

Daniel Hernández Juárez

List of Publications by Year in descending order

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

Version: 2024-02-01

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