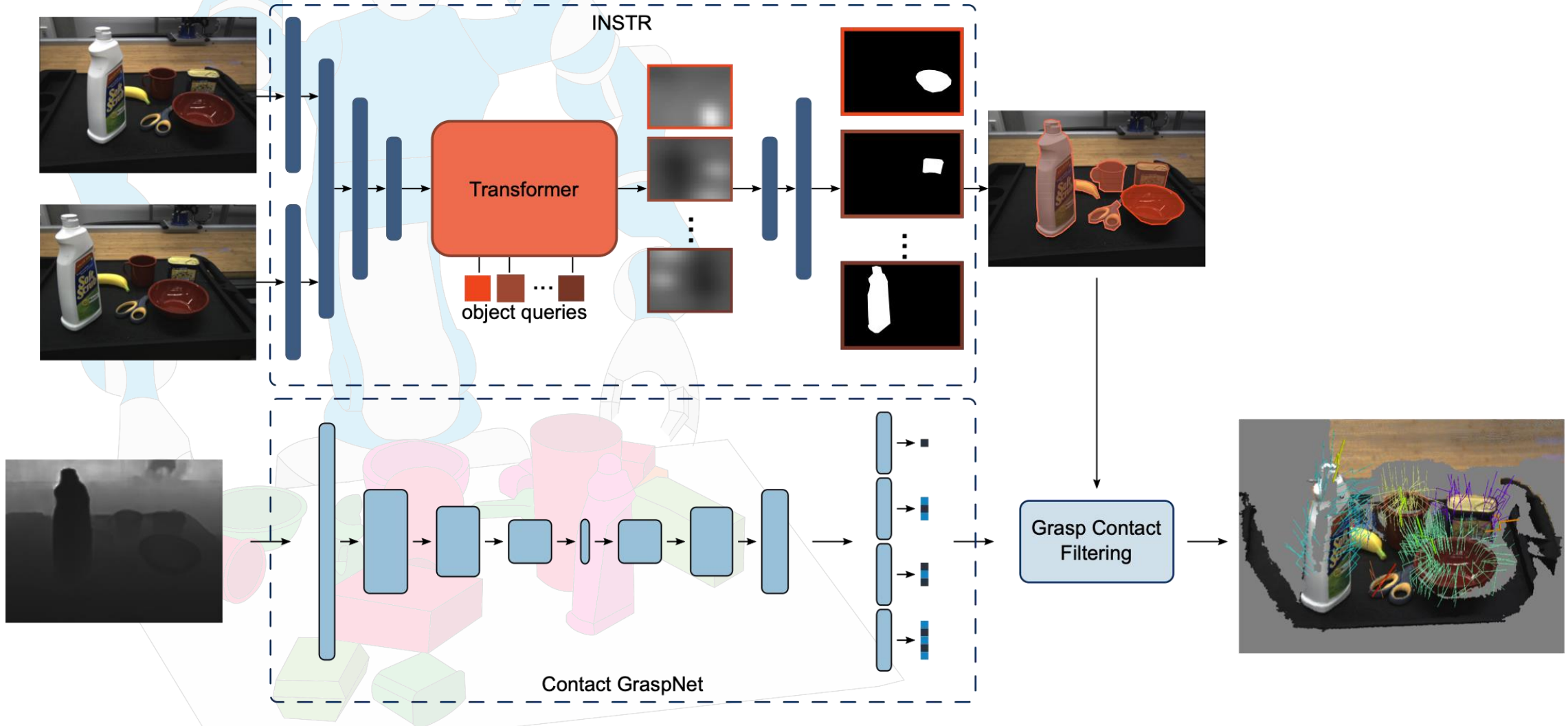
Noise



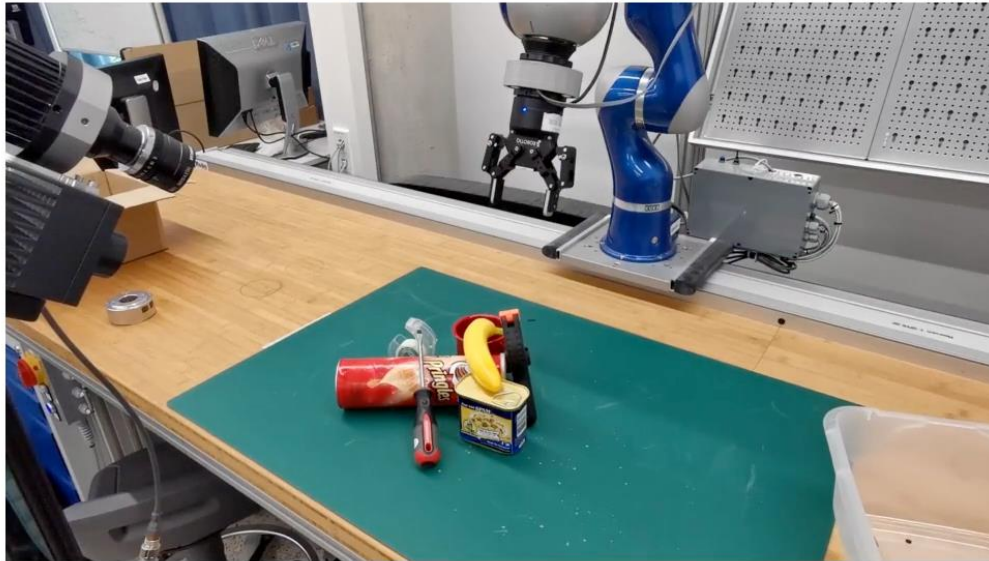
# Model-based Unseen Object Detection: OC-DiT



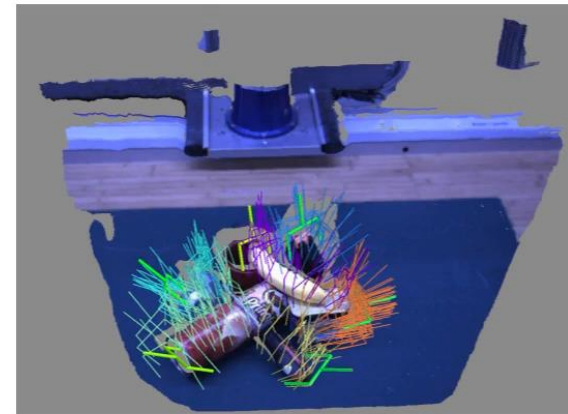




# Perception pipeline

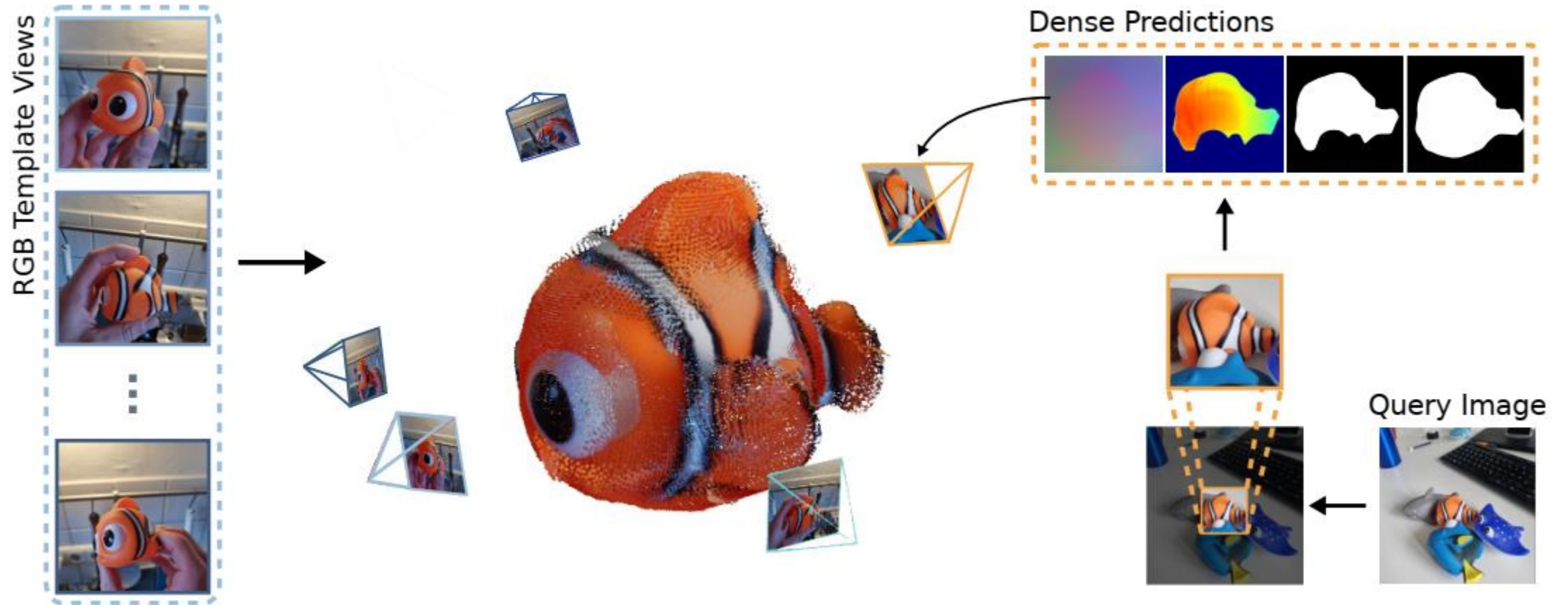
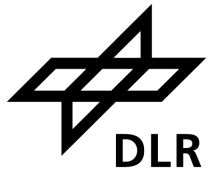


