

# Pedro Vicente

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7026990/publications.pdf>

Version: 2024-02-01

17  
papers

118  
citations

1937457

4  
h-index

2272820

4  
g-index

17  
all docs

17  
docs citations

17  
times ranked

114  
citing authors

#	ARTICLE	IF	CITATIONS
1	From Rocks to Walls: a Model-free Reinforcement Learning Approach to Dry Stacking with Irregular Rocks. , 2021, , .		3
2	Where is my hand? Deep hand segmentation for visual self-recognition in humanoid robots. Robotics and Autonomous Systems, 2021, 145, 103857.	3.0	4
3	Cleaning Tasks Knowledge Transfer Between Heterogeneous Robots: a Deep Learning Approach. Journal of Intelligent and Robotic Systems: Theory and Applications, 2020, 98, 191-205.	2.0	5
4	2D Visual Servoing meets Rapidly-exploring Random Trees for collision avoidance. , 2020, , .		1
5	Robotic Interactive Physics Parameters Estimator (RIPPE). , 2019, , .		1
6	Autonomous table-cleaning from kinesthetic demonstrations using Deep Learning. , 2018, , .		6
7	Incremental adaptation of a robot body schema based on touch events. , 2018, , .		7
8	Finding safe 3D robot grasps through efficient haptic exploration with unscented Bayesian optimization and collision penalty. , 2018, , .		7
9	Markerless Eye-Hand Kinematic Calibration on the iCub Humanoid Robot. Frontiers in Robotics and AI, 2018, 5, 46.	2.0	0
10	â€œiCub, clean the table!â€•A robot learning from demonstration approach using deep neural networks. , 2018, , .		20
11	Towards markerless visual servoing of grasping tasks for humanoid robots. , 2017, , .		14
12	Wedding robotics: A case study. , 2017, , .		0
13	Learning at the ends: From hand to tool affordances in humanoid robots. , 2017, , .		8
14	Online Body Schema Adaptation Based on Internal Mental Simulation and Multisensory Feedback. Frontiers in Robotics and AI, 2016, 3, .	2.0	16
15	Robotic Hand Pose Estimation Based on Stereo Vision and GPU-enabled Internal Graphical Simulation. Journal of Intelligent and Robotic Systems: Theory and Applications, 2016, 83, 339-358.	2.0	18
16	GPU-Enabled Particle Based Optimization for Robotic-Hand Pose Estimation and Self-Calibration. , 2015, , .		4
17	Eye-hand online adaptation during reaching tasks in a humanoid robot. , 2014, , .		4