

# RaÃ³l Cabido

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6787783/publications.pdf>

Version: 2024-02-01

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  | Multiview 3D human pose estimation using improved least-squares and LSTM networks. Neurocomputing, 2019, 323, 335-343.   | 5.9 | 17        |
| 2  | 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         |
| 3  | 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       |
| 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  | FRODRUG: A Virtual Screening GPU Accelerated Approach for Drug Discovery. , 2014, , .  |     | 1         |
| 6  | 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        |
| 7  | High performance memetic algorithm particle filter for multiple object tracking on modern GPUs. Soft Computing, 2012, 16, 217-230.   | 3.6 | 16        |
| 8  | Linguistic description of traffic in a roundabout. , 2010, , .   |     | 22        |
| 9  | High Speed Articulated Object Tracking Using GPUs: A Particle Filter Approach. , 2009, , .   |     | 6         |
| 10 | 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        |
| 11 | High performance template tracking using fixed models. , 2008, , .   |     | 0         |
| 12 | Improving GPU particle filter with shader model 3.0 for visual tracking. , 2006, , .   |     | 8         |
| 13 | A low-level hybridization between memetic algorithm and VNS for the max-cut problem. , 2005, , .   |     | 16        |
| 14 | Scatter Search Particle Filter for 2D Real-Time Hands and Face Tracking. Lecture Notes in Computer Science, 2005, , 953-960.   | 1.3 | 9         |
| 15 | Scatter Search Particle Filter to Solve the Dynamic Travelling Salesman Problem. Lecture Notes in Computer Science, 2005, , 177-189.   | 1.3 | 8         |
| 16 | Hardware-Accelerated Template Matching. Lecture Notes in Computer Science, 2005, , 691-698.  | 1.3 | 3         |