## Daniel Rakita

## List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/618680/publications.pdf

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		1684188	2053705	
18	374	5	5	
papers	citations	h-index	g-index	
18	18	18	247	
all docs	docs citations	times ranked	citing authors	

#	Article	IF	CITATIONS
1	MotionBenchMaker: A Tool to Generate and Benchmark Motion Planning Datasets. IEEE Robotics and Automation Letters, 2022, 7, 882-889.	5.1	17
2	Single-query Path Planning Using Sample-Efficient Probability Informed Trees. IEEE Robotics and Automation Letters, 2021, 6, 4624-4631.	5.1	7
3	CollisionIK: A Per-Instant Pose Optimization Method for Generating Robot Motions with Environment Collision Avoidance. , 2021, , .		12
4	An analysis of RelaxedIK: an optimization-based framework for generating accurate and feasible robot arm motions. Autonomous Robots, 2020, 44, 1341-1358.	4.8	8
5	Effects of Onset Latency and Robot Speed Delays on Mimicry-Control Teleoperation. , 2020, , .		8
6	User-Guided Offline Synthesis of Robot Arm Motion from 6-DoF Paths. , 2019, , .		6
7	STAMPEDE: A Discrete-Optimization Method for Solving Pathwise-Inverse Kinematics. , 2019, , .		11
8	Shared control–based bimanual robot manipulation. Science Robotics, 2019, 4, .	17.6	49
9	A flexible optimization-based method for synthesizing intent-expressive robot arm motion. International Journal of Robotics Research, 2018, 37, 1376-1394.	8.5	13
10	An Autonomous Dynamic Camera Method for Effective Remote Teleoperation., 2018,,.		47
11	Shared Dynamic Curves. , 2018, , .		10
12	A Motion Retargeting Method for Effective Mimicry-based Teleoperation of Robot Arms. , 2017, , .		67
13	Understanding human-robot interaction in virtual reality. , 2017, , .		28
14	Recognizing actions during tactile manipulations through force sensing., 2017,,.		0
15	Evaluating intent-expressive robot arm motion. , 2016, , .		15
16	Motion synopsis for robot arm trajectories. , 2016, , .		0
17	RelaxedIK: Real-time Synthesis of Accurate and Feasible Robot Arm Motion. , 0, , .		62
18	Remote Telemanipulation with Adapting Viewpoints in Visually Complex Environments. , 0, , .		14