instance masks



6D grasp estimation

# Object Perception

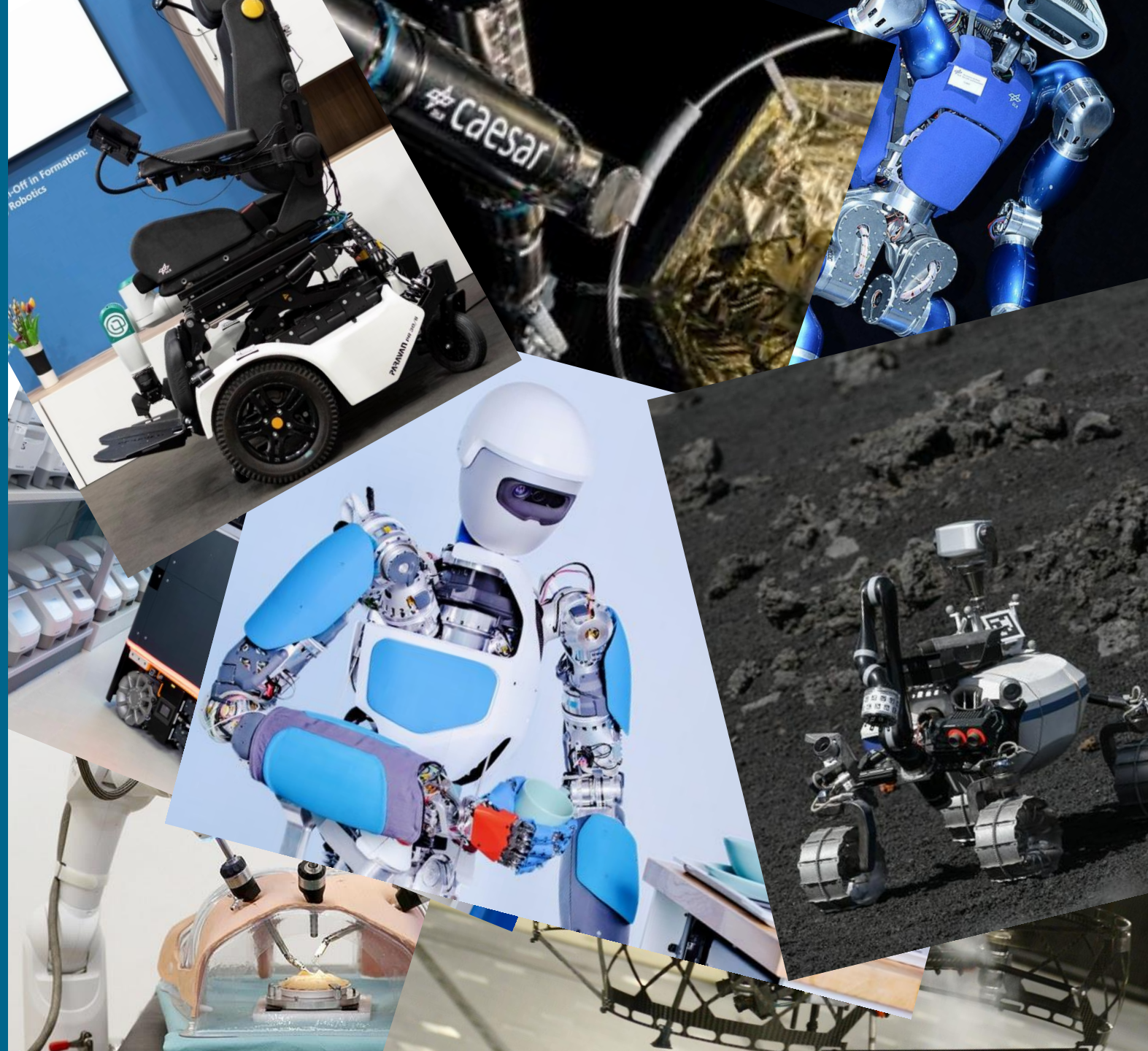


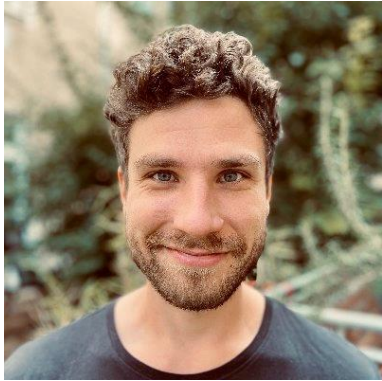
## Take Aways

- Qualitative synthetic data
- Exploit Robotic Perception
- Precision vs. Flexibility

## Outlook

- Articulated, Deformable Objects
- Category- / Semantic-Level
- Multi-Modality





Max Ulmer



Anne Reichert



Marcus Müller



David Risch



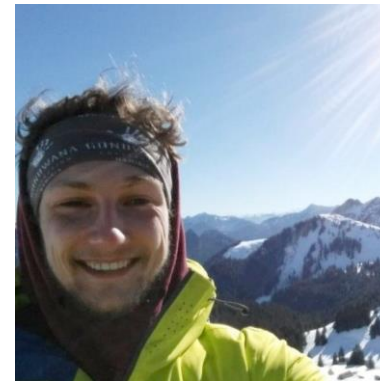
Felix Schiel



Wout Boerdijk



Leonard Klüpfel



Sebastian Jung

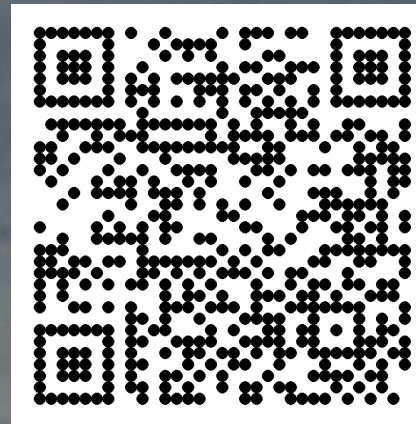


Rudolph Triebel

# Maximilian Durner

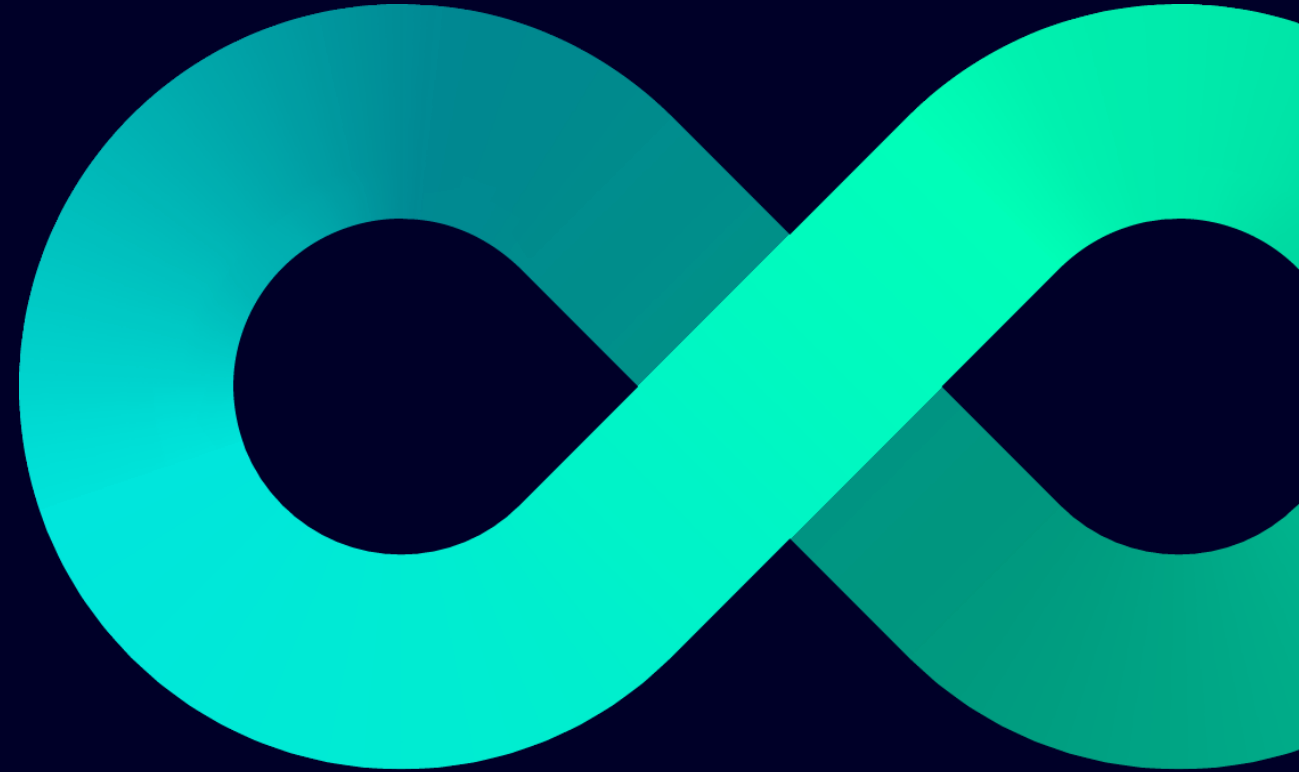
Research Group Leader  
Perception and Cognition, DLR-RMC

[maximilian.durner@dlr.de](mailto:maximilian.durner@dlr.de)



# Industrial-Grade Bin Picking: Real- World Deployments

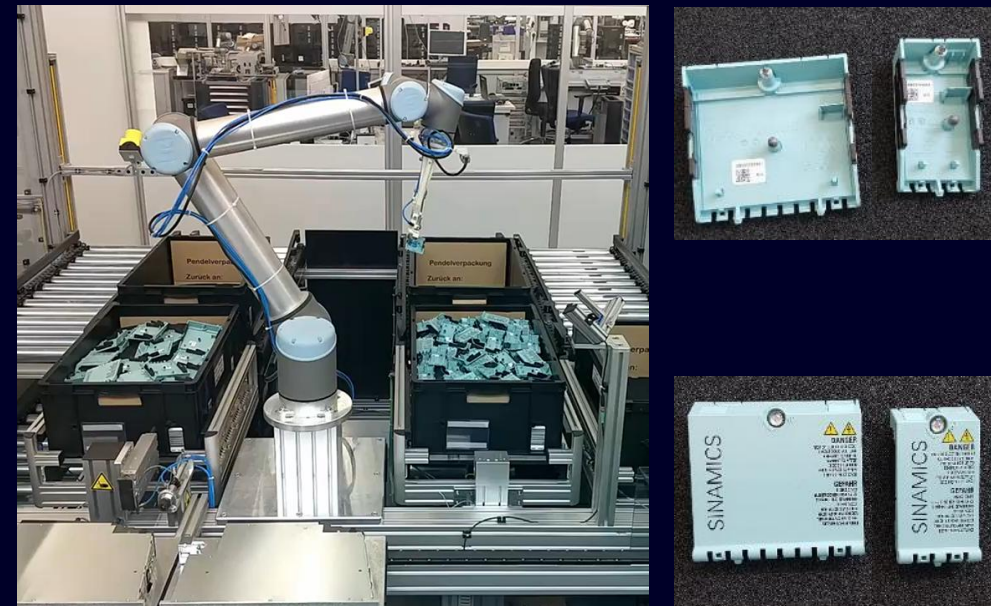
Dr.-Ing. Nicolas Alt



# Introduction



From **manual work** or **hardware-defined** part feeding...



... to **software-defined, flexible** and **cost efficient** automation

# Bin Picking - Dimensions of classification

## Object model

Unknown ↔ Known

## Sensor

2D camera ↔ 3D / depth

## Ingoing placement

Structured ↔ Random

## Outgoing pose

Undefined ↔ Defined

## Object surface

Diffuse ↔ Reflective / transparent

## Object appearance

Textured ↔ Textureless, few edges

## Lighting

Controlled ↔ Uncontrolled



# Bin Picking for known objects - Evolution

- Evolution of pose estimation methods
- “Classical” approaches:  
Limitations (lighting, object types, etc.) lead to disappointed customers

## Feature-based ("Classical")

- e.g. PPF, SIFT (2D), 2D template matching
- Match observation to model

## AI-based, per object

- End-to-end pose estimation
- Train per object

## AI-based, generic

- No re-training for new object
- Foundation models

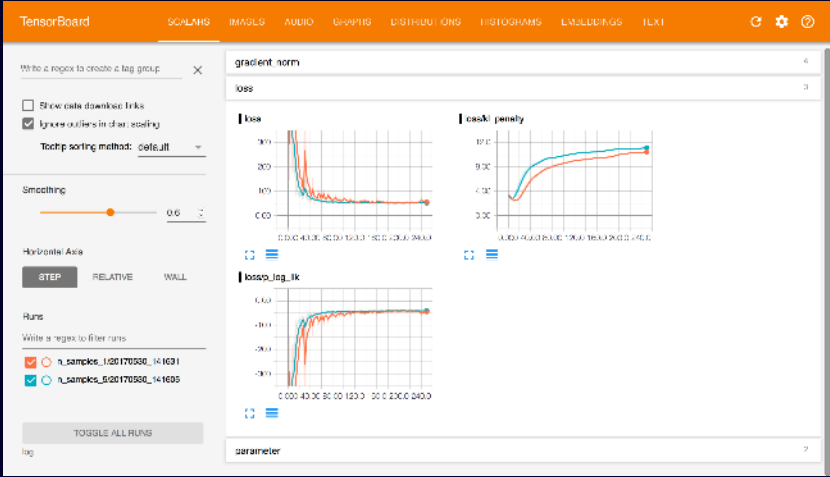
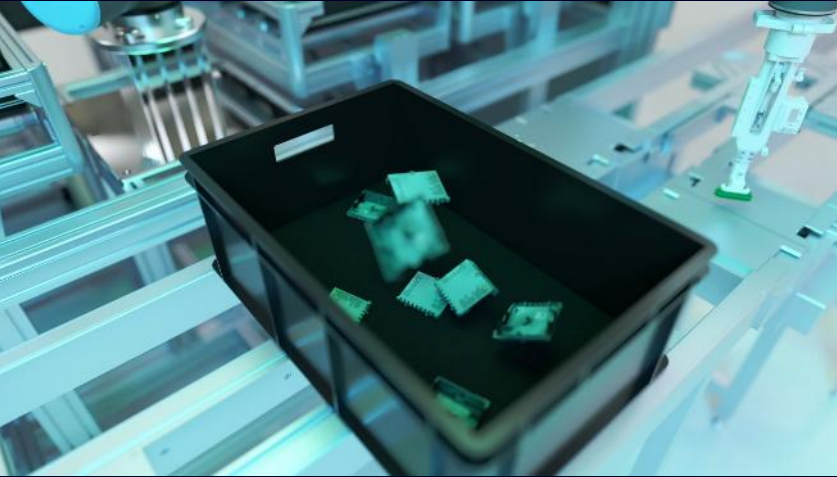
## Future: General robotic models?

