

Erkan Bostanci

List of Publications by Year in descending order

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Version: 2024-02-01

53
papers

489
citations

932766

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h-index

794141

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all docs

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docs citations

54
times ranked

451
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	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
3	A Novel Hybrid Machine Learning Based System to Classify Shoulder Implant Manufacturers. Healthcare (Switzerland), 2022, 10, 580.	1.0	11
4	Sentimental Analysis of Twitter Users from Turkish Content with Natural Language Processing. Computational Intelligence and Neuroscience, 2022, 2022, 1-17.	1.1	8
5	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
6	Proton Therapy for Mandibula Plate Phantom. Healthcare (Switzerland), 2021, 9, 167.	1.0	9
7	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
8	A Novel Behavioral Strategy for RoboCode Platform Based on Deep Q-Learning. Complexity, 2021, 2021, 1-14.	0.9	3
9	Augmented Reality and New Opportunities for Cultural Heritage. Springer Series on Cultural Computing, 2021, , 213-225.	0.4	1
10	A Novel Action Recognition Framework Based on Deep-Learning and Genetic Algorithms. IEEE Access, 2020, 8, 100631-100644.	2.6	25
11	An Effective Yield Estimation System Based on Blockchain Technology. IEEE Transactions on Engineering Management, 2020, 67, 1157-1168.	2.4	21
12	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
13	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
14	Performance Comparison of Naïve Bayes and Complement Naïve Bayes Algorithms. , 2019, , .		8
15	Desktop Artillery Simulation Using Augmented Reality. , 2019, , .		0
16	Comparison of Region Filling Algorithms Using Texture Synthesis Methodologies. , 2019, , .		0
17	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
18	Optimization of medium voltage load break switchgear using multiple objective evolutionary algorithms. , 2019, , .		1

#	ARTICLE	IF	CITATIONS
19	Network Anomaly Detection System using Genetic Algorithm, Feature Selection and Classification. , 2019, , .		1
20	Forensic Analysis with Anti-Forensic Case Studies on Amazon Alexa and Google Assistant Build-In Smart Home Speakers. , 2019, , .		7
21	Classification and Success Investigation of Biomedical Data Sets Using Supervised Machine Learning Models. , 2019, , .		2
22	A Neural Expert System Based Dental Trauma Diagnosis Application. , 2019, , .		3
23	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
24	A Fuzzy Rule Based Visual Human Tracking System for Drones. , 2019, , .		2
25	Sensor fusion of camera, GPS and IMU using fuzzy adaptive multiple motion models. Soft Computing, 2018, 22, 2619-2632.	2.1	17
26	Custom RFID Location Simulator. , 2018, , .		1
27	Statistical evaluation of corner detectors: does the statistical test have an effect?. IET Computer Vision, 2018, 12, 1018-1030.	1.3	1
28	Sentiment Analysis using Naive Bayes and Complement Naive Bayes Classifier Algorithms on Hadoop Framework. , 2018, , .		15
29	Evolutionary Fuzzy Adaptive Motion Models for User Tracking in Augmented Reality Applications. , 2018, , .		4
30	Anomaly Based Distributed Denial of Service Attack Detection and Prevention with Machine Learning. , 2018, , .		17
31	Geo-location Based Augmented Reality Application For Cultural Heritage Using Drones. , 2018, , .		8
32	Cybercrimes against children in Turkey. , 2018, , .		1
33	An adaptive pattern formation approach for swarm robots. , 2017, , .		8
34	Modelling human body motion using lagrange interpolation. , 2016, , .		0
35	Opportunities, Threats and Future Directions in Big Data for Medical Wearables. , 2016, , .		4
36	A genetic algorithm solution to the collaborative filtering problem. Expert Systems With Applications, 2016, 61, 122-128.	4.4	66

#	ARTICLE	IF	CITATIONS
37	Intelligent drone navigation for search and rescue operations. , 2016, , .		15
38	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
39	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
40	Augmented reality applications for cultural heritage using Kinect. Human-centric Computing and Information Sciences, 2015, 5, .	6.1	49
41	Medical wearable technologies: Applications, problems and solutions. , 2015, , .		4
42	Matching corners using the informative arc. IET Computer Vision, 2014, 8, 245-253.	1.3	1
43	Spatial Statistics of Image Features for Performance Comparison. IEEE Transactions on Image Processing, 2014, 23, 153-162.	6.0	22
44	Kinect-Derived Augmentation of the Real World for Cultural Heritage. , 2013, , .		1
45	An Evaluation of Classification Algorithms Using Mc Nemar's Test. Advances in Intelligent Systems and Computing, 2013, , 15-26.	0.5	27
46	User Tracking Methods for Augmented Reality. International Journal of Computer Theory and Engineering, 2013, , 93-98.	3.2	25
47	Extracting planar features from Kinect sensor. , 2012, , .		2
48	Vision-based user tracking for outdoor augmented reality. , 2012, , .		3
49	Evaluating the angular sensitivity of corner detectors. , 2011, , .		3
50	A statistical approach for comparing the performances of corner detectors. , 2011, , .		2
51	A Scenario Based Virtual Military Sandbox Implementation Using Web Services. , 2009, , .		2
52	Using Lanchester Combat Models to aid battlefield visualization. , 2009, , .		2
53	Using Web Services to Support Battlefield Visualization and Tactical Decision Making. , 2009, , .		1