

Erkan Bostanci

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1699919/publications.pdf>

Version: 2024-02-01

53
papers

489
citations

932766
10
h-index

794141
19
g-index

54
all docs

54
docs citations

54
times ranked

451
citing authors

#	ARTICLE	IF	CITATIONS
1	A genetic algorithm solution to the collaborative filtering problem. Expert Systems With Applications, 2016, 61, 122-128.	4.4	66
2	Augmented reality applications for cultural heritage using Kinect. Human-centric Computing and Information Sciences, 2015, 5, .	6.1	49
3	A Navigation System for the Visually Impaired: A Fusion of Vision and Depth Sensor. Applied Bionics and Biomechanics, 2015, 2015, 1-16.	0.5	48
4	An Evaluation of Classification Algorithms Using Mc Nemar's Test. Advances in Intelligent Systems and Computing, 2013, , 15-26.	0.5	27
5	A Novel Action Recognition Framework Based on Deep-Learning and Genetic Algorithms. IEEE Access, 2020, 8, 100631-100644.	2.6	25
6	User Tracking Methods for Augmented Reality. International Journal of Computer Theory and Engineering, 2013, , 93-98.	3.2	25
7	Spatial Statistics of Image Features for Performance Comparison. IEEE Transactions on Image Processing, 2014, 23, 153-162.	6.0	22
8	An Effective Yield Estimation System Based on Blockchain Technology. IEEE Transactions on Engineering Management, 2020, 67, 1157-1168.	2.4	21
9	Sensor fusion of camera, GPS and IMU using fuzzy adaptive multiple motion models. Soft Computing, 2018, 22, 2619-2632.	2.1	17
10	Anomaly Based Distributed Denial of Service Attack Detection and Prevention with Machine Learning. , 2018, , .		17
11	Intelligent drone navigation for search and rescue operations. , 2016, , .		15
12	Sentiment Analysis using Naive Bayes and Complement Naive Bayes Classifier Algorithms on Hadoop Framework. , 2018, , .		15
13	Distant augmented reality: Bringing a new dimension to user experience using drones. Digital Applications in Archaeology and Cultural Heritage, 2020, 17, e00140.	0.9	13
14	A Novel Hybrid Machine Learning Based System to Classify Shoulder Implant Manufacturers. Healthcare (Switzerland), 2022, 10, 580.	1.0	11
15	Proton Therapy for Mandibula Plate Phantom. Healthcare (Switzerland), 2021, 9, 167.	1.0	9
16	An adaptive pattern formation approach for swarm robots. , 2017, , .		8
17	Geo-location Based Augmented Reality Application For Cultural Heritage Using Drones. , 2018, , .		8
18	Performance Comparison of Naïve Bayes and Complement Naïve Bayes Algorithms. , 2019, , .		8

#	ARTICLE	IF	CITATIONS
19	Sentimental Analysis of Twitter Users from Turkish Content with Natural Language Processing. Computational Intelligence and Neuroscience, 2022, 2022, 1-17.	1.1	8
20	Forensic Analysis with Anti-Forensic Case Studies on Amazon Alexa and Google Assistant Build-In Smart Home Speakers. , 2019, , .		7
21	Evolutionary neural networks for improving the prediction performance of recommender systems. Turkish Journal of Electrical Engineering and Computer Sciences, 2021, 29, 62-77.	0.9	6
22	Evaluation Method, Dataset Size or Dataset Content: How to Evaluate Algorithms for Image Matching?. Journal of Mathematical Imaging and Vision, 2016, 55, 378-400.	0.8	5
23	Medical wearable technologies: Applications, problems and solutions. , 2015, , .		4
24	Opportunities, Threats and Future Directions in Big Data for Medical Wearables. , 2016, , .		4
25	Evolutionary Fuzzy Adaptive Motion Models for User Tracking in Augmented Reality Applications. , 2018, , .		4
26	A hard X-ray self-amplified spontaneous emission free-electron laser optimization using evolutionary algorithms for dedicated user applications. Turkish Journal of Physics, 2019, 43, 551-555.	0.5	4
27	Evaluating the angular sensitivity of corner detectors. , 2011, , .		3
28	Vision-based user tracking for outdoor augmented reality. , 2012, , .		3
29	A Neural Expert System Based Dental Trauma Diagnosis Application. , 2019, , .		3
30	A Novel Behavioral Strategy for RoboCode Platform Based on Deep Q-Learning. Complexity, 2021, 2021, 1-14.	0.9	3
31	A Low-Cost Q-Learning-Based Approach to Handle Continuous Space Problems for Decentralized Multi-Agent Robot Navigation in Cluttered Environments. IEEE Access, 2022, 10, 35287-35301.	2.6	3
32	A Scenario Based Virtual Military Sandbox Implementation Using Web Services. , 2009, , .		2
33	Using Lanchester Combat Models to aid battlefield visualization. , 2009, , .		2
34	A statistical approach for comparing the performances of corner detectors. , 2011, , .		2
35	Extracting planar features from Kinect sensor. , 2012, , .		2
36	Evolutionary approaches for weight optimization in collaborative filtering-based recommender systems. Turkish Journal of Electrical Engineering and Computer Sciences, 2019, 27, 2121-2136.	0.9	2

#	ARTICLE	IF	CITATIONS
37	Classification and Success Investigation of Biomedical Data Sets Using Supervised Machine Learning Models. , 2019, , .		2
38	Adaptation of metaheuristic algorithms to improve training performance of an ESZSL model. Turkish Journal of Electrical Engineering and Computer Sciences, 2021, 29, 1781-1796.	0.9	2
39	A Fuzzy Rule Based Visual Human Tracking System for Drones. , 2019, , .		2
40	Using Web Services to Support Battlefield Visualization and Tactical Decision Making. , 2009, , .		1
41	Kinect-Derived Augmentation of the Real World for Cultural Heritage. , 2013, , .		1
42	Matching corners using the informative arc. IET Computer Vision, 2014, 8, 245-253.	1.3	1
43	Custom RFID Location Simulator. , 2018, , .		1
44	Statistical evaluation of corner detectors: does the statistical test have an effect?. IET Computer Vision, 2018, 12, 1018-1030.	1.3	1
45	Cybercrimes against children in Turkey. , 2018, , .		1
46	Optimization of medium voltage load break switchgear using multiple objective evolutionary algorithms. , 2019, , .		1
47	Network Anomaly Detection System using Genetic Algorithm, Feature Selection and Classification. , 2019, , .		1
48	A multiple objective evolutionary algorithm approach to find optimal design parameters for beam position monitoring systems. International Journal of Modern Physics C, 2020, 31, 2050038.	0.8	1
49	Augmented Reality and New Opportunities for Cultural Heritage. Springer Series on Cultural Computing, 2021, , 213-225.	0.4	1
50	Modelling human body motion using lagrange interpolation. , 2016, , .		0
51	Desktop Artillery Simulation Using Augmented Reality. , 2019, , .		0
52	Comparison of Region Filling Algorithms Using Texture Synthesis Methodologies. , 2019, , .		0
53	A DFA Approach for Motion Model Selection in Sensor Fusion. International Journal of Fuzzy Systems and Advanced Applications, 2022, 9, 33-37.	0.2	0