

Paulo Peixoto

List of Publications by Year in descending order

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55
papers

999
citations

1162889

8
h-index

713332

21
g-index

55
all docs

55
docs citations

55
times ranked

1048
citing authors

#	ARTICLE	IF	CITATIONS
1	3D Lidar-based static and moving obstacle detection in driving environments: An approach based on voxels and multi-region ground planes. <i>Robotics and Autonomous Systems</i> , 2016, 83, 299-311.	3.0	181
2	Multimodal vehicle detection: fusing 3D-LIDAR and color camera data. <i>Pattern Recognition Letters</i> , 2018, 115, 20-29.	2.6	148
3	A Lidar and Vision-based Approach for Pedestrian and Vehicle Detection and Tracking. , 2007, , .		121
4	DepthCN: Vehicle detection using 3D-LIDAR and ConvNet. , 2017, , .		53
5	On Exploration of Classifier Ensemble Synergism in Pedestrian Detection. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2010, 11, 16-27.	4.7	51
6	3D object tracking using RGB and LIDAR data. , 2016, , .		48
7	Estimation of vehicle velocity and traffic intensity using rectified images. , 2008, , .		42
8	Semantic fusion of laser and vision in pedestrian detection. <i>Pattern Recognition</i> , 2010, 43, 3648-3659.	5.1	41
9	ISR-AIWALKER: Robotic Walker for Intuitive and Safe Mobility Assistance and Gait Analysis. <i>IEEE Transactions on Human-Machine Systems</i> , 2017, 47, 1110-1122.	2.5	39
10	Detection and Tracking of Moving Objects Using 2.5D Motion Grids. , 2015, , .		33
11	A human activity recognition framework using max-min features and key poses with differential evolution random forests classifier. <i>Pattern Recognition Letters</i> , 2017, 99, 21-31.	2.6	30
12	Road Detection Using High Resolution LIDAR. , 2014, , .		20
13	Real-time active visual surveillance by integrating peripheral motion detection with foveated tracking. , 0, , .		15
14	A Multilevel Body Motion-Based Human Activity Analysis Methodology. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2017, 9, 16-29.	2.6	12
15	A Dual-Stage Robust Vehicle Detection and Tracking for Real-Time Traffic Monitoring. , 2006, , .		11
16	3D point cloud downsampling for 2D indoor scene modelling in mobile robotics. , 2017, , .		11
17	Human gait pattern changes detection system: A multimodal vision-based and novelty detection learning approach. <i>Biocybernetics and Biomedical Engineering</i> , 2017, 37, 701-717.	3.3	9
18	Combining dynamic finite state machines and text-based similarities to represent human behavior. <i>Engineering Applications of Artificial Intelligence</i> , 2019, 85, 504-516.	4.3	9

#	ARTICLE	IF	CITATIONS
19	An innovative robotic walker for mobility assistance and lower limbs rehabilitation. , 2017, , .		8
20	Real-Time Deep ConvNet-Based Vehicle Detection Using 3D-LIDAR Reflection Intensity Data. Advances in Intelligent Systems and Computing, 2018, , 475-486.	0.5	8
21	Real-time visual behaviors with a binocular active vision system. , 0, , .		7
22	Robot-Assisted Navigation for a Robotic Walker with Aided User Intent. , 2018, , .		7
23	Two-Stage Static/Dynamic Environment Modeling Using Voxel Representation. Advances in Intelligent Systems and Computing, 2016, , 465-476.	0.5	7
24	Real-time vergence and binocular gaze control. , 0, , .		6
25	Visual behaviors for real-time control of a binocular active vision system. Control Engineering Practice, 1997, 5, 1451-1461.	3.2	6
26	Control performance issues in a binocular active vision system. , 0, , .		6
27	Integration of information from several vision systems for a common task of surveillance. Robotics and Autonomous Systems, 2000, 31, 99-108.	3.0	6
28	Improving 3D Active Visual Tracking. Lecture Notes in Computer Science, 1999, , 412-431.	1.0	6
29	A surveillance system combining peripheral and foveated motion tracking. , 0, , .		5
30	Real-time human activity monitoring exploring multiple vision sensors. Robotics and Autonomous Systems, 2001, 35, 221-228.	3.0	5
31	Real-time gesture recognition system based on contour signatures. , 0, , .		5
32	A novel vision-based human-machine interface for a robotic walker framework. , 2015, , .		5
33	3D object tracking in driving environment: A short review and a benchmark dataset. , 2016, , .		4
34	Trajectory-based gait pattern shift detection for assistive robotics applications. Intelligent Service Robotics, 2019, 12, 255-264.	1.6	4
35	Machine Learning Applied to Low Back Pain Rehabilitation – A Systematic Review. International Journal of Digital Health, 2021, 1, 10.	0.4	4
36	A focusing-by-vergence system controlled by retinal motion disparity. , 0, , .		3

#	ARTICLE	IF	CITATIONS
37	Classification of reaching and gripping gestures for safety on walking aids. , 2014, , .		3
38	Real-Time Multi-view Grid Map-Based Spatial Representation for Mixed Reality Applications. Lecture Notes in Computer Science, 2018, , 322-339.	1.0	3
39	Markerless Multi-View-based Multi-User Head Tracking System for Virtual Reality Applications. , 2019, , .		3
40	Tracking multiple objects in 3D. , 0, , .		2
41	Combination of several vision sensors for interpretation of human actions. Lecture Notes in Control and Information Sciences, 2000, , 519-528.	0.6	2
42	A Vision Based Interface for Local Collaborative Music Synthesis. , 0, , .		2
43	Support Vector Machines and Features for Environment Perception in Mobile Robotics. Studies in Computational Intelligence, 2008, , 219-250.	0.7	2
44	Towards a Robust Vision-Based Obstacle Perception with Classifier Fusion in Cybercars. Lecture Notes in Computer Science, 2007, , 1089-1096.	1.0	2
45	Real-time visual behaviors with a binocular active vision system. , 0, , .		1
46	Short-range gait pattern analysis for potential applications on assistive robotics. , 2017, , .		1
47	Spatiotemporal 2D Skeleton-based Image for Dynamic Gesture Recognition Using Convolutional Neural Networks. , 2021, , .		1
48	Binocular tracking and accommodation controlled by retinal motion flow. , 0, , .		1
49	Pursuit control in a binocular active vision system using optical flow. , 1996, , .		0
50	A control architecture for active vision systems enabling real time operation. , 0, , .		0
51	A surveillance system integrating visual telepresence. , 0, , .		0
52	Retrieving and Exploiting Hand's Orientation in Tabletop Interaction. , 2007, , .		0
53	Unraveling Natural Interfaces for Co-Located Groupware: Lessons Learned in an Experiment with Music. Journal of Multimedia, 2006, 1, .	0.3	0
54	Active vision for autonomous systems. Lecture Notes in Control and Information Sciences, 1998, , 20-49.	0.6	0

#	ARTICLE	IF	CITATIONS
55	Multi-view Robust Gesture Recognition for Assistive Interfaces. IFMBE Proceedings, 2020, , 1685-1695.	0.2	0