RaÃºl Cabido

List of Publications by Year
in descending order

16 papers	**459** citations	1307594 **7** h-index	1281871 **11** g-index
17 all docs	**17** docs citations	**17** times ranked	**549** citing authors

#	ARTICLE	IF	CITATIONS
1	Convolutional Neural Networks and Long Short-Term Memory for skeleton-based human activity and hand gesture recognition. Pattern Recognition, 2018, 76, 80-94.	8.1	291
2	Linguistic description of traffic in a roundabout. , 2010, , .		22
3	RERBEE: Robust Efficient Registration via Bifurcations and Elongated Elements Applied to Retinal Fluorescein Angiogram Sequences. IEEE Transactions on Medical Imaging, 2012, 31, 140-150.	8.9	21
4	Real-time human body tracking based on data fusion from multiple RGB-D sensors. Multimedia Tools and Applications, 2017, 76, 4249-4271.	3.9	19
5	Multiview 3D human pose estimation using improved least-squares and LSTM networks. Neurocomputing, 2019, 323, 335-343.	5.9	17
6	A low-level hybridization between memetic algorithm and VNS for the max-cut problem. , 2005, , .		16
7	High performance memetic algorithm particle filter for multiple object tracking on modern GPUs. Soft Computing, 2012, 16, 217-230.	3.6	16
8	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.	2.7	15
9	Scatter Search Particle Filter for 2D Real-Time Hands and Face Tracking. Lecture Notes in Computer Science, 2005, , 953-960.	1.3	9
10	Improving GPU particle filter with shader model 3.0 for visual tracking. , 2006, , .		8
11	Scatter Search Particle Filter to Solve the Dynamic Travelling Salesman Problem. Lecture Notes in Computer Science, 2005, , 177-189.	1.3	8
12	High Speed Articulated Object Tracking Using GPUs: A Particle Filter Approach. , 2009, , .		6
13	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.	3.5	6
14	Hardware-Accelerated Template Matching. Lecture Notes in Computer Science, 2005, , 691-698.	1.3	3
15	FRODRUG: A Virtual Screening GPU Accelerated Approach for Drug Discovery. , 2014, , .		1
16	High performance template tracking using fixed models. , 2008, , .		0