- VLAs and beyond
- End-to-end robotics task
- No more category “bin picking”?

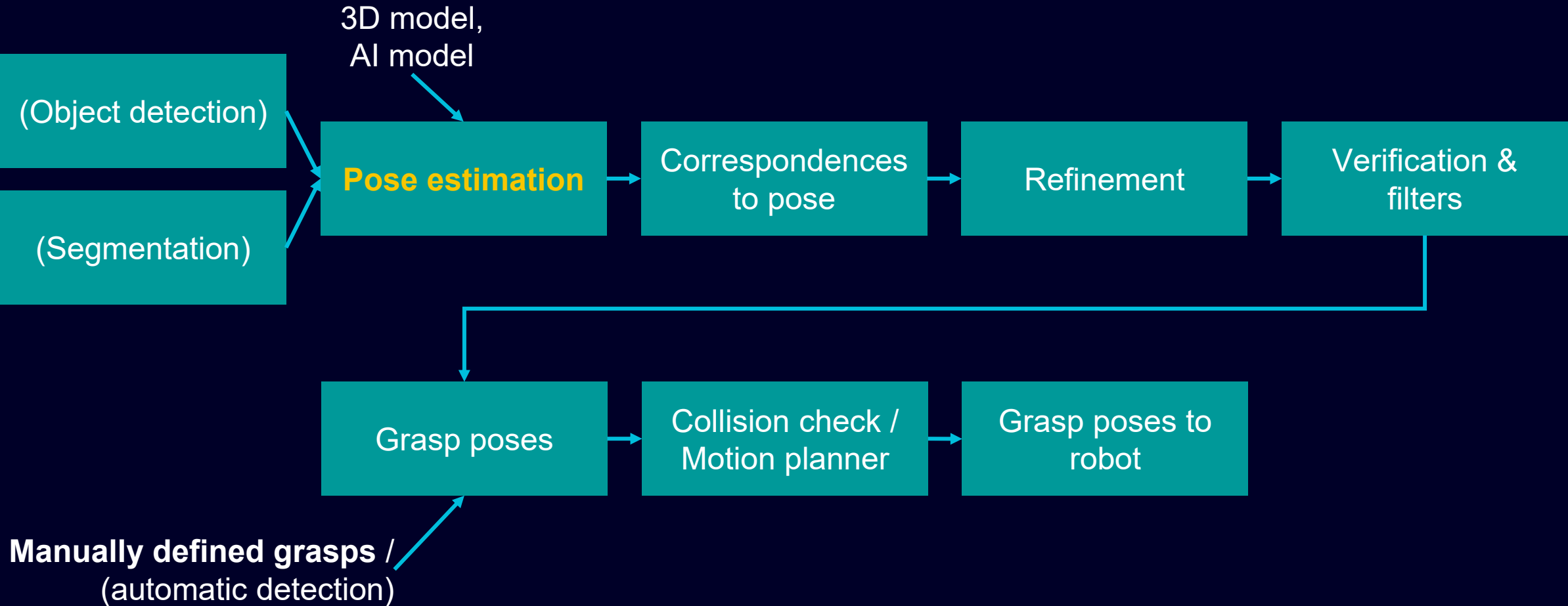
# Pipeline: Synthetic-only training



- Physical simulation of characteristic scenes
- Generation of images
- Ground truth for training
- Training for 6D pose estimation
- Using RGB & Depth
- Cloud / On premise



# Pipeline: Inference (example)





ckung

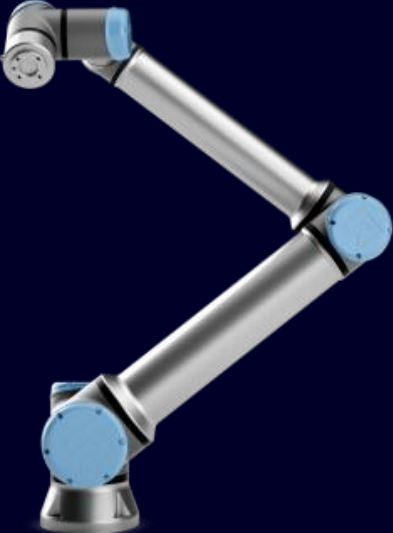
pendelverpackung  
rück an:

# Components

Depth Camera



Robot arm



IPC



Gripper

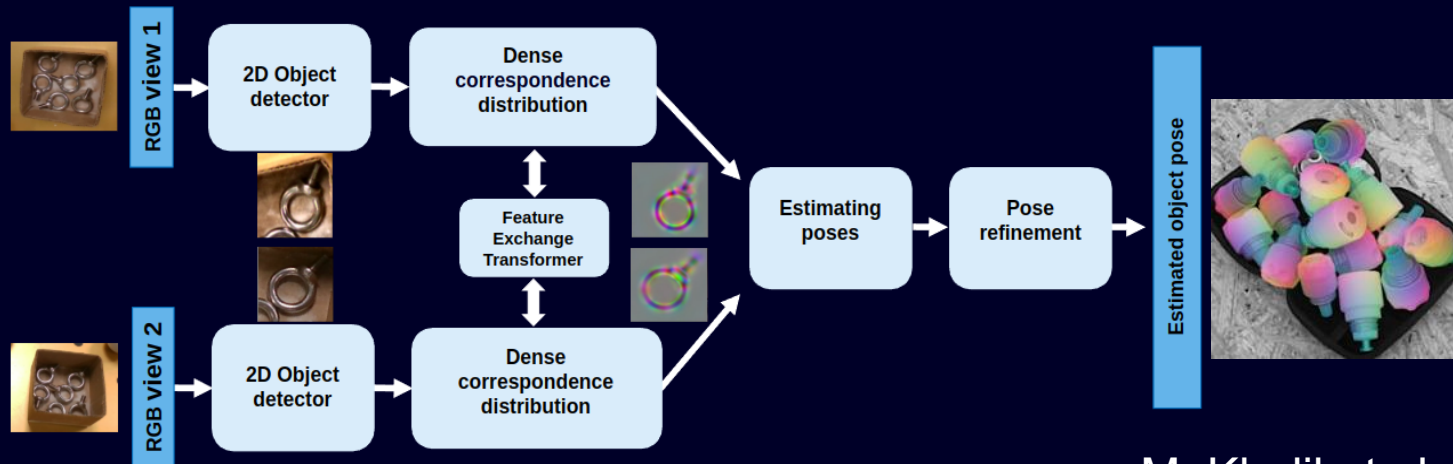


PLC



# Multiview Surfemb Pose Estimator

- Feature Exchange Transformer (FET)
- Early multi-view fusion
- Improved accuracy in challenging bin-picking scenes
- Achieves state-of-the-art performance, tested on the ROBI dataset using only RGB input



M. Khalil et al.,  
ICRA 2025

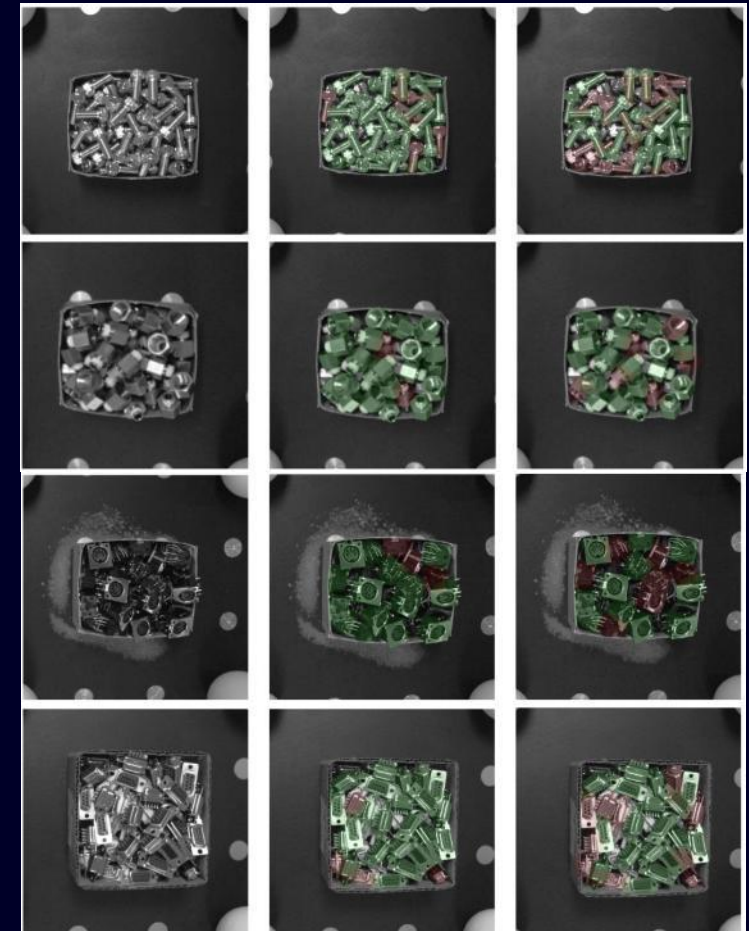


Image Ours Baseline  
*Correct poses (green) vs incorrect (red)  
under 5°/2 mm thresholds.*

# Results on ROBI dataset

| Camera                    | No.Views    | Method               | Detections    | Modality    | Zigzag      | Screw       | Gear        | Eye Bolt    | Tube Fitting | DIN         | D-SUB       |
|---------------------------|-------------|----------------------|---------------|-------------|-------------|-------------|-------------|-------------|--------------|-------------|-------------|
| Realsense<br>(1280 × 720) | 4           | MV-Optimization [17] | YOLO [28]     | RGB         | 78.6        | 67.1        | 75.0        | 79.4        | 77.9         | -           | -           |
|                           |             | CosyPose [13]        | MaskRCNN [29] | RGBD        | 71.4        | 62.9        | 77.8        | 58.8        | 64.7         | -           | -           |
|                           |             | <b>Ours</b>          | YOLO [28]     | RGB         | <b>91.3</b> | <b>94.3</b> | <b>100</b>  | <b>92.7</b> | <b>98.2</b>  | <b>93.4</b> | <b>80.5</b> |
|                           |             | EpiSurfEmb [1]       | GT            | RGB         | 89.7        | 93.4        | 99.8        | 81.8        | 95.0         | 96.6        | <b>86.9</b> |
|                           | <b>Ours</b> | GT                   | RGB           | <b>93.6</b> | <b>99.1</b> | <b>100</b>  | <b>99.1</b> | <b>99.3</b> | <b>97.8</b>  | 84.4        |             |
|                           | 8           | MV-Optimization [17] | YOLO [28]     | RGB         | 89.3        | 81.4        | 86.1        | 91.1        | 85.2         | -           | -           |
| CosyPose [13]             |             | MaskRCNN [29]        | RGBD          | 78.6        | 84.3        | 83.3        | 91.1        | 76.5        | -            | -           |             |
| Ensenso<br>(1280 × 1024)  | 4           | MV-Optimization [17] | YOLO [28]     | RGB         | 82.7        | 64.9        | 81.5        | 78.4        | 86.1         | -           | -           |
|                           |             | CosyPose [13]        | MaskRCNN [29] | RGBD        | 75.8        | 66.1        | 83.9        | 77.0        | 80.8         | -           | -           |
|                           |             | <b>Ours</b>          | YOLO [28]     | RGB         | <b>98.0</b> | <b>97.1</b> | <b>99.7</b> | <b>98.3</b> | <b>97.4</b>  | <b>92.2</b> | <b>81.2</b> |
|                           |             | EpiSurfEmb [1]       | GT            | RGB         | 98.0        | 94.7        | 99.7        | 97.3        | 93.9         | 94.8        | <b>86.4</b> |
|                           | <b>Ours</b> | GT                   | RGB           | <b>98.7</b> | <b>99.7</b> | <b>100</b>  | <b>99.0</b> | <b>99.3</b> | <b>96.8</b>  | 84.1        |             |
|                           | 8           | MV-Optimization [17] | YOLO [28]     | RGB         | 94.8        | 67.8        | 86.4        | 83.8        | 88.7         | -           | -           |
|                           |             | CosyPose [13]        | MaskRCNN [29] | RGBD        | 89.7        | 75.3        | 85.2        | 87.8        | 86.7         | -           | -           |
|                           |             | MV-Keypoints [15]    | MaskRCNN [29] | RGBD        | 98.5        | 96.2        | 86.0        | 96.8        | 87.0         | 70.7        | 31.3        |
| <b>Ours</b>               |             | YOLO [28]            | RGB           | <b>98.8</b> | <b>98.5</b> | <b>99.8</b> | <b>99.0</b> | <b>98.1</b> | <b>95.0</b>  | <b>82.8</b> |             |

