Il Hong Suh

List of Publications by Year
in descending order

59	562	1040056	794594
papers	citations	9	19
		h-index	g-index

59	59	59	588
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Ontology-Based Unified Robot Knowledge for Service Robots in Indoor Environments. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2011, 41, 492-509.	2.9	121
2	Outdoor place recognition in urban environments using straight lines. , 2014, , .		60
3	Autonomous framework for segmenting robot trajectories of manipulation task. Autonomous Robots, 2015, 38, 107-141.	4.8	40
4	Goal-Oriented Obstacle Avoidance with Deep Reinforcement Learning in Continuous Action Space. Electronics (Switzerland), 2020, 9, 411.	3.1	26
5	Goal-Driven Autonomous Exploration Through Deep Reinforcement Learning. IEEE Robotics and Automation Letters, 2022, 7, 730-737.	5.1	25
6	A vertical and floor line-based monocular SLAM system for corridor environments. International Journal of Control, Automation and Systems, 2012, 10, 547-557.	2.7	23
7	Progressive Feature Matching: Incremental Graph Construction and Optimization. IEEE Transactions on Image Processing, 2020, 29, 6992-7005.	9.8	21
8	Loop closure through vanishing points in a line-based monocular SLAM. , 2012, , .		20
9	Bezier Curve-Based Smoothing for Path Planner with Curvature Constraint. , 2017, , .		19
10	Robust robot knowledge instantiation for intelligent service robots. Intelligent Service Robotics, 2010, 3, 115-123.	2.6	16
11	Learning-Based Automation of Robotic Assembly for Smart Manufacturing. Proceedings of the IEEE, 2021, 109, 423-440.	21.3	16
12	A temporal Bayesian network with application to design of a proactive robotic assistant. , 2012, , .		14
13	Place recognition using straight lines for vision-based SLAM. , 2013, , .		14
14	Learning, Improving, and Generalizing Motor Skills for the Peg-in-Hole Tasks Based on Imitation Learning and Self-Learning. Applied Sciences (Switzerland), 2020, 10, 2719.	2.5	14
15	Real–time Locomotion Controller using an Inverted–Pendulum–based Abstract Model. Computer Graphics Forum, 2018, 37, 287-296.	3.0	9
16	SSPQL: Stochastic shortest path-based Q-learning. International Journal of Control, Automation and Systems, 2011, 9, 328-338.	2.7	8
17	A scene-based dependable indoor navigation system. , 2016, , .		8
18	Measuring motion significance and motion complexity. Information Sciences, 2017, 388-389, 84-98.	6.9	7

#	Article	IF	Citations
19	Confidence random tree-based algorithm for mobile robot path planning considering the path length and safety. International Journal of Advanced Robotic Systems, 2019, 16, 172988141983817.	2.1	7
20	Fusion Drive: End-to-End Multi Modal Sensor Fusion for Guided Low-Cost Autonomous Vehicle. , 2020, , .		7
21	Time-optimized 3D Path Smoothing with Kinematic Constraints. International Journal of Control, Automation and Systems, 2020, 18, 1277-1287.	2.7	7
22	Proactive planning using a hybrid temporal influence diagram for human assistive robots. , 2013, , .		6
23	Powered upper-limb control using passivity-based nonlinear disturbance observer for unknown payload carrying applications. , 2016, , .		6
24	Active object search in an unknown large-scale environment using commonsense knowledge and spatial relations. Intelligent Service Robotics, 2019, 12, 371-380.	2.6	6
25	SoF-SLAM: Segments-on-Floor-based monocular SLAM. , 2010, , .		5
26	Singulation of Objects in Cluttered Environment Using Dynamic Estimation of Physical Properties. Applied Sciences (Switzerland), 2019, 9, 3536.	2.5	5
27	Visual Recognition of Types of Corridor Segments for Mobile Robots. Advanced Robotics, 2012, 26, 1915-1937.	1.8	4
28	Tracking human-like natural motion by combining two deep recurrent neural networks with Kalman filter. Intelligent Service Robotics, 2018, 11, 313-322.	2.6	4
29	Relationship Between the Order for Motor Skill Transfer and Motion Complexity in Reinforcement Learning. IEEE Robotics and Automation Letters, 2019, 4, 293-300.	5.1	4
30	Design and Implementation of Security Function According to Routing Method in Automotive Gateway. International Journal of Automotive Technology, 2021, 22, 19-25.	1.4	4
31	Development of a Roboid component for Player/Stage Robot Simulator. , 2009, , .		3
32	Service-oriented context reasoning incorporating patterns and knowledge for understanding human-augmented situations. , 2010, , .		3
33	Learning of motor skills based on grossness and fineness of movements in daily-life tasks. , 2014, , .		3
34	Real-time grasp planning based on motion field graph for human-robot cooperation. , 2016, , .		3
35	Probabilistic tourist trip-planning with time-dependent human and environmental factors. , 2016, , .		3
36	Hierarchical Abstraction of World Elements and Behaviors for efficient task planning of a mobile robot. , 2008, , .		2

