Fulvio Corno

List of Publications by Year
in descending order

152 papers	2,302 citations	394421 19 h-index	330143 37 g-index
158 all docs	158 docs citations	158 times ranked	1747 citing authors

#	Article	IF	Citations
1	A Semantic Web Approach to Simplifying Trigger-Action Programming in the IoT. Computer, 2017, 50, 18-24.	1.1	191
2	DogOnt - Ontology Modeling for Intelligent Domotic Environments. Lecture Notes in Computer Science, 2008, , 790-803.	1.3	134
3	Review of the state-of-the-art in patent information and forthcoming evolutions in intelligent patent informatics. World Patent Information, 2010, 32, 30-38.	1.7	117
4	Automatic test program generation: a case study. IEEE Design and Test of Computers, 2004, 21, 102-109.	1.0	106
5	GATTO: a genetic algorithm for automatic test pattern generation for large synchronous sequential circuits. IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems, 1996, 15, 991-1000.	2.7	93
6	Intelligent Energy Optimization for User Intelligible Goals in Smart Home Environments. IEEE Transactions on Smart Grid, 2012, 3, 2128-2135.	9.0	76
7	The DOG gateway: enabling ontology-based intelligent domotic environments. IEEE Transactions on Consumer Electronics, 2008, 54, 1656-1664.	3.6	75
8	Home energy consumption feedback: A user survey. Energy and Buildings, 2012, 47, 383-393.	6.7	74
9	Testability analysis and ATPG on behavioral RT-level VHDL. , 0, , .		52
10	New techniques for speeding-up fault-injection campaigns. , 0, , .		48
11	Fully automatic test program generation for microprocessor cores. , 0, , .		45
12	The selfish gene algorithm. , 1998, , .		44
13	On the test of microprocessor IP cores. , 0, , .		43
14	HomeRules. , 2015, , .		43
15	Understanding users and their needs. Universal Access in the Information Society, 2009, 8, 259-275.	3.0	39
16	Evolving Assembly Programs: How Games Help Microprocessor Validation. IEEE Transactions on Evolutionary Computation, 2005, 9, 695-706.	10.0	35
17	Empowering End Users in Debugging Trigger-Action Rules. , 2019, , .		34
18	Eye Tracking Impact on Quality-of-Life of ALS Patients. Lecture Notes in Computer Science, 2008, , 70-77.	1.3	32

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19	SmartBike: an IoT Crowd Sensing Platform for Monitoring City Air Pollution. International Journal of Electrical and Computer Engineering, 2017, 7, 3602.	0.7	31
20	On the impact of dysarthric speech on contemporary ASR cloud platforms. Journal of Reliable Intelligent Environments, 2019, 5, 163-172.	5.2	30
21	Fast sequential circuit test generation using high-level and gate-level techniques. , 0, , .		29
22	A high-level semantic approach to End-User Development in the Internet of Things. International Journal of Human Computer Studies, 2019, 125, 41-54.	5.6	28
23	What would you ask to your home if it were intelligent? Exploring user expectations about next-generation homes. Journal of Ambient Intelligence and Smart Environments, 2011, 3, 111-126.	1.4	25
24	Enabling machine understandable exchange of energy consumption information in intelligent domotic environments. Energy and Buildings, 2011, 43, 1392-1402.	6.7	24
25	A context and user aware smart notification system. , 2015, , .		24
26	Rule-based intelligence for domotic environments. Automation in Construction, 2010, 19, 183-196.	9.8	23
27	Supporting caregivers in assisted living facilities for persons with disabilities: a user study. Universal Access in the Information Society, 2015, 14, 133-144.	3.0	22
28	Assessing Virtual Assistant Capabilities with Italian Dysarthric Speech. , 2018, , .		22
29	RecRules. ACM Transactions on Intelligent Systems and Technology, 2019, 10, 1-27.	4.5	22
30	A Healthcare Support System for Assisted Living Facilities: An IoT Solution. , 2016, , .		20
31	Training Engineers for the Ambient Intelligence Challenge. IEEE Transactions on Education, 2017, 60, 40-49.	2.4	19
32	HeyTAP. , 2020, , .		18
33	DOG: An Ontology-Powered OSGi Domotic Gateway. , 2008, , .		17
34	DOGeye: Controlling your home with eye interaction. Interacting With Computers, 2011, 23, 484-498.	1.5	17
35	My IoT Puzzle: Debugging IF-THEN Rules Through the Jigsaw Metaphor. Lecture Notes in Computer Science, 2019, , 18-33.	1.3	17
36	Domotic house gateway. , 2006, , .		16