TABLE I  
ADD(-S) OBJECT RECALL (< 10% OF OBJECT DIAMETER)



# Contact

Published by Siemens AG

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ERF 2026 – Workshop #54: 3D Perception as a Key Enabler for AI-Based Robotics

## Shiny, reflective, thin – approaches and challenges for 3D perception in sheet metal

Ralph Lange, Head of Robotics at TRUMPF Machine Tools



# TRUMPF Machine Tools

## Portfolio Overview



### Machines for laser cutting



### Punching and punch laser processing



### Machines for bending



### Machines for laser welding



### Machines for tube processing

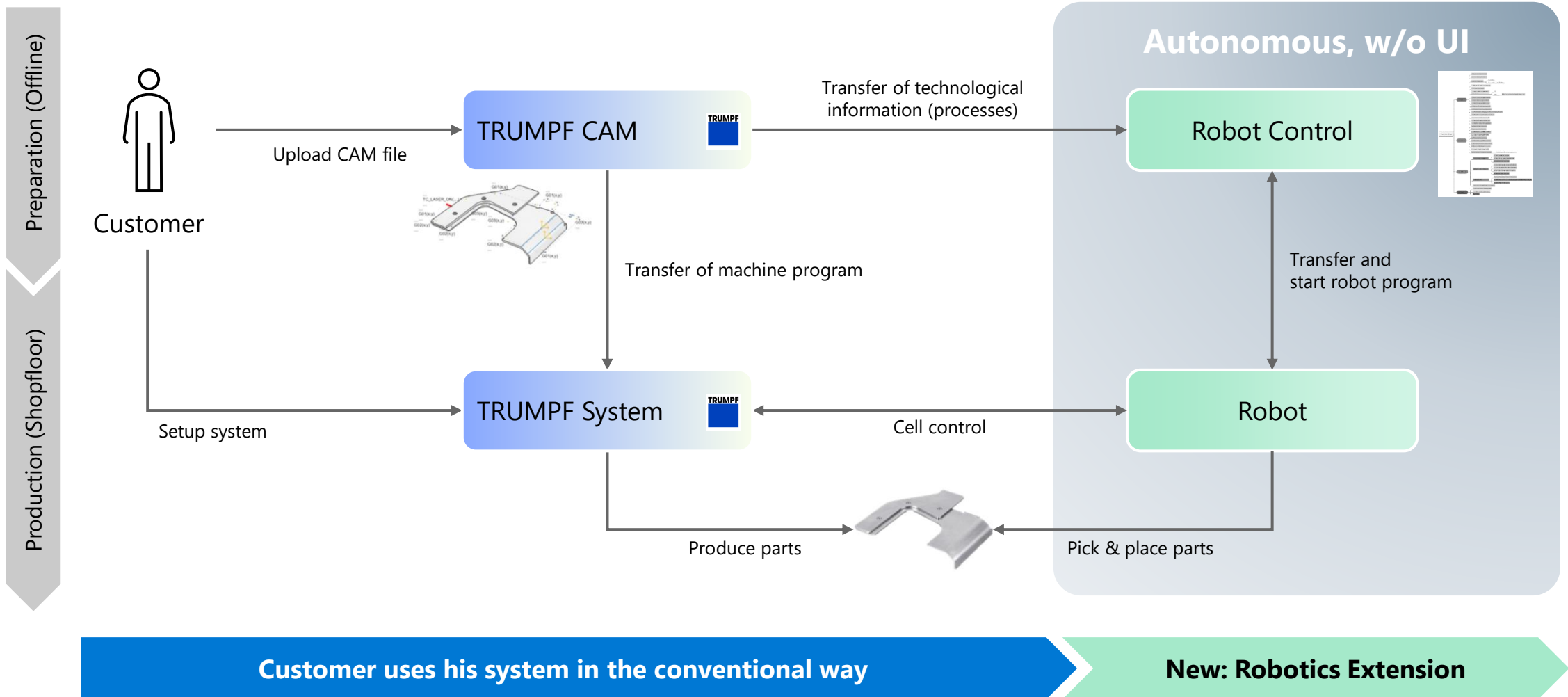


### Solutions for a networked production



# Autonomous, AI-based Robotics as Enabler for Automation at SMEs

## High-level approach



**TRUMPF**



## SortMaster Station and SortMaster Vision

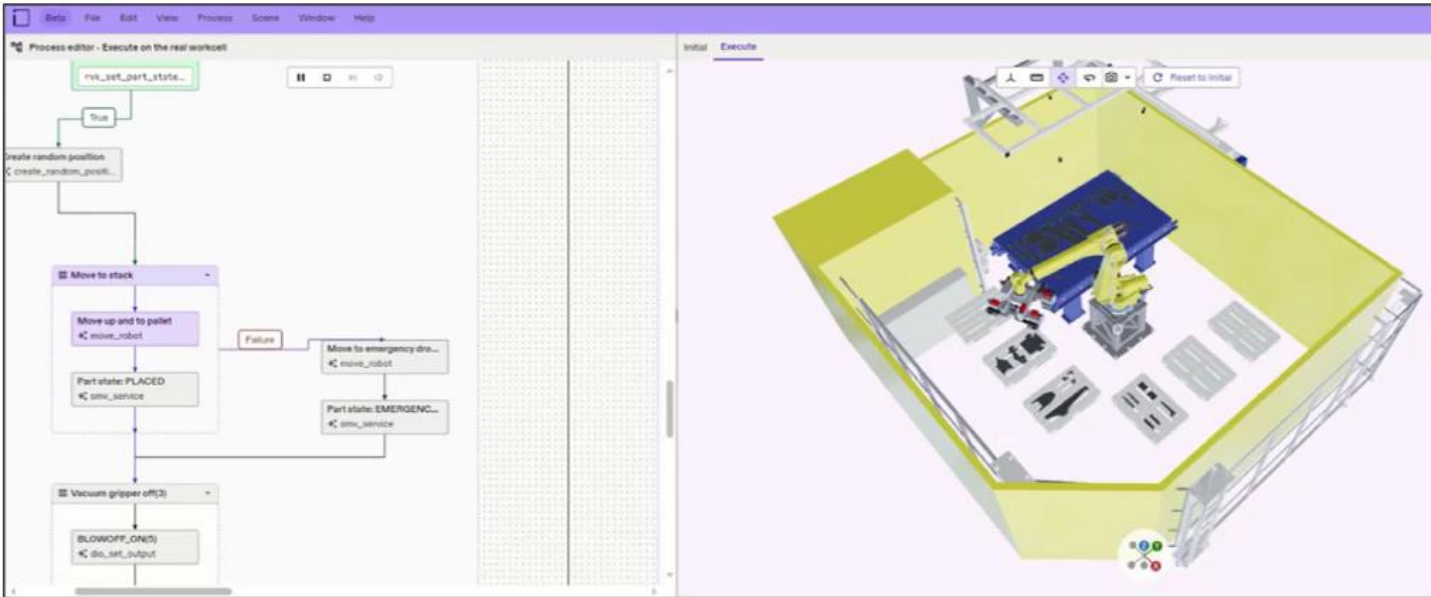
Reliable separation,  
autonomous sorting!



[https://www.trumpf.com/en\\_INT/products/machines-systems/automation/separating-and-sorting/sorting/](https://www.trumpf.com/en_INT/products/machines-systems/automation/separating-and-sorting/sorting/)

# SortMaster Vision

Consistent use of digital twin with Intrinsic Flowstate



**“Skill”-based:** Organize the complexity of robotic actions into reusable SW modules

**Dynamic motion planning:** Real-time motion planning and collision avoidance w/o any adaptations

**Transferable:** Implement own skills and the know-how into the robot process

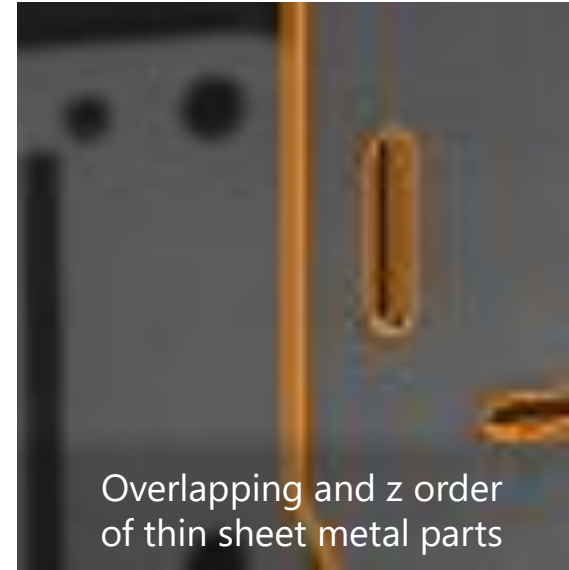
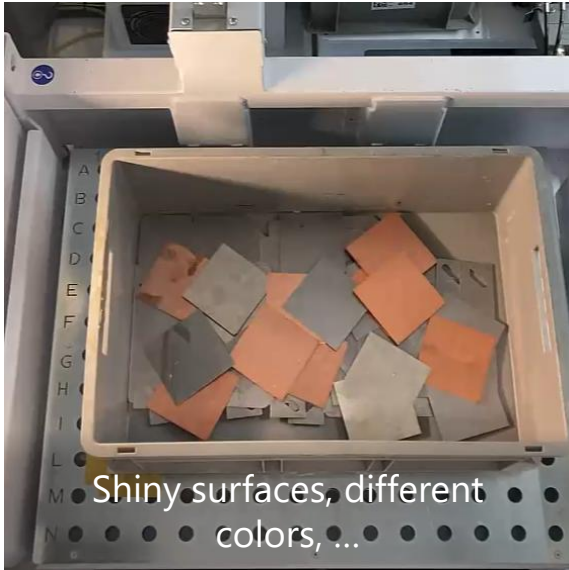
**Robot-agnostic control:** Intuitive control, independent of the robot OEM

