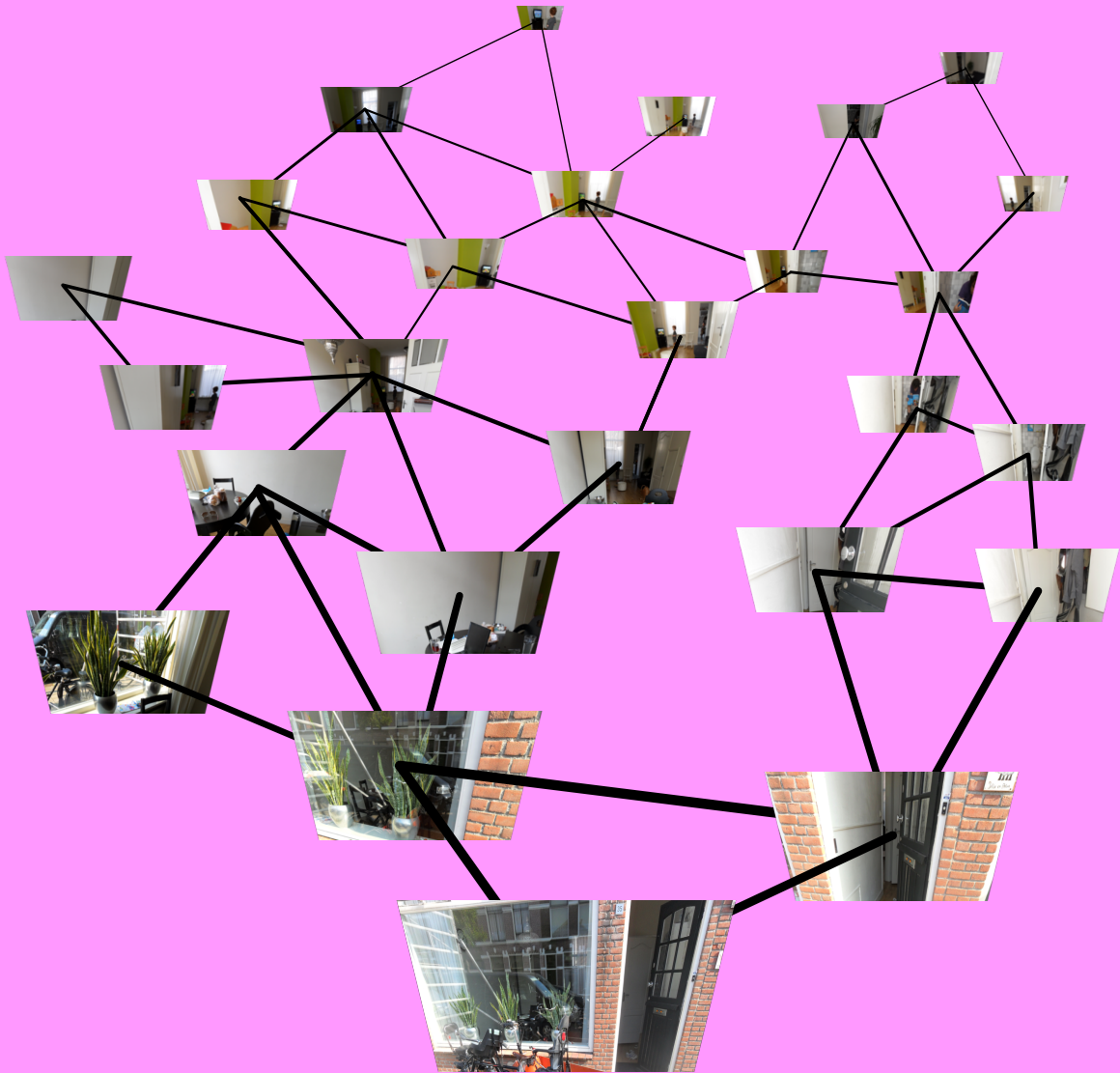


# view-based mapping for wheeled robots



olaf booiij