Bogdan Raducanu

List of Publications by Year in descending order

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28 363 7 12
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#	Article	IF	CITATIONS
1	Facial expression recognition using tracked facial actions: Classifier performance analysis. Engineering Applications of Artificial Intelligence, 2013, 26, 467-477.	8.1	88
2	Generative Feature Replay For Class-Incremental Learning. , 2020, , .		52
3	New Opportunities for Computer Vision-Based Assistive Technology Systems for the Visually Impaired. Computer, 2014, 47, 52-58.	1.1	44
4	Saliency for fine-grained object recognition in domains with scarce training data. Pattern Recognition, 2019, 94, 62-73.	8.1	42
5	A Social-Aware Assistant to support individuals with visual impairments during social interaction: A systematic requirements analysis. International Journal of Human Computer Studies, 2019, 122, 50-60.	5.6	20
6	You are fired! Nonverbal role analysis in competitive meetings. , 2009, , .		19
7	Head-gestures mirroring detection in dyadic social interactions with computer vision-based wearable devices. Neurocomputing, 2016, 175, 866-876.	5.9	17
8	Facial Expression Recognition for HCI Applications. , 2009, , 625-631.		13
9	Inferring facial expressions from videos: Tool and application. Signal Processing: Image Communication, 2007, 22, 769-784.	3.2	10
10	Inferring competitive role patterns in reality TV show through nonverbal analysis. Multimedia Tools and Applications, 2012, 56, 207-226.	3.9	10
11	Characterizing conversational group dynamics using nonverbal behaviour., 2009,,.		9
12	Dynamic facial expression recognition using Laplacian Eigenmaps-based manifold learning. , 2010, , .		9
13	Detecting and tracking of 3D face pose for human-robot interaction. , 2008, , .		5
14	Saliency for free: Saliency prediction as a side-effect of object recognition. Pattern Recognition Letters, 2021, 150, 1-7.	4.2	5
15	Incremental On-Line Topological Map Learning for A Visual Homing Application. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	4
16	Learning to Rank for Active Learning: A Listwise Approach. , 2021, , .		4
17	Recognizing Facial Expressions in Videos Using a Facial Action Analysis-Synthesis Scheme., 2006,,.		3
18	FACE RECOGNITION BY ARTIFICIAL VISION SYSTEMS: A COGNITIVE PERSPECTIVE. International Journal of Pattern Recognition and Artificial Intelligence, 2008, 22, 899-913.	1.2	2

#	Article	IF	CITATIONS
19	Person-Specific Face Shape Estimation under Varying Head Pose from Single Snapshots. , 2010, , .		2
20	Human presence detection and tracking for a concierge robot. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2004, 37, 986-991.	0.4	1
21	Online Learning for Human-Robot Interaction. , 2007, , .		1
22	Simultaneous 3D face pose and person-specific shape estimation from a single image using a holistic approach. , 2009, , .		1
23	Appearance-based face recognition using a supervised manifold learning framework. , 2012, , .		1
24	Rendering ground truth data sets to detect shadows cast by static objects in outdoors. Multimedia Tools and Applications, 2014, 70, 557-571.	3.9	1
25	Constructing panoramic views through facial gaze tracking. , 2008, , .		O
26	Texture-independent recognition of facial expressions in image snapshots and videos. Machine Vision and Applications, 2013, 24, 811-820.	2.7	0
27	Assessing the Influence of Mirroring on the Perception of Professional Competence Using Wearable Technology. IEEE Transactions on Affective Computing, 2018, 9, 161-175.	8.3	0
28	Natural Facial Expression Recognition Using Dynamic and Static Schemes. Lecture Notes in Computer Science, 2009, , 730-739.	1.3	0