**Digital Twin:** Test and visualize the mission in simulation, in advance before deployment

**Perception:** Latest AI vision technology based on foundation models to detect and identify parts

# Challenge 1: Robust Perception in Sheet Metal

... at affordable cost



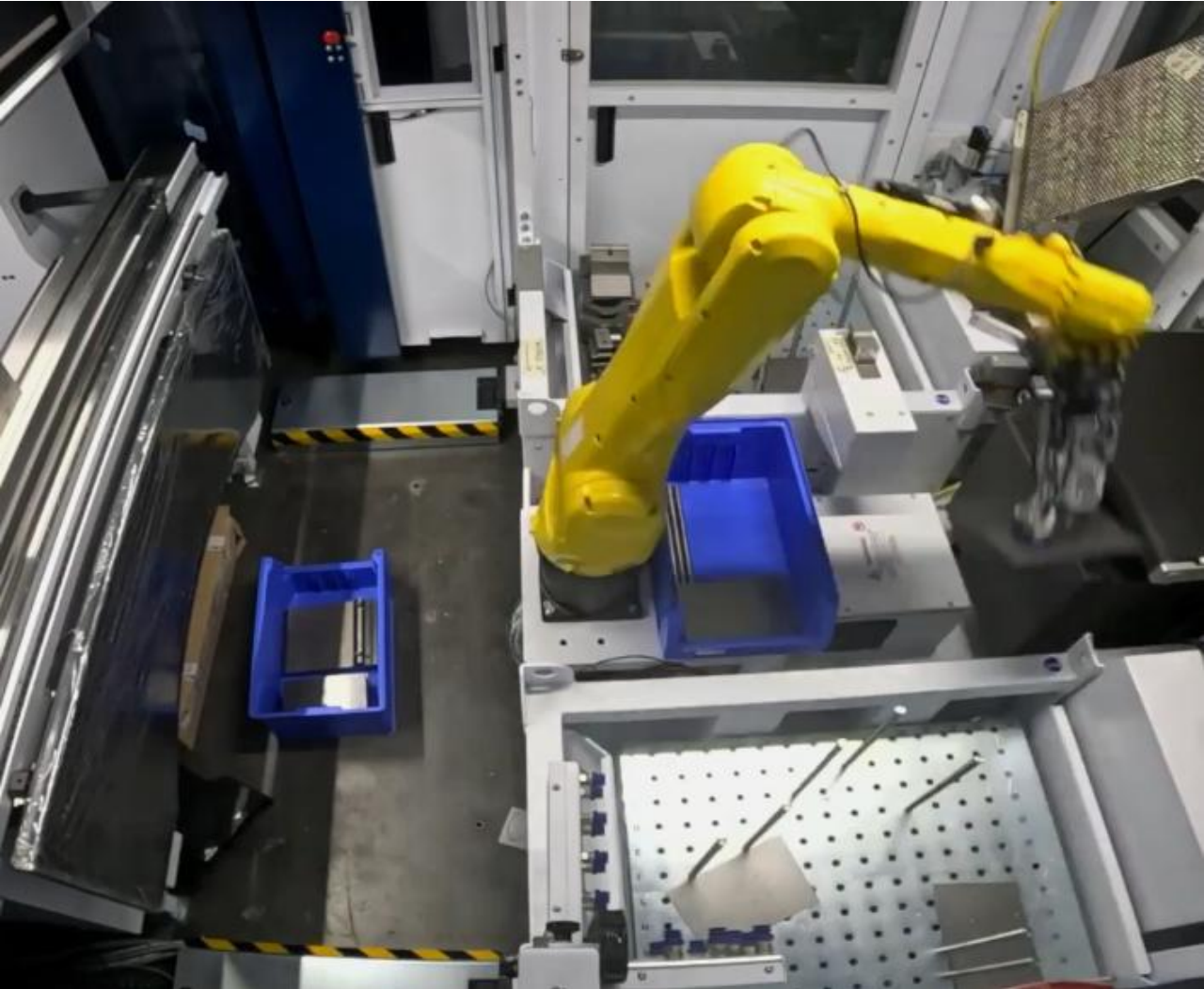
➔ Very good progress on perception in sheet metal with our partner Intrinsic

Open issues:

- How to reduce size and computational complexity of models?
- Combine different aspects (identification, pose estimation, overlapping, slug piece detection) into one model or better keep them separated (maybe with shared backbone)?
- How to handle incremental updates in scene efficiently?

# Challenge 2: Holistic Scene Understanding

Key for long-term autonomous operation



- Detecting unusual situations (= contingencies)
- Input for decision making about recovery procedures

Problems:

- Interior of cells may be customized
  - ... even between batches or orders
- Little reference data available
- Decisions must be explainable

Idea: Include operators in maintenance of the digital twin!

**Ralph Lange**

TW500

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[www.trumpf.com](http://www.trumpf.com)

# The data space: Introduction to a new way of sharing and using data collectively

# Data Sharing

# Data Sharing – Cross-Company And Cross-Industry

- Data sharing involves transferring data to other companies or receiving data from them in order to cultivate and use it jointly.
- The greatest potential of data can be realised when combining different sources.
- However, in this day and age, it is virtually impossible for a single actor to have all the data required for comprehensive analyses at their disposal.

58 %

Benefits of data  
transfer unclear

47 %

Benefits of data  
reception unclear

61 %

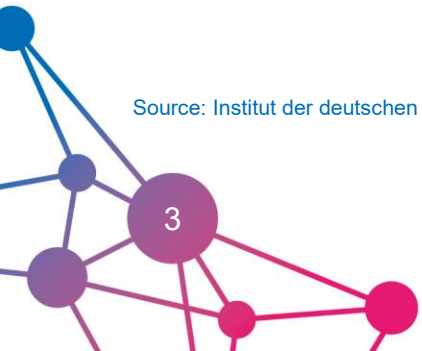
Risk is greater  
than the benefit

74 %

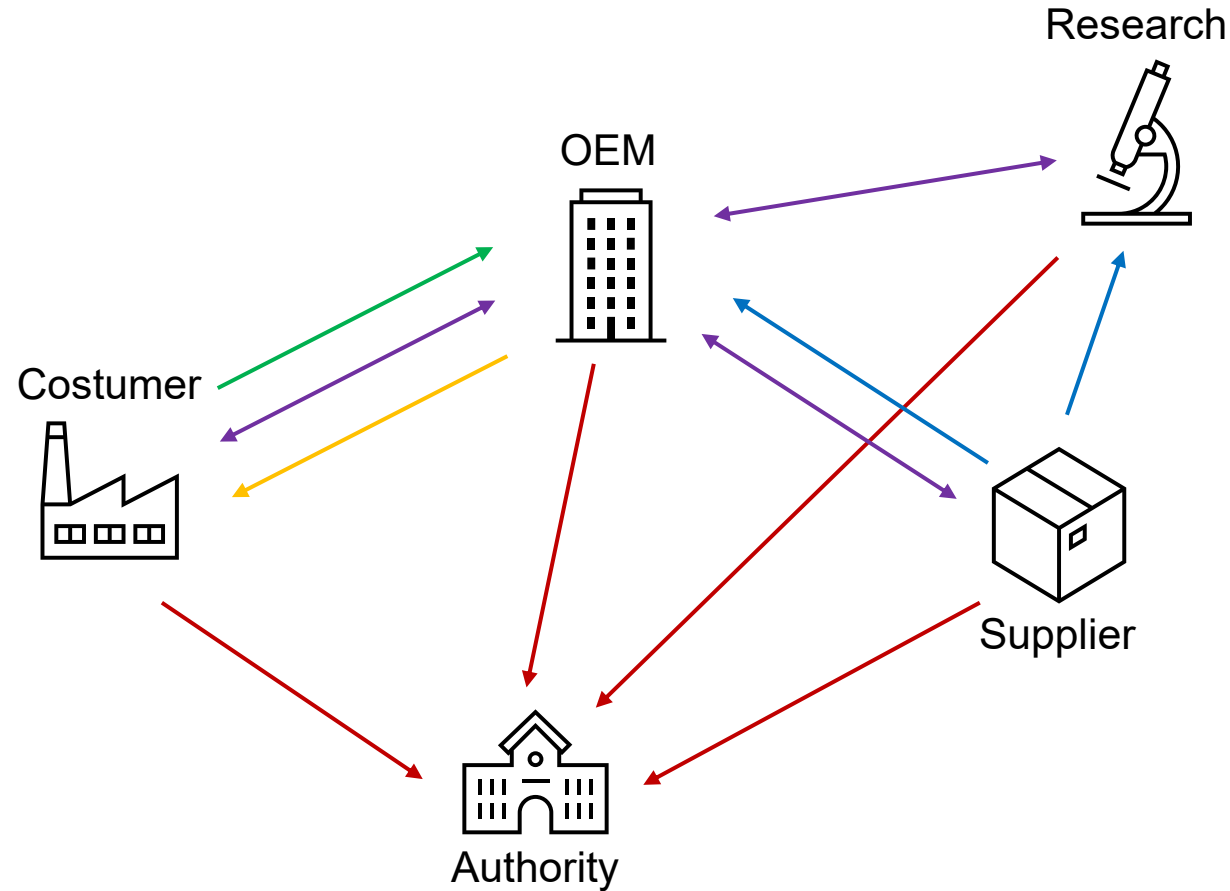
All data  
available

N=1051, companies from industry and industry-related service providers in Germany 2023

Source: Institut der deutschen Wirtschaft, Fraunhofer-Institut für Software- und Systemtechnik ISST



# Data Sharing – Which Data to Share?



- Product data
- Production data
- Customer usage data
- Supplier data
- Research and development data
- Financial and regulatory data

↑ Most shared  
**58 %**  
Financial data

↑ Least shared  
**33 %**  
Research and development data

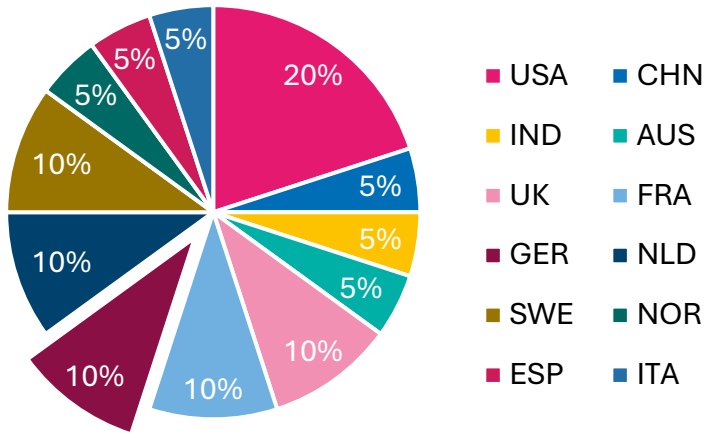
Source: Institut der deutschen Wirtschaft



# Data Sharing – Business Benefits

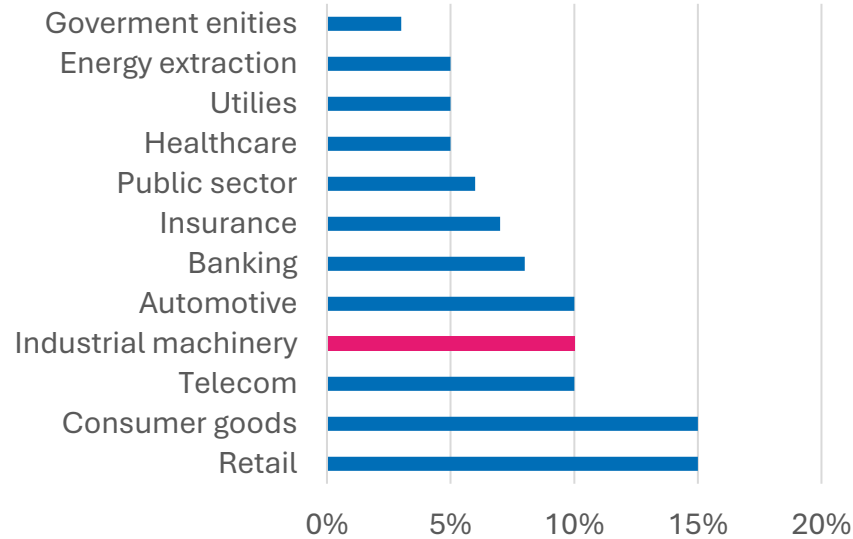
Investigated Countries

N=750



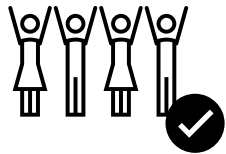
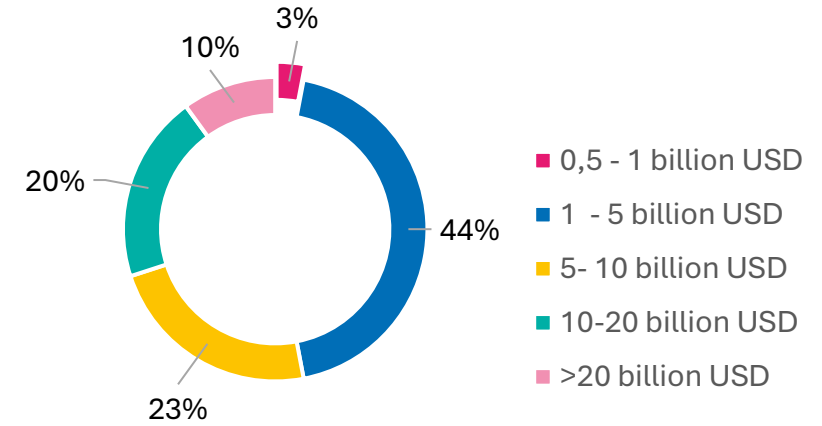
Investigated Sectors