#	Article	IF	Citations
37	Evaluating movement skills from extended neural complexity. , 2012, , .		2
38	Incremental learning from a single seed image for object detection. , 2015, , .		2
39	Object Singulation by Nonlinear Pushing for Robotic Grasping. , 2019, , .		2
40	Integration of top-down and bottom-up visual processing using a recurrent convolutionalâ€"deconvolutional neural network for semantic segmentation. Intelligent Service Robotics, 2020, 13, 87-97.	2.6	2
41	Information-Based Heuristics for Learned Goal-Driven Exploration and Mapping. , 2021, , .		2
42	Robust object recognition using a color co-occurrence histogram and the spatial relations of image patches. Artificial Life and Robotics, 2009, 13, 488-492.	1.2	1
43	Semantic mapping and navigation with visual planar landmarks. , 2012, , .		1
44	Lateral and feedback schemes for the inhibition of false-positive responses in edge orientation channels. , 2012, , .		1
45	Personalized robotic service using N-gram affective Event model. , 2013, , .		1
46	Complexity-based motion features and their applications to action recognition by hierarchical spatio-temporal naïve Bayes classifier. , 2014, , .		1
47	Learning of social skills for Human-Robot Interaction by hierarchical HMM and interaction dynamics. , 2014, , .		1
48	Adaptive time scaling to guarantee temporal constraints based on motion significance. , 2017, , .		1
49	Personalized Trip Planning Considering User Preferences and Environmental Variables with Uncertainty. IEICE Transactions on Information and Systems, 2019, E102.D, 2195-2204.	0.7	1
50	Semantic Representation for Communication Between Human and Wireless Robot. Wireless Personal Communications, 2019, 105, 509-524.	2.7	1
51	Dependable dense stereo matching by both two-layer recurrent process and chaining search. , 2012, , .		0
52	Enhancement of Layered Hidden Markov Model by brain-inspired feedback mechanism. , 2014, , .		0
53	Issues on simultaneous use of multiple structured light-based RGBD sensors in 3D environmental reconstruction. , 2014, , .		0
54	Keyframe-based online object learning and detection. , 2016, , .		0

#	Article	IF	Citations
55	Representation and reproduction of skills to adapt affine variations in programming by demonstration. , 2016, , .		0
56	Motion codeword generation using selective subsequence clustering for human action recognition. Intelligent Service Robotics, 2017, 10, 41-54.	2.6	0
57	Unified image retrieval and keypoint matching by local geometric consistency and non-linear diffusion. , 2017, , .		0
58	Modeling Social Interaction Based on Joint Motion Significance. , 2018, , .		0
59	Probabilistic Modeling of Reaction Force/Torque through Fourier Transform and Entropy Analysis. , 2019, , .		0