

Gi Hyun Lim

List of Publications by Year in descending order

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36
papers

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39
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333
citing authors

#	ARTICLE	IF	CITATIONS
1	Ontology-Based Unified Robot Knowledge for Service Robots in Indoor Environments. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2011, 41, 492-509.	3.4	121
2	Towards lifelong assistive robotics: A tight coupling between object perception and manipulation. Neurocomputing, 2018, 291, 151-166.	3.5	35
3	Interactive Open-Ended Learning for 3D Object Recognition: An Approach and Experiments. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 80, 537-553.	2.0	29
4	3D object perception and perceptual learning in the RACE project. Robotics and Autonomous Systems, 2016, 75, 614-626.	3.0	29
5	A perceptual memory system for grounding semantic representations in intelligent service robots. , 2014, , .		19
6	The RACE Project. KI - Kunstliche Intelligenz, 2014, 28, 297-304.	2.2	18
7	Robust robot knowledge instantiation for intelligent service robots. Intelligent Service Robotics, 2010, 3, 115-123.	1.6	16
8	Ontology-based multi-layered robot knowledge framework (OMRKF) for robot intelligence. , 2007, , .		15
9	Bayesian robot localization using spatial object contexts. , 2009, , .		15
10	Active-semantic localization with a single consumer-grade camera. , 2009, , .		15
11	Interactive teaching and experience extraction for learning about objects and robot activities. , 2014, , .		12
12	Concurrent learning of visual codebooks and object categories in open-ended domains. , 2015, , .		12
13	Rich and robust human-robot interaction on gesture recognition for assembly tasks. , 2017, , .		9
14	Precise and efficient pose estimation of stacked objects for mobile manipulation in industrial robotics challenges. Advanced Robotics, 2019, 33, 636-646.	1.1	6
15	An interactive open-ended learning approach for 3D object recognition. , 2014, , .		5
16	An Adaptive Object Perception System Based on Environment Exploration and Bayesian Learning. , 2015, , .		5
17	Skill-based anytime agent architecture for logistics and manipulation tasks: EuRoC Challenge 2, Stage II - Realistic Labs: Benchmarking. , 2017, , .		5
18	Improvisational goal-oriented action recommendation under incomplete knowledge base. , 2012, , .		4

#	ARTICLE	IF	CITATIONS
19	Two-step learning about normal and exceptional human behaviors incorporating patterns and knowledge. , 2016, , .		4
20	Neural regularization jointly involving neurons and connections for robust image classification. , 2017, , .		4
21	Shared representations of actions for alternative suggestion with incomplete information. Robotics and Autonomous Systems, 2019, 116, 38-50.	3.0	4
22	Service-oriented context reasoning incorporating patterns and knowledge for understanding human-augmented situations. , 2010, , .		3
23	Robot recommender system using affection-based episode ontology for personalization. , 2013, , .		3
24	Ontology Representation and Instantiation for Semantic Map Building by a Mobile Robot. Advances in Intelligent Systems and Computing, 2013, , 387-395.	0.5	3
25	Planning with Activity Schemata: Closing the Loop in Experience-Based Planning. , 2015, , .		3
26	Multi-object tracking with distributed sensing. , 2016, , .		3
27	Hierarchical Nearest Neighbor Graphs for Building Perceptual Hierarchies. Lecture Notes in Computer Science, 2015, , 646-655.	1.0	3
28	Cognitive Representation and Bayesian Model of Spatial Object Contexts for Robot Localization. Lecture Notes in Computer Science, 2009, , 747-754.	1.0	3
29	Weighted Action-coupled Semantic Network (wASN) for robot intelligence. , 2008, , .		2
30	Skill-based anytime agent Architecture for European Robotics Challenges in realistic environments: EuRoC Challenge 2, Stage II "realistic labs. Robotics and Autonomous Systems, 2019, 120, 103227.	3.0	2
31	Ontology-Based Semantic Context Modeling for Object Recognition of Intelligent Mobile Robots. , 2007, , 399-408.		1
32	Recognition and incremental learning of scenario-oriented human behavior patterns by two threshold models. , 2011, , .		1
33	Personalized robotic service using N-gram affective Event model. , 2013, , .		1
34	Mobile manipulation for autonomous packaging in realistic environments: EuRoC challenge 2, stage II, showcase. , 2018, , .		1
35	The Representation of Weighted Action-Coupled Semantic Network and Spreading Activation Model for Improvisational Action. , 2013, , .		0
36	Semantic Robot Knowledge Framework for Delivery Service Tasks. The Abstracts of the International Conference on Advanced Mechatronics Toward Evolutionary Fusion of IT and Mechatronics ICAM, 2010, 2010.5, 591-596.	0.0	0