Mehmet GÃœzel

List of Publications by Year
in descending order

31	267	1162367 8	996533 15
papers	citations	h-index	g-index

31	31	31	206
all docs	docs citations	times ranked	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	An Effective Medical Image Classification: Transfer Learning Enhanced by Auto Encoder and Classified with SVM. Traitement Du Signal, 2022, 39, 125-131.	0.8	3
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	Manipulator Detection in Cryptocurrency Markets Based on Forecasting Anomalies. IEEE Access, 2021, 9, 108819-108831.	2.6	4
7	Proton Therapy for Mandibula Plate Phantom. Healthcare (Switzerland), 2021, 9, 167.	1.0	9
8	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
9	A Novel Behavioral Strategy for RoboCode Platform Based on Deep Q-Learning. Complexity, 2021, 2021, 1-14.	0.9	3
10	A Novel Framework Using Deep Auto-Encoders Based Linear Model for Data Classification. Sensors, 2020, 20, 6378.	2.1	15
11	Assessment of Iterative Semi-Supervised Feature Selection Learning for Sentiment Analyses: Digital Currency Markets. , 2020, , .		7
12	A Novel Action Recognition Framework Based on Deep-Learning and Genetic Algorithms. IEEE Access, 2020, 8, 100631-100644.	2.6	25
13	Desktop Artillery Simulation Using Augmented Reality. , 2019, , .		0
14	Comparison of Region Filling Algorithms Using Texture Synthesis Methodologies. , 2019, , .		0
15	Classification and Success Investigation of Biomedical Data Sets Using Supervised Machine Learning Models. , 2019, , .		2
16	A Novel Framework for Multi-Agent Systems Using a Decentralized Strategy. Robotica, 2019, 37, 691-707.	1.3	9
17	A new framework using deep auto-encoder and energy spectral density for medical waveform data classification and processing. Biocybernetics and Biomedical Engineering, 2019, 39, 148-159.	3.3	44
18	Custom RFID Location Simulator. , 2018, , .		1

#	ARTICLE	IF	CITATIONS
19	Evolutionary Fuzzy Adaptive Motion Models for User Tracking in Augmented Reality Applications. , 2018, , .		4
20	A New Generalized Deep Learning Framework Combining Sparse Autoencoder and Taguchi Method for Novel Data Classification and Processing. Mathematical Problems in Engineering, 2018, 2018, 1-13.	0.6	37
21	An adaptive framework for mobile robot navigation. Adaptive Behavior, 2017, 25, 30-39.	1.1	6
22	An adaptive pattern formation approach for swarm robots. , 2017, , .		8
23	Machine vision and fuzzy logic-based navigation control of a goal-oriented mobile robot. Adaptive Behavior, 2016, 24, 168-180.	1.1	15
24	Performance evaluation for feature extractors on street view images. Imaging Science Journal, 2016, 64, 26-33.	0.2	6
25	A Hybrid Feature Extractor using Fast Hessian Detector and SIFT. Technologies, 2015, 3, 103-110.	3.0	7
26	New Technique for distance estimation using SIFT for mobile robots. , 2014, , .		2
27	A robotic software for intelligent applications. Artificial Life and Robotics, 2013, 18, 76-82.	0.7	1
28	Autonomous Vehicle Navigation Using Vision and Mapless Strategies: A Survey. Advances in Mechanical Engineering, 2013, 5, 234747.	0.8	17
29	A Hybrid Architecture for Vision-Based Obstacle Avoidance. Advances in Mechanical Engineering, 2013, 5, 697415.	0.8	0
30	A Behaviour-Based Architecture for Mapless Navigation Using Vision. International Journal of Advanced Robotic Systems, 2012, 9, 18.	1.3	11
31	A Q-Learning-Based Approach for Simple and Multi-Agent Systems. , 0, , .		1