N=750



Global revenue/budgets

N=750



+15 %\*

Customer satisfaction



+14 %\*

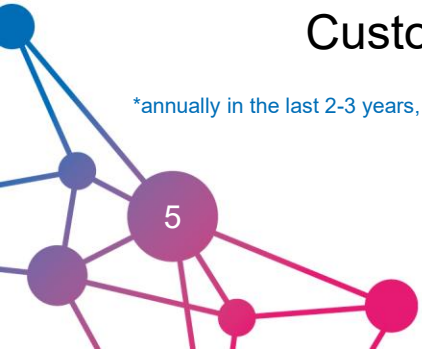
Productivity/efficiency



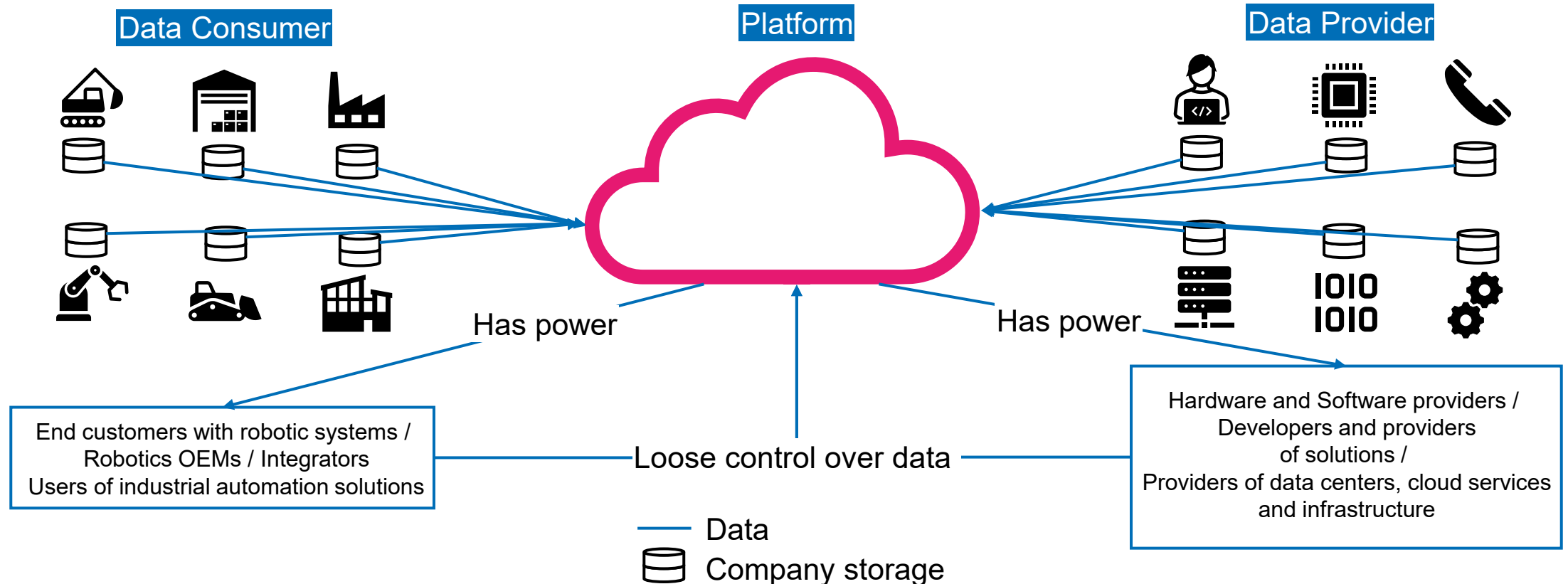
-11 %\*

Costs

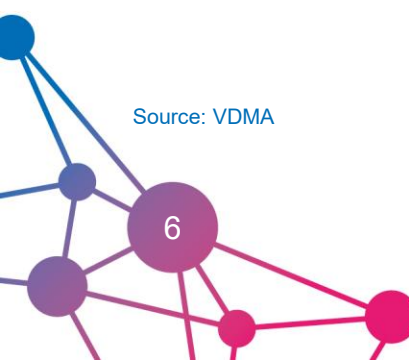
\*annually in the last 2-3 years, Source: Capgemini 2021



# Data Sharing – Data platforms promise integration but deliver silos, dependencies and monopolization



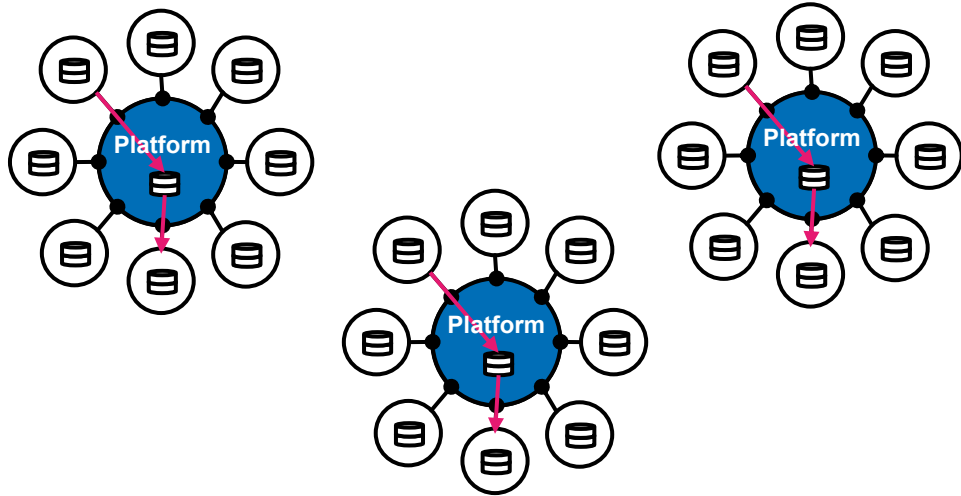
Source: VDMA



# Data Spaces And Digital Ecosystems

# Data Spaces And Digital Ecosystems – Improving Digital Collaboration

Platform or manufacturer orientated



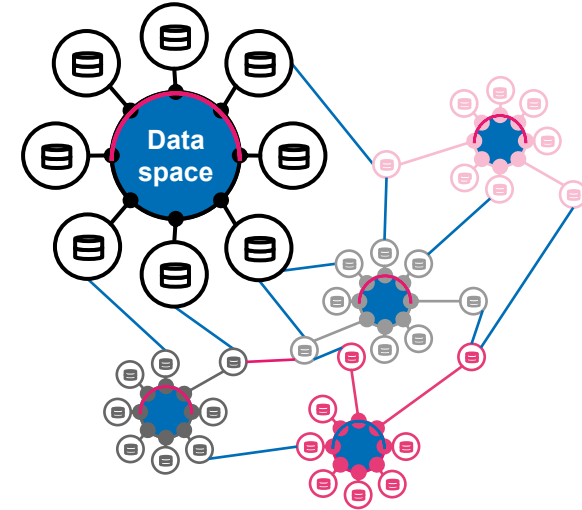
Central architecture

Central data storage

Silos, Lock-In, no trust, monopolies

VS.

User orientated or interoperable



Decentral and federated structure

No central data storage , control

Interoperability, sovereignty, trust

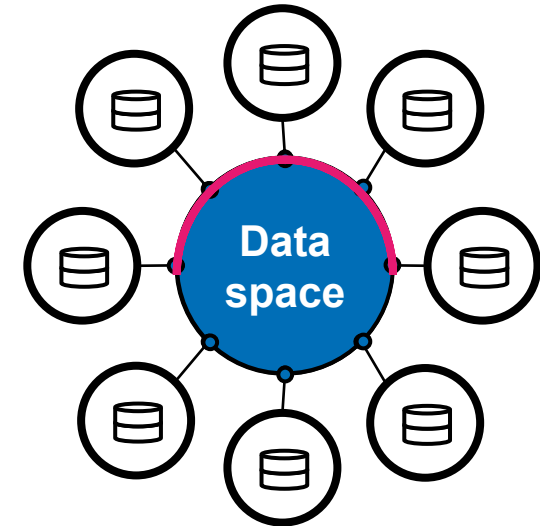
Source: VDMA

# Data Spaces And Digital Ecosystems – Scalable peer-to-peer connections

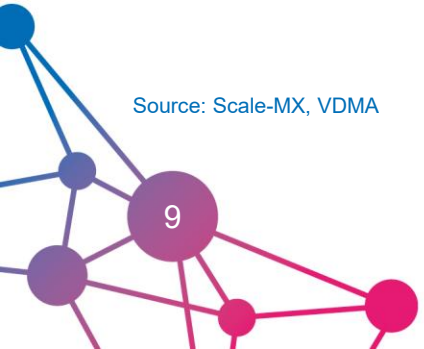
A **data space** is a **trusted framework** in which **cross-industry and cross-company information** can be exchanged **automatically** and **sovereignly** in order to increase **efficiency** and **enable new value creation**.

A **clean interface** between companies through:

- 👉 Decentralisation
- 👉 Interoperability
- 👉 Market access for all companies
- 👉 Data sovereignty
- 👉 Shared infrastructure



