Daniel E Hernandez

List of Publications by Year
in descending order

14 papers	144 citations	1163117 8 h-index	1281871 11 g-index
14 all docs	14 docs citations	14 times ranked	86 citing authors

#	Article	IF	Citations
1	Brain Programming for the Evolution of an Artificial Dorsal Stream. Cognitive Computation, 2014, 6, 528-557.	5.2	21
2	Brain programming as a new strategy to create visual routines for object tracking. Multimedia Tools and Applications, 2019, 78, 5881-5918.	3.9	20
3	Evolving Head Tracking Routines With Brain Programming. IEEE Access, 2018, 6, 26254-26270.	4.2	19
4	Evolutionary multi-objective visual cortex for object classification in natural images. Journal of Computational Science, 2016, 17, 216-233.	2.9	18
5	Artificial Visual Cortex and Random Search for Object Categorization. IEEE Access, 2019, 7, 54054-54072.	4.2	13
6	AutoML for Feature Selection and Model Tuning Applied to Fault Severity Diagnosis in Spur Gearboxes. Mathematical and Computational Applications, 2022, 27, 6.	1.3	13
7	CUDA-based parallelization of a bio-inspired model for fast object classification. Neural Computing and Applications, 2018, 30, 3007-3018.	5.6	12
8	Novelty search for automatic bug repair. , 2020, , .		11
9	Evolving an Artificial Visual Cortex for Object Recognition with Brain Programming. Studies in Computational Intelligence, 2014, , 97-119.	0.9	10
10	Untapped Potential of Genetic Programming: Transfer Learning and Outlier Removal. Genetic and Evolutionary Computation, 2019, , 193-207.	1.0	4
11	Brain Programming and the Random Search in Object Categorization. Lecture Notes in Computer Science, 2017, , 522-537.	1.3	2
12	Simulation and Surface Response Methodology for Simultaneous Optimization of Response Variables: Case Study in a Warehousing Process. Advances in Intelligent Systems and Computing, 2018, , 426-437.	0.6	1
13	Optimizing a Conspicuous Point Detector for Camera Trajectory Estimation with Brain Programming. Studies in Computational Intelligence, 2014, , 121-140.	0.9	0
14	A Multi-objective Evolutionary Algorithm for Interaction Systems Based on Laser Pointers. Lecture Notes in Computer Science, 2015, , 504-516.	1.3	0