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37	dWatch: A Personal Wrist Watch for Smart Environments. Procedia Computer Science, 2012, 10, 300-307.	2.0	16
38	Designing for user confidence in intelligent environments. Journal of Reliable Intelligent Environments, 2015, 1, 11-21.	5.2	16
39	From Users€™ Intentions to IF-THEN Rules in the Internet of Things. ACM Transactions on Information Systems, 2021, 39, 1-33.	4.9	16
40	A High-Level Approach Towards End User Development in the IoT. , 2017, , .		15
41	On-the-fly Construction of Web Services Compositions from Natural Language Requests. Journal of Software, 2006, 1, .	0.6	15
42	Circular self-test path for FSMs. IEEE Design and Test of Computers, 1996, 13, 50-60.	1.0	14
43	Efficient machine-code test-program induction. , 0, , .		14
44	Composing Web services on the basis of natural language requests. , 2005, , .		13
45	Modeling and formal verification of smart environments. Security and Communication Networks, 2014, 7, 1582-1598.	1.5	13
46	On the challenges novice programmers experience in developing IoT systems: A Survey. Journal of Systems and Software, 2019, 157, 110389.	4.5	13
47	An agent based autonomic semantic platform. , 0, , .		12
48	TAPrec. , 2020, , .		12
49	Integrated speech and gaze control for realistic desktop environments. , 2008, , .		11
50	DogSim: A state chart simulator for Domotic Environments. , 2010, , .		11
51	How is Open Source Software Development Different in Popular IoT Projects?. IEEE Access, 2020, 8, 28337-28348.	4.2	11
52	Automatic test bench generation for validation of RT-level descriptions: an industrial experience. , 0, , .		10
53	Modeling, simulation and emulation of Intelligent Domotic Environments. Automation in Construction, 2011, 20, 967-981.	9.8	10
54	A Semantics-Rich Information Technology Architecture for Smart Buildings. Buildings, 2014, 4, 880-910.	3.1	10

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55	spChains: A Declarative Framework for Data Stream Processing in Pervasive Applications. Procedia Computer Science, 2012, 10, 316-323.	2.0	9
56	Design-time formal verification for smart environments: an exploratory perspective. Journal of Ambient Intelligence and Humanized Computing, 2014, 5, 581-599.	4.9	9
57	PowerOnt: An Ontology-Based Approach for Power Consumption Estimation in Smart Homes. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 3-8.	0.3	9
58	Educating Internet of Things Professionals: The Ambient Intelligence Course. IT Professional, 2016, 18, 50-57.	1.5	9
59	Evolving Cellular Automata for Self-Testing Hardware. Lecture Notes in Computer Science, 2000, , 31-40.	1.3	9
60	Integrating online and offline testing of a switching memory. IEEE Design and Test of Computers, 1998, 15, 63-70.	1.0	8
61	Exploiting Behavioral Information in Gate-Level ATPG. Journal of Electronic Testing: Theory and Applications (JETTA), 1999, 14, 141-148.	1.2	8
62	Dynamic prediction of web requests. , 0, , .		8
63	FaSet: A Set Theory Model for Faceted Search. , 2009, , .		8
64	A blueprint for integrated eye-controlled environments. Universal Access in the Information Society, 2009, 8, 311-321.	3.0	8
65	Mobile interaction with smart environments through linked data. , 2010, , .		8
66	DoMAIns: Domain-based modeling for Ambient Intelligence. Pervasive and Mobile Computing, 2012, 8, 614-628.	3.3	8
67	The smart home controller on your wrist. , 2013, , .		8
68	JEERP: Energy-Aware Enterprise Resource Planning. IT Professional, 2014, 16, 50-56.	1.5	8
69	GNomon. , 2015, , .		8
70	Design and Development of One-Switch Video Games for Children with Severe Motor Disabilities. ACM Transactions on Accessible Computing, 2017, 10, 1-42.	2.4	8
71	Code Generation for Functional Validation of Pipelined Microprocessors. Journal of Electronic Testing: Theory and Applications (JETTA), 2004, 20, 269-278.	1.2	7
72	Formal Verification of Device State Chart Models. , 2011, , .		7