Source: Scale-MX, VDMA

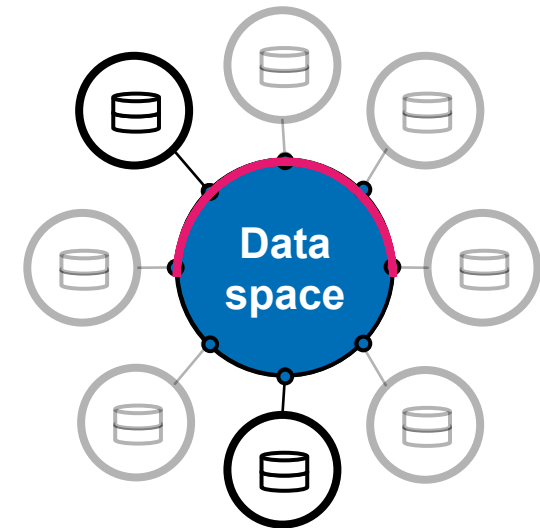


# Data Spaces And Digital Ecosystems – Scalable peer-to-peer connections

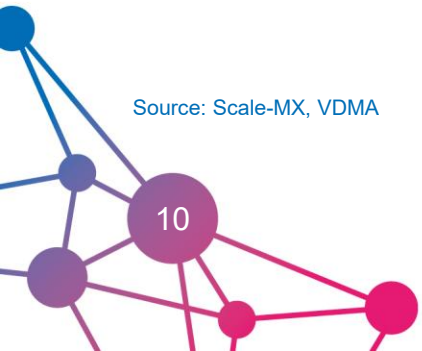
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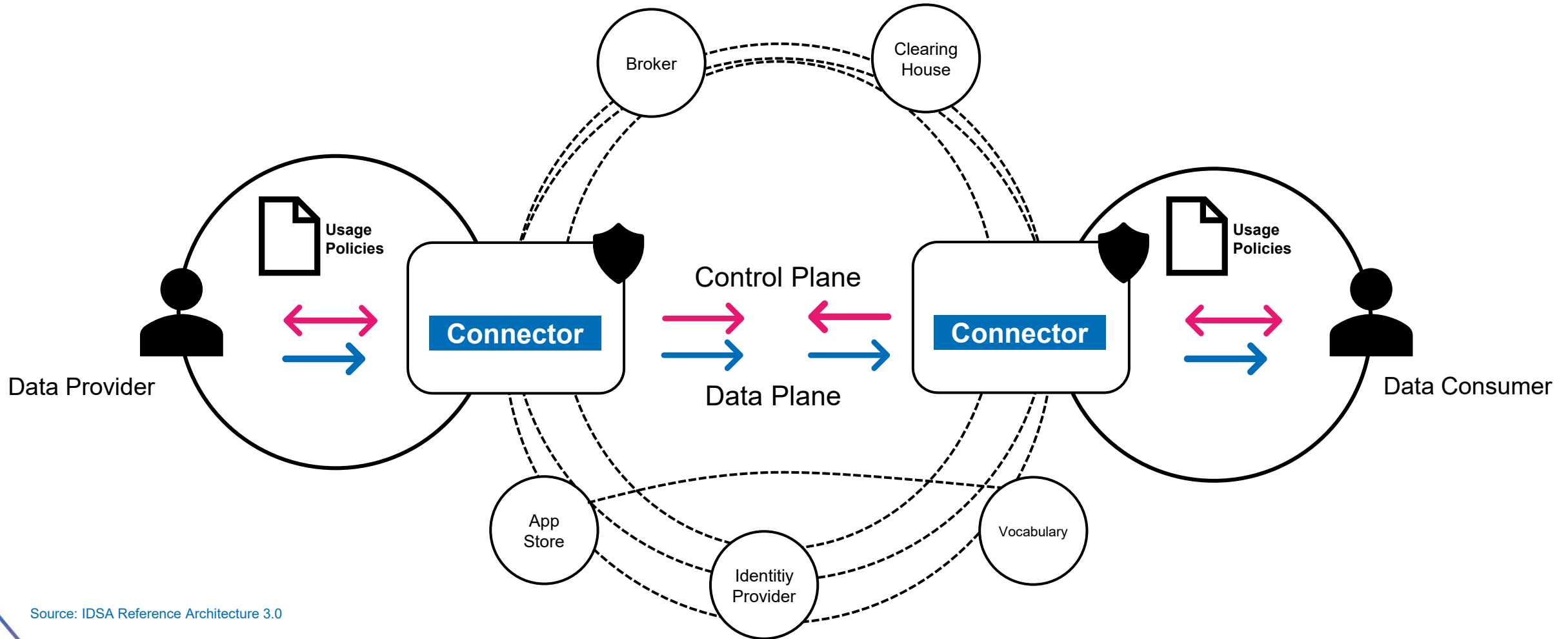
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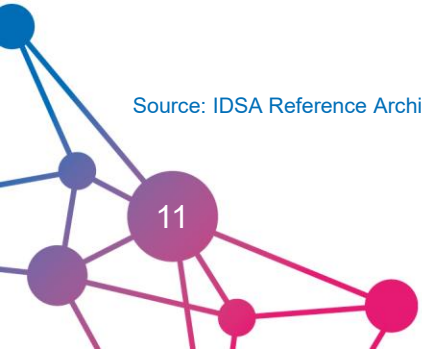
Source: Scale-MX, VDMA



# Data Spaces And Digital Ecosystems – Architecture



Source: IDSA Reference Architecture 3.0



# roboception



## AI-based Perception of Seen and Unseen Objects

Dr. Michael Suppa

# roboception

Robots Need 3D Vision  
WHY IMPLEMENT ROBOT VISION?



Today's robotic systems cannot handle unorganized items.



Many existing processes are labor-intensive.



Some tasks are impossible to automate.



Pre-organization and standardization need (down)time, space, money.

## Three Major Trends in Robotics

**#1**

**GOOD DATA  
INSTEAD OF  
BIG DATA**

- Generation of detection templates based on CAD data
- Simulations create realistic training data using model-knowledge

**IMPLEMENTATION  
WITH MINIMUM  
EFFORT**

**#2**

**PLUG-AND-  
PRODUCE**

- Integrators and end users can add modules on the same platform
- Smart sensors enable distribution of computing resources

**SCALABLE  
MACHINE  
LEARNING  
PLATFORM**

**#3**

**EASE-OF-USE**

- AI reduces parameterization effort for the user
- Web interfaces with wizards enable non-expert use

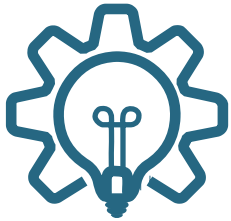
**EASE-OF-USE FOR  
VISION-NEWBIES**

# roboception

---

Challenge: Automation of Complex Tasks  
REQUIRES CONSIDERATION OF VARIATIONS

## Environment



Lighting conditions  
Perspective

## Objects



Material varies from  
shiny and transparent  
to translucent and black  
Different sizes and distances

## Application

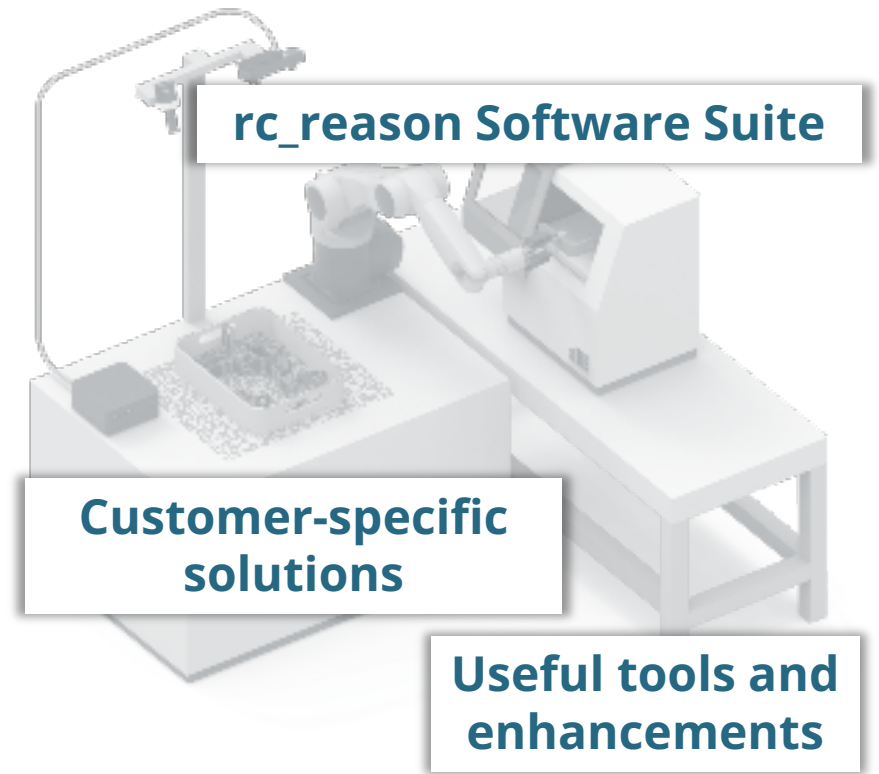
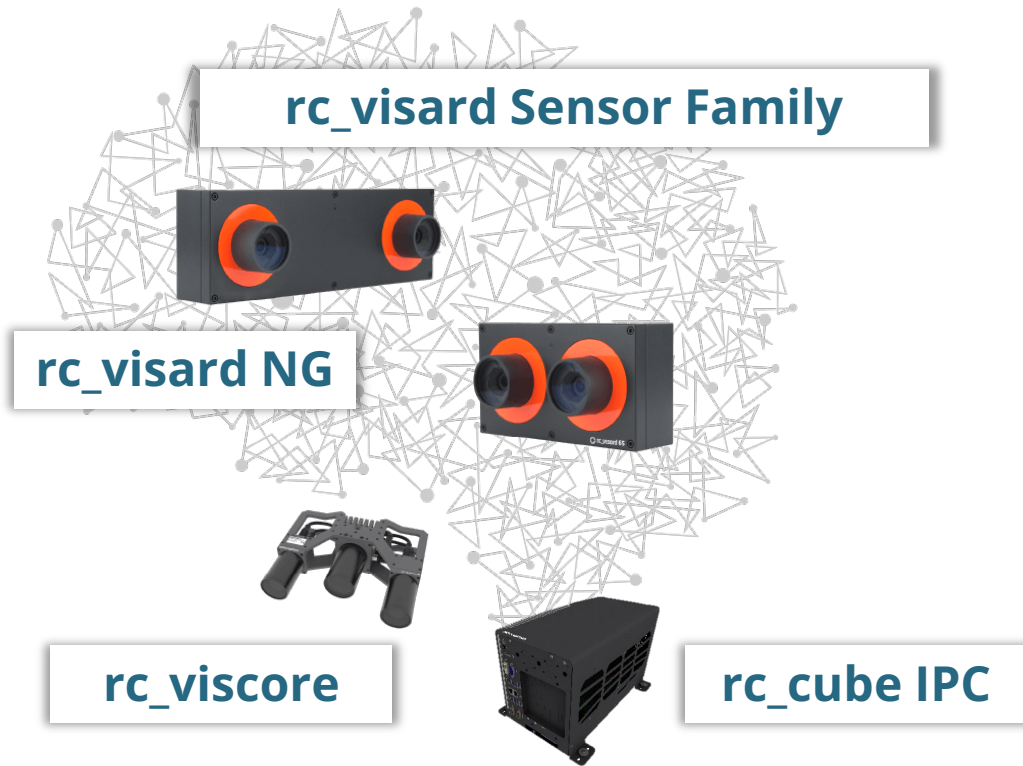


Parameterization requires  
expertise  
Test & implementation time  
>97% availability  
(successful picks)

Data must cover all variations: Hard (impossible) to achieve with real data/ human input.

#### 3D Stereo Vision for Your Robot

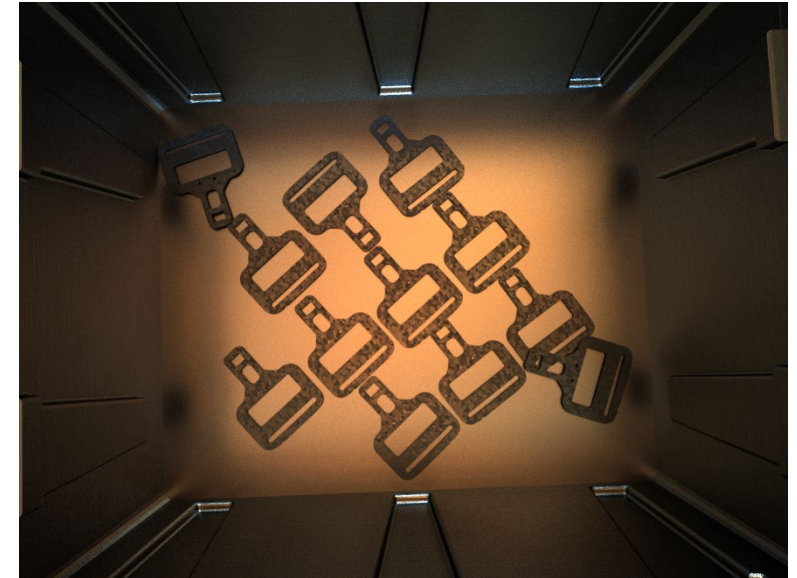
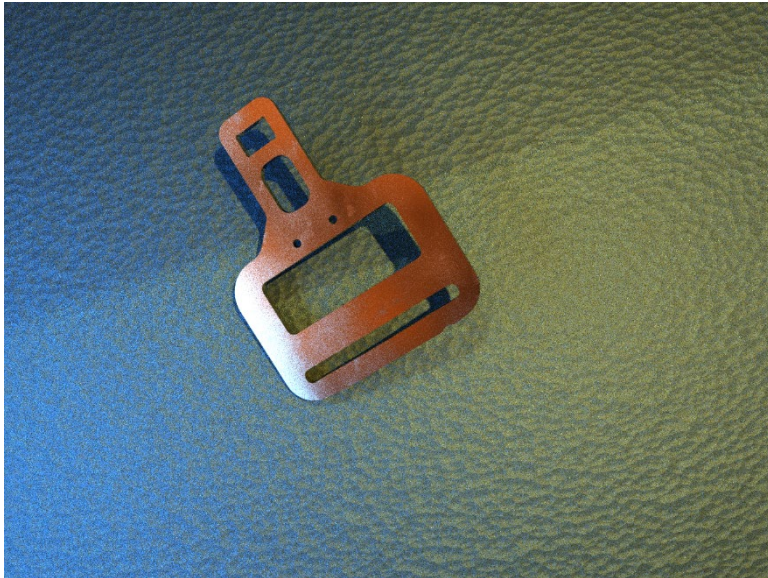
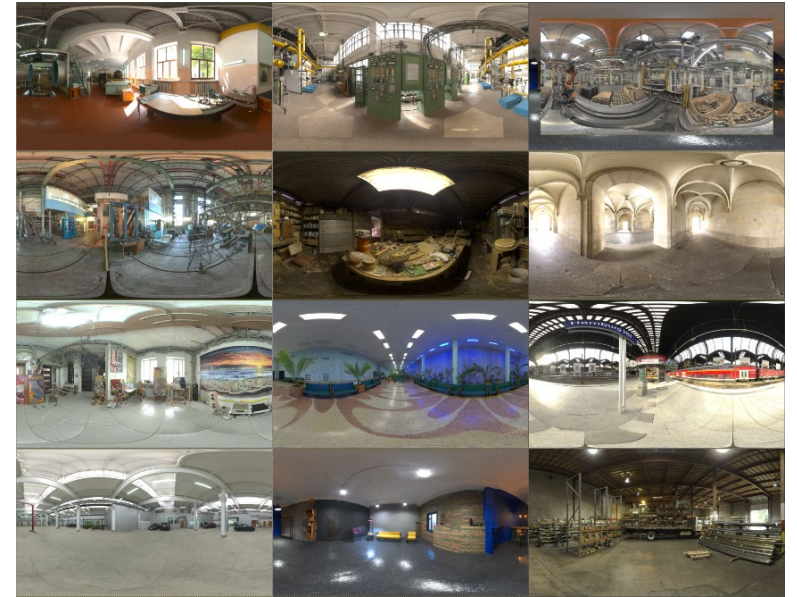
#### Advanced AppliedAI Software



