Alberto Garcia-Garcia

List of Publications by Year
in descending order

34 papers	1,603 citations	758635 12 h-index	525886 27 g-index
36 all docs	36 docs citations	36 times ranked	1833 citing authors

#	Article	IF	Citations
1	A Review on Deep Learning Techniques for Video Prediction. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 2806-2826.	9.7	88
2	3DSliceLeNet: Recognizing 3D Objects Using a Slice-Representation. IEEE Access, 2022, 10, 15378-15392.	2.6	0
3	A Review on Machine Learning for Asset Management. Risks, 2022, 10, 84.	1.3	3
4	UnrealROX+: An Improved Tool for Acquiring Synthetic Data from Virtual 3D Environments. , 2021, , .		6
5	H-GAN: the power of GANs in your Hands. , 2021, , .		1
6	Analyzing the Galactic Pulsar Distribution with Machine Learning. Astrophysical Journal, 2021, 916, 100.	1.6	3
7	Magneto-thermal evolution of neutron stars with coupled Ohmic, Hall and ambipolar effects via accurate finite-volume simulations. Computer Physics Communications, 2021, 265, 108001.	3.0	26
8	COMBAHO: A deep learning system for integrating brain injury patients in society. Pattern Recognition Letters, 2020, 137, 80-90.	2.6	2
9	UnrealROX: an extremely photorealistic virtual reality environment for robotics simulations and synthetic data generation. Virtual Reality, 2020, 24, 271-288.	4.1	35
10	A Very Young Radio-loud Magnetar. Astrophysical Journal Letters, 2020, 896, L30.	3.0	36
11	On the Rate of Crustal Failures in Young Magnetars. Astrophysical Journal Letters, 2020, 902, L32.	3.0	17
12	3D Hand Joints Position Estimation with Graph Convolutional Networks: A GraphHands Baseline. Advances in Intelligent Systems and Computing, 2020, , 551-562.	0.5	1
13	A visually realistic grasping system for object manipulation and interaction in virtual reality environments. Computers and Graphics, 2019, 83, 77-86.	1.4	25
14	TactileGCN: A Graph Convolutional Network for Predicting Grasp Stability with Tactile Sensors. , 2019, , .		29
15	A long short‐term memory based Schaeffer gesture recognition system. Expert Systems, 2018, 35, e12247.	2.9	4
16	Interactive 3D object recognition pipeline on mobile GPGPU computing platforms using low-cost RGB-D sensors. Journal of Real-Time Image Processing, 2018, 14, 585-604.	2.2	11
17	Bioinspired point cloud representation: 3D object tracking. Neural Computing and Applications, 2018, 29, 663-672.	3.2	5
18	The RobotriX: An Extremely Photorealistic and Very-Large-Scale Indoor Dataset of Sequences with Robot Trajectories and Interactions. , 2018, , .		18

#	Article	IF	Citations
19	A survey on deep learning techniques for image and video semantic segmentation. Applied Soft Computing Journal, 2018, 70, 41-65.	4.1	906
20	Evaluation of sampling method effects in 3D non-rigid registration. Neural Computing and Applications, 2017, 28, 953-967.	3.2	11
21	Multi-sensor 3D object dataset for object recognition with full pose estimation. Neural Computing and Applications, 2017, 28, 941-952.	3.2	9
22	A robotic platform for customized and interactive rehabilitation of persons with disabilities. Pattern Recognition Letters, 2017, 99, 105-113.	2.6	17
23	Automatic selection of molecular descriptors using random forest: Application to drug discovery. Expert Systems With Applications, 2017, 72, 151-159.	4.4	96
24	LonchaNet: A sliced-based CNN architecture for real-time 3D object recognition. , 2017, , .		39
25	A study of the effect of noise and occlusion on the accuracy of convolutional neural networks applied to 3D object recognition. Computer Vision and Image Understanding, 2017, 164, 124-134.	3.0	13
26	A recurrent neural network based Schaeffer gesture recognition system. , 2017, , .		5
27	A Quantitative Comparison of Calibration Methods for RGB-D Sensors Using Different Technologies. Sensors, 2017, 17, 243.	2.1	22
28	Classifying Behaviours in Videos with Recurrent Neural Networks. International Journal of Computer Vision and Image Processing, 2017, 7, 1-15.	0.3	4
29	Automatic Schaeffer's gestures recognition system. Expert Systems, 2016, 33, 480-488.	2.9	10
30	PointNet: A 3D Convolutional Neural Network for real-time object class recognition. , 2016, , .		109
31	3D Surface Reconstruction of Noisy Point Clouds Using Growing Neural Gas: 3D Object/Scene Reconstruction. Neural Processing Letters, 2016, 43, 401-423.	2.0	19
32	Computational Analysis of Distance Operators for the Iterative Closest Point Algorithm. PLoS ONE, 2016, 11, e0164694.	1.1	24
33	3D model reconstruction using neural gas accelerated on GPU. Applied Soft Computing Journal, 2015, 32, 87-100.	4.1	5
34	Optimized Representation of 3D Sequences Using Neural Networks. Lecture Notes in Computer Science, 2015, , 251-260.	1.0	0