Stephen J Guy

List of Publications by Year
in descending order

24 papers	2,093 citations	687363 13 h-index	940533 16 g-index
24 all docs	24 docs citations	24 times ranked	1518 citing authors

#	Article	IF	Citations
1	C-Nav: Distributed coordination in crowded multi-agent navigation. Robotics and Autonomous Systems, 2020, 133, 103631.	5.1	10
2	SPNets: Human-like Navigation Behaviors with Uncertain Goals. , 2020, , .		3
3	Coordinating Multi-Agent Navigation by Learning Communication. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2019, 2, 1-17.	1.6	4
4	Predicting Perceived Disfigurement from Facial Function in Patients with Unilateral Paralysis. Plastic and Reconstructive Surgery, 2018, 142, 722e-728e.	1.4	17
5	Multiworld Motion Planning. IEEE Robotics and Automation Letters, 2018, 3, 3968-3974.	5.1	0
6	ALAN: adaptive learning for multi-agent navigation. Autonomous Robots, 2018, 42, 1543-1562.	4.8	10
7	Crowd space. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	19
8	Evaluating collision avoidance effects on discomfort in virtual environments. , 2017, , .		12
9	Implicit crowds. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	54
10	Dynamic properties of successful smiles. PLoS ONE, 2017, 12, e0179708.	2.5	31
11	C-OPT: Coverage-Aware Trajectory Optimization Under Uncertainty. IEEE Robotics and Automation Letters, 2016, 1, 1020-1027.	5.1	19
12	Prioritized group navigation with Formation Velocity Obstacles. , 2015, , .		13
13	BRVO: Predicting pedestrian trajectories using velocity-space reasoning. International Journal of Robotics Research, 2015, 34, 201-217.	8.5	71
14	Stochastic Tree Search with Useful Cycles for patrolling problems. , 2015, , .		20
15	Velocity-based modeling of physical interactions in dense crowds. Visual Computer, 2015, 31, 541-555.	3.5	57
16	A Method for Using Player Tracking Data in Basketball to Learn Player Skills and Predict Team Performance. PLoS ONE, 2015, 10, e0136393.	2.5	22
17	Anytime navigation with Progressive Hindsight optimization. , 2014, , .		3
18	Universal Power Law Governing Pedestrian Interactions. Physical Review Letters, 2014, 113, 238701.	7.8	239

#	Article	IF	Citations
19	A Dataâ€Driven Framework for Visual Crowd Analysis. Computer Graphics Forum, 2014, 33, 41-50.	3.0	39
20	Object-Centric Parallel Rigid Body Simulation With Timewarp. , 2013, , .		0
21	Least-effort trajectories lead to emergent crowd behaviors. Physical Review E, 2012, 85, 016110.	2.1	49
22	The Hybrid Reciprocal Velocity Obstacle. IEEE Transactions on Robotics, 2011, 27, 696-706.	10.3	306
23	Reciprocal n-Body Collision Avoidance. Springer Tracts in Advanced Robotics, 2011, , 3-19.	0.4	890
24	ClearPath. , 2009, , .		205