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73	The Impact of Gaze Controlled Technology on Quality of Life. , 0, , 48-54.		7
74	Exploiting symbolic techniques for partial scan flip flop selection. , 0, , .		6
75	SymFony: a hybrid topological-symbolic ATPG exploiting RT-level information. IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems, 1999, 18, 191-202.	2.7	6
76	Initializability analysis of synchronous sequential circuits. ACM Transactions on Design Automation of Electronic Systems, 2002, 7, 249-264.	2.6	6
77	Automatic domotic device interoperation. IEEE Transactions on Consumer Electronics, 2009, 55, 499-506.	3.6	6
78	Publishing LO(D)D: Linked Open (Dynamic) Data for Smart Sensing and Measuring Environments. Procedia Computer Science, 2012, 10, 381-388.	2.0	6
79	Real-time monitoring of high-level states in smart environments. Journal of Ambient Intelligence and Smart Environments, 2015, 7, 133-153.	1.4	6
80	AwareNotifications: Multi-device semantic notification handling with user-defined preferences. Journal of Ambient Intelligence and Smart Environments, 2018, 10, 327-343.	1.4	6
81	Easing IoT development for novice programmers through code recipes. , 2018, , .		6
82	An Unsupervised and Noninvasive Model for Predicting Network Resource Demands. IEEE Internet of Things Journal, 2018, 5, 4342-4350.	8.7	6
83	XDN: cross-device framework for custom notifications management. Computing (Vienna/New York), 2019, 101, 1735-1761.	4.8	6
84	Devices, Information, and People: Abstracting the Internet of Things for End-User Personalization. Lecture Notes in Computer Science, 2021, , 71-86.	1.3	6
85	A parallel genetic algorithm for Automatic Generation of Test Sequences for digital circuits. Lecture Notes in Computer Science, 1996, , 454-459.	1.3	6
86	Domain specific searches using conceptual spectra. , 0, , .		5
87	Automatic learning of text-to-concept mappings exploiting WordNet-like lexical networks. , 2005, , .		5
88	Automatic test generation for verifying microprocessors. IEEE Potentials, 2005, 24, 34-37.	0.3	5
89	A reusable 3D visualization component for the semantic web. , 2007, , .		5
90	Smart Systems. IT Professional, 2015, 17, 14-17.	1.5	5

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91	The Overall Architecture of a Decision Support System for Public Buildings. Energy Procedia, 2015, 78, 2196-2201.	1.8	5
92	Estimate user meaningful places through low-energy mobile sensing. , 2016, , .		5
93	Eye-based Direct Interaction for Environmental Control in Heterogeneous Smart Environments. , 2010, , 1117-1138.		5
94	<title>Experiences in the use of evolutionary techniques for testing digital circuits</title>. , 1998, , .		4
95	Optimizing deceptive functions with the SG-Clans algorithm. , 0, , .		4
96	A BIST-based Solution for the Diagnosis of Embedded Memories Adopting Image Processing Techniques. Journal of Electronic Testing: Theory and Applications (JETTA), 2004, 20, 79-87.	1.2	4
97	Validation of the dependability of CAN-based networked systems. , 2004, , .		4
98	EUDoptimizer: Assisting End Users in Composing IF-THEN Rules Through Optimization. IEEE Access, 2019, 7, 37950-37960.	4.2	4
99	Helping novice developers harness security issues in cloud-IoT systems. Journal of Reliable Intelligent Environments, 2022, 8, 261-283.	5.2	4
100	Guaranteeing testability in re-encoding for low power. , 0, , .		3
101	The General Product Machine: a New Model for Symbolic FSM Traversal. Formal Methods in System Design, 1998, 12, 267-289.	0.8	3
102	Exploiting co-evolution and a modified island model to climb the core war hill. , 0, , .		3
103	Multilingual semantic elaboration in the DOSE platform. , 2004, , .		3
104	Technology independent interoperation of domotic devices through rules. , 2009, , .		3
105	SAT based enforcement of domotic effects in smart environments. Journal of Ambient Intelligence and Humanized Computing, 2014, 5, 565-579.	4.9	3
106	Autonomic goal-oriented device management for Smart Environments. Journal of Ambient Intelligence and Smart Environments, 2015, 7, 425-448.	1.4	3
107	User expectations in intelligent environments. Journal of Reliable Intelligent Environments, 2018, 4, 189-198.	5.2	3
108	On The Advanced Services That 5G May Provide To IoT Applications. , 2018, , .		3

