Juan JosÃ© Pantrigo

List of Publications by Year
in descending order

53 papers	1,175 citations	566801 15 h-index	395343 33 g-index
57 all docs	57 docs citations	57 times ranked	1050 citing authors

#	Article	IF	Citations
1	Visual classification of dumpsters with capsule networks. Multimedia Tools and Applications, 2022, 81, 31129-31143.	2.6	1
2	Human Activity Recognition with Capsule Networks. Lecture Notes in Computer Science, 2021, , 75-85.	1.0	0
3	Convolutional neural networks for computer vision-based detection and recognition of dumpsters. Neural Computing and Applications, 2020, 32, 13203-13211.	3.2	11
4	Pedestrian detection with LeNet-like convolutional networks. Neural Computing and Applications, 2020, 32, 13175-13181.	3.2	2
5	Bayesian capsule networks for 3D human pose estimation from single 2D images. Neurocomputing, 2020, 379, 64-73.	3.5	22
6	Artificial intelligence within the interplay between natural and artificial computation: Advances in data science, trends and applications. Neurocomputing, 2020, 410, 237-270.	3.5	121
7	Multiview 3D human pose estimation using improved least-squares and LSTM networks. Neurocomputing, 2019, 323, 335-343.	3.5	17
8	Performance evaluation of a 3D multi-view-based particle filter for visual object tracking using GPUs and multicore CPUs. Journal of Real-Time Image Processing, 2018, 15, 309-327.	2.2	6
9	Convolutional Neural Networks and Long Short-Term Memory for skeleton-based human activity and hand gesture recognition. Pattern Recognition, 2018, 76, 80-94.	5.1	291
10	Three-dimensional pose tracking by image correlation and particle filtering. Optical Engineering, 2018, 57, 1.	0.5	9
11	Computer vision–based diameter maps to study fluoroscopic recordings of small intestinal motility from conscious experimental animals. Neurogastroenterology and Motility, 2017, 29, e13052.	1.6	2
12	Real-time human body tracking based on data fusion from multiple RGB-D sensors. Multimedia Tools and Applications, 2017, 76, 4249-4271.	2.6	19
13	Lightweight tracking-by-detection system for multiple pedestrian targets. Integrated Computer-Aided Engineering, 2016, 23, 299-311.	2.5	11
14	Accurate three-dimensional pose recognition from monocular images using template matched filtering. Optical Engineering, 2016, 55, 063102.	0.5	35
15	Parallel variable neighbourhood search strategies for the cutwidth minimization problem. IMA Journal of Management Mathematics, 2016, 27, 55-73.	1.1	38
16	Special issue on real-time computer vision in smart cities. Journal of Real-Time Image Processing, 2015, 10, 723-724.	2.2	4
17	Multi-objective variable neighborhood search: an application to combinatorial optimization problems. Journal of Global Optimization, 2015, 63, 515-536.	1.1	71
18	Human activity recognition based on kinematic features. Expert Systems, 2014, 31, 345-353.	2.9	14

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19	A knowledge-based component library for high-level computer vision tasks. Knowledge-Based Systems, 2014, 70, 407-419.	4.0	6
20	Combining intensification and diversification strategies in VNS. An application to the Vertex Separation problem. Computers and Operations Research, 2014, 52, 209-219.	2.4	47
21	Variable Formulation Search for the Cutwidth Minimization Problem. Applied Soft Computing Journal, 2013, 13, 2242-2252.	4.1	57
22	Branch and bound for the cutwidth minimization problem. Computers and Operations Research, 2013, 40, 137-149.	2.4	20
23	Radar-based road-traffic monitoring in urban environments. , 2013, 23, 364-374.		9
24	Abandoned Object Detection on Controlled Scenes Using Kinect. Lecture Notes in Computer Science, 2013, , 169-178.	1.0	4
25	Urban Traffic Surveillance in Smart Cities Using Radar Images. Lecture Notes in Computer Science, 2013, , 296-305.	1.0	3
26	Onboard Vision System for Bus Lane Monitoring. Lecture Notes in Computer Science, 2013, , 286-295.	1.0	0
27	Scatter search for the cutwidth minimization problem. Annals of Operations Research, 2012, 199, 285-304.	2.6	45
28	Variable neighborhood search for the Vertex Separation Problem. Computers and Operations Research, 2012, 39, 3247-3255.	2.4	48
29	A Variable Neighbourhood Search approach to the Cutwidth Minimization Problem. Electronic Notes in Discrete Mathematics, 2012, 39, 67-74.	0.4	3
30	High-performance template tracking. Journal of Visual Communication and Image Representation, 2012, 23, 271-286.	1.7	4
31	High performance memetic algorithm particle filter for multiple object tracking on modern GPUs. Soft Computing, 2012, 16, 217-230.	2.1	16
32	Heuristic particle filter: applying abstraction techniques to the design of visual tracking algorithms. Expert Systems, 2011, 28, 49-69.	2.9	8
33	Differential optical flow applied to automatic facial expression recognition. Neurocomputing, 2011, 74, 1272-1282.	3.5	51
34	Human Action Recognition Based on Tracking Features. Lecture Notes in Computer Science, 2011, , 471-480.	1.0	5
35	Multiple and variable target visual tracking for video-surveillance applications. Pattern Recognition Letters, 2010, 31, 1577-1590.	2.6	30
36	Linguistic description of traffic in a roundabout. , 2010, , .		22

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37	High Speed Articulated Object Tracking Using GPUs: A Particle Filter Approach. , 2009, , .		6
38	Face tracking using skin detection and parallel kernel based methods. , 2009, , .		0
39	Representation spaces in a visual-based human action recognition system. Neurocomputing, 2009, 72, 901-915.	3.5	7
40	Multiscale and local search methods for real time region tracking with particle filters: local search driven by adaptive scale estimation on GPUs. Machine Vision and Applications, 2009, 21, 43-58.	1.7	15
41	Comparing Feature Point Tracking with Dense Flow Tracking for Facial Expression Recognition. Lecture Notes in Computer Science, 2009, , 264-273.	1.0	0
42	A Memory-Based Particle Filter for Visual Tracking through Occlusions. Lecture Notes in Computer Science, 2009, , 274-283.	1.0	1
43	Multi-dimensional visual tracking using scatter search particle filter. Pattern Recognition Letters, 2008, 29, 1160-1174.	2.6	23
44	On knowledge modelling of the Visual Tracking task. Expert Systems With Applications, 2008, 35, 69-81.	4.4	1
45	High performance template tracking using fixed models. , 2008, , .		0
46	Spieldose: An Interactive Genetic Software for Assisting to Music Composition Tasks. Lecture Notes in Computer Science, 2007, , 617-626.	1.0	3
47	Improving GPU particle filter with shader model 3.0 for visual tracking. , 2006, , .		8
48	Fine-grained graphics architectural simulation with Qsilver. , 2005, , .		6
49	Hybridizing particle filters and population-based metaheuristics for dynamic optimization problems. , 2005, , .		4
50	Scatter Search Particle Filter for 2D Real-Time Hands and Face Tracking. Lecture Notes in Computer Science, 2005, , 953-960.	1.0	9
51	Scatter Search Particle Filter to Solve the Dynamic Travelling Salesman Problem. Lecture Notes in Computer Science, 2005, , 177-189.	1.0	8
52	Particle filter on GPUs for real-time tracking. , 2004, , .		19
53	Top-Down Evolutionary Image Segmentation Using a Hierarchical Social Metaheuristic. Lecture Notes in Computer Science, 2004, , 301-311.	1.0	4