# roboception

## AI-Based Detection of Known Items TRAINING WITH SYNTHETIC DATA

- Training data from a photorealistic simulation environment
- Material library, lighting simulation, CAD-models
- Support for various applications and parts
- Automated creation of templates as a cloud service



# roboception

## The Magic AI Ingredient: Synthetic Data



# roboception

## AI-based Detection of Unseen Items TRAINING WITH SYNTHETIC DATA

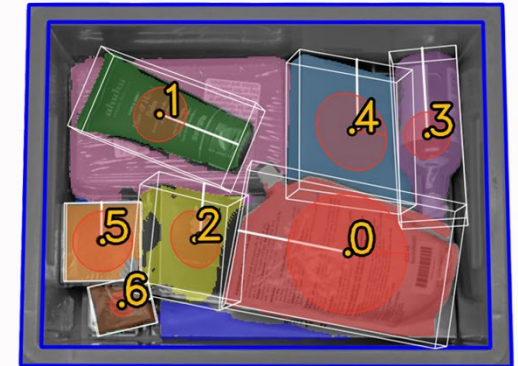
- Training data from a photorealistic simulation environment
- Material, texture, lighting simulation
- Neural network per object category trained on dataset and refined with synthetic data
- Object categories allow for data and quality control



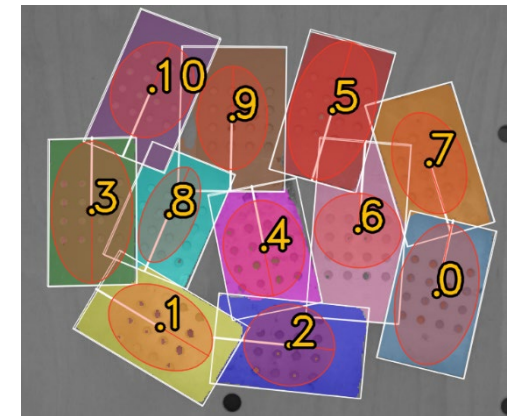
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rc\_reason ItemPickAI  
OBJECT CATEGORIES

- Neural networks enable robust segmentation to ensure the grasp point is centered and the object's orientation is determined for proper placement
- Training is based on object categories with large image datasets
- Currently supported categories:
  - **Bag:** various volumes and fill levels
  - **Consumer Goods:** Wide range of packaged everyday items
  - **Sheet Metal:** flat metal parts of various shapes and surface qualities
- Additional categories coming soon



*Object Category: Consumer Goods*

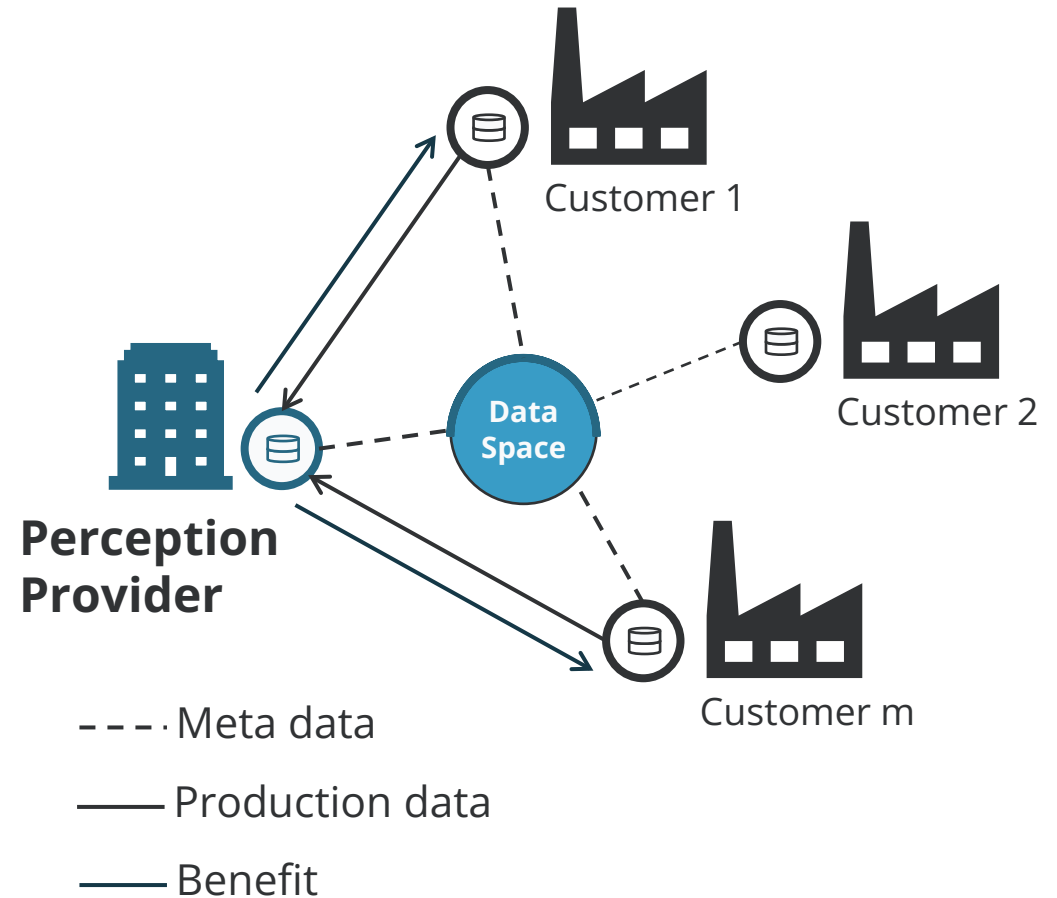


*Object Category: Sheet Metal*

 Data Pooling

- Customers are free to decide whether to make data from their systems available to improve perception modules or AI models in general.
- The provider of the perception module has the option to reward users for providing data
- All customers get the improved model

Possibility to manage and further develop software modules over the entire life cycle via one interface with individual access rights



## Contact

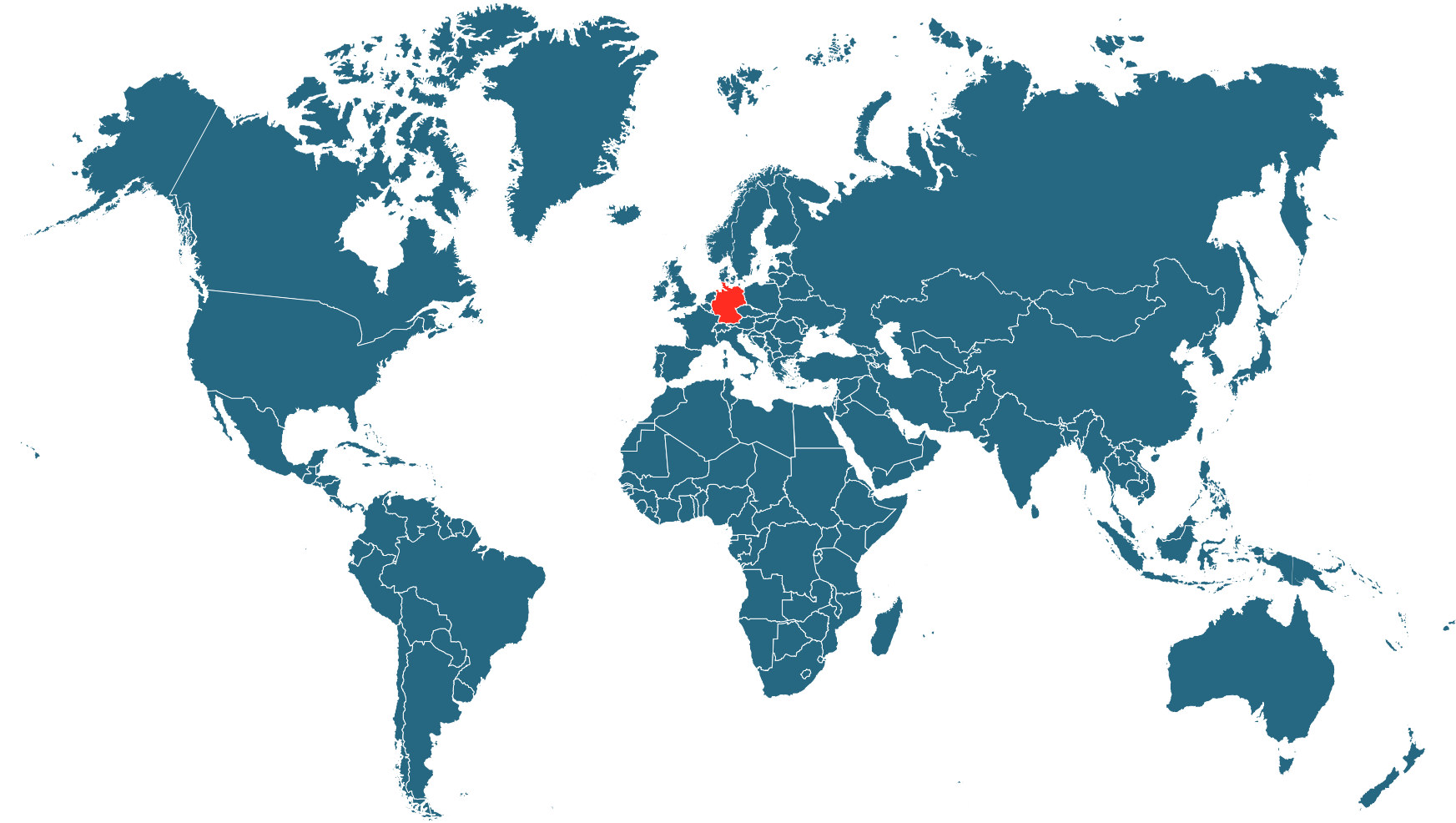
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# Round Table Discussion



Dr. Nicolas Alt  
Siemens AG



Maximilian Durner  
DLR



Dr. Ralph Lange  
Trumpf



Dr. Lukas Solbach  
VDMA



Dr. Michael Suppa  
Roboception

## Closing

Slides will be published on the website:

<https://roboception.com/join-our-workshop-at-the-european-robotics-forum-erf-2026-in-stavanger-norway/>



Enabling AI Robotics

Join the TG Perception: <https://www.robotics-portal.eu>