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109	Towards Computational Notebooks for IoT Development. , 2019, , .		3
110	ARPIA: A High-Level Evolutionary Test Signal Generator. Lecture Notes in Computer Science, 2001, , 298-306.	1.3	3
111	Can We Make Dynamic, Accessible and Fun One-Switch Video Games?. , 2015, , .		3
112	How do end-users program the Internet of Things?. Behaviour and Information Technology, 0, , 1-23.	4.0	3
113	A methodology for system-level design for verifiability. , 1993, , 80-91.		2
114	EVOLUTIONARY SIMULATION-BASED VALIDATION. International Journal on Artificial Intelligence Tools, 2004, 13, 897-916.	1.0	2
115	Clocks, Bars and Balls. , 2016, , .		2
116	Pain Points for Novice Programmers of Ambient Intelligence Systems: An Exploratory Study. , 2017, , .		2
117	XDN. , 2017, , .		2
118	Perception of Security Issues in the Development of Cloud-IoT Systems by a Novice Programmer. Ambient Intelligence and Smart Environments, 2021, , .	0.3	2
119	Real-Time Big Data Processing for Domain Experts. , 2013, , 415-447.		2
120	A PVM tool for automatic test generation on parallel and distributed systems. Lecture Notes in Computer Science, 1995, , 39-44.	1.3	2
121	Playable One-Switch Video Games for Children with Severe Motor Disabilities Based on GNomon. , 2015, , .		2
122	Computational notebooks to support developers in prototyping IoT systems. International Journal of Human Computer Studies, 2022, 165, 102850.	5.6	2
123	SAARA. , 1997, , .		1
124	Self-Similarity Metric for Index Pruning in Conceptual Vector Space Models. , 2008, , .		1
125	An Ontology-Based Context Management and Reasoning on the DOG Gateway. , 2009, , .		1
126	Innovative and Disruptive Technologies [From the Editors]. IT Professional, 2013, 15, 4-5.	1.5	1

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127	On the design of an energy and user aware study room. , 2017, , .		1
128	Reliability on pervasive well-being: will it soon become a reality?. Journal of Reliable Intelligent Environments, 2019, 5, 129-130.	5.2	1
129	On Computational Notebooks to Empower Physical Computing Novices. , 2021, , .		1
130	IoT Meets Caregivers: A Healthcare Support System in Assisted Living Facilities. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 172-177.	0.3	1
131	Beyond Communication and Control. , 0, , 103-127.		1
132	Automatic Validation of Protocol Interfaces Described in VHDL. Lecture Notes in Computer Science, 2000, , 205-214.	1.3	1
133	Exploiting competing subpopulations for automatic generation of test sequences for digital circuits. Lecture Notes in Computer Science, 1996, , 791-800.	1.3	1
134	Simulation-Based Verification of Network Protocols Performance. IFIP Advances in Information and Communication Technology, 1997, , 236-251.	0.7	1
135	Test Pattern Generation under Low Power Constraints. Lecture Notes in Computer Science, 1999, , 162-170.	1.3	1
136	IoT for Ambient Assisted Living. , 2018, , 161-187.		1
137	How the Preattentive Process is Exploited in Practical Information Visualization Design: A Review. International Journal of Human-Computer Interaction, 2023, 39, 707-720.	4.8	1
138	Approximate equivalence verification of sequential circuits via genetic algorithms. , 0, , .		0
139	Integrating symbolic techniques in ATPG-based sequential logic optimization. , 0, , .		0
140	Impact of Technology on Learning Paradigms and Teaching Practices. , 2004, , 199-200.		0
141	Versatile RDF Representation for Multimedia Semantic Search. , 2007, , .		0
142	Advancing Cloud Computing [Guest editors' introduction]. IT Professional, 2014, 16, 16-17.	1.5	0
143	IoT Meets Exhibition Areas: A Modular Architecture to Improve Proximity Interactions. , 2015, , .		0
144	Touch-Based Ontology Browsing on Tablets and Surfaces. , 2019, , .		0

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145	Evolutionary Techniques for Minimizing Test Signals Application Time. Lecture Notes in Computer Science, 2002, , 183-189.	1.3	0
146	Built-In Self Test of Sequential Circuits. Genetic Algorithms and Evolutionary Computation, 2003, , 143-173.	0.3	0
147	E-Learning at Politecnico di Torino. , 2013, , 690-702.		0
148	Template-Based Ontology Population for Smart Environments Configuration. Lecture Notes in Computer Science, 2014, , 271-278.	1.3	0
149	IoT for Ambient Assisted Living. Advances in Medical Technologies and Clinical Practice Book Series, 2017, , 66-97.	0.3	0
150	Collaborative Accessible Gameplay with One-Switch Interfaces. , 2018, , .		0
151	Verifying the equivalence of sequential circuits with genetic algorithms. , 0, , .		0
152	Speech and Gaze Control for Desktop Environments. , 0, , 188-203.		0