

# Daniel Hernández Juárez

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/420329/publications.pdf>

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6  
papers

170  
citations

2258059

3  
h-index

2550090

3  
g-index

6  
all docs

6  
docs citations

6  
times ranked

176  
citing authors

#	ARTICLE	IF	CITATIONS
1	Embedded Real-time Stereo Estimation via Semi-global Matching on the GPU. <i>Procedia Computer Science</i> , 2016, 80, 143-153.	2.0	123
2	Slanted Stixels: Representing San Francisco's Steepest Streets. , 2017, , .		25
3	GPU-Accelerated Real-Time Stixel Computation. , 2017, , .		13
4	Self-Supervised Depth Completion for Active Stereo. <i>IEEE Robotics and Automation Letters</i> , 2022, 7, 3475-3482.	5.1	5
5	Slanted Stixels: A Way to Represent Steep Streets. <i>International Journal of Computer Vision</i> , 2019, 127, 1643-1658.	15.6	4
6	3D Perception With Slanted Stixels on GPU. <i>IEEE Transactions on Parallel and Distributed Systems</i> , 2021, 32, 2434-2447.	5.6	0