

# JosÃ© MarÃ­a MartÃ­nez-Otzeta

## List of Publications by Year in descending order

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Version: 2024-02-01

49  
papers

365  
citations

932766

10  
h-index

839053

18  
g-index

50  
all docs

50  
docs citations

50  
times ranked

348  
citing authors

#	ARTICLE	IF	CITATIONS
1	Video Activity Recognition: State-of-the-Art. Sensors, 2019, 19, 3160.	2.1	55
2	On the use of Bayesian Networks to develop behaviours for mobile robots. Robotics and Autonomous Systems, 2007, 55, 253-265.	3.0	38
3	RGB-D, Laser and Thermal Sensor Fusion for People following in a Mobile Robot. International Journal of Advanced Robotic Systems, 2013, 10, 271.	1.3	33
4	Dynamic selection of the best base classifier in One versus One. Knowledge-Based Systems, 2015, 85, 298-306.	4.0	24
5	Classifier hierarchy learning by means of genetic algorithms. Pattern Recognition Letters, 2006, 27, 1998-2004.	2.6	20
6	Periocular and iris local descriptors for identity verification in mobile applications. Pattern Recognition Letters, 2017, 91, 52-59.	2.6	19
7	Fusing multiple image transformations and a thermal sensor with kinect to improve person detection ability. Engineering Applications of Artificial Intelligence, 2013, 26, 1980-1991.	4.3	15
8	Shedding Light on People Action Recognition in Social Robotics by Means of Common Spatial Patterns. Sensors, 2020, 20, 2436.	2.1	15
9	Spontaneous talking gestures using Generative Adversarial Networks. Robotics and Autonomous Systems, 2019, 114, 57-65.	3.0	14
10	On the Use of a Low-Cost Thermal Sensor to Improve Kinect People Detection in a Mobile Robot. Sensors, 2013, 13, 14687-14713.	2.1	12
11	Expressing Robot Personality through Talking Body Language. Applied Sciences (Switzerland), 2021, 11, 4639.	1.3	10
12	Laser Based People Following Behaviour in an Emergency Environment. Lecture Notes in Computer Science, 2009, , 33-42.	1.0	10
13	Towards the use of similarity distances to music genre classification: A comparative study. PLoS ONE, 2018, 13, e0191417.	1.1	9
14	Particle Filtering for Industrial 6DOF Visual Servoing. Journal of Intelligent and Robotic Systems: Theory and Applications, 2014, 74, 689-696.	2.0	8
15	Modeling and evaluating beat gestures for social robots. Multimedia Tools and Applications, 2022, 81, 3421-3438.	2.6	8
16	Quantitative analysis of robot gesticulation behavior. Autonomous Robots, 2021, 45, 175-189.	3.2	7
17	PARTICLE FILTERING FOR PEOPLE FOLLOWING BEHAVIOR USING LASER SCANS AND STEREO VISION. International Journal on Artificial Intelligence Tools, 2011, 20, 313-326.	0.7	5
18	Iris matching by means of Machine Learning paradigms: A new approach to dissimilarity computation. Pattern Recognition Letters, 2017, 91, 60-64.	2.6	5

#	ARTICLE	IF	CITATIONS
19	Learning to Gesticulate by Observation Using a Deep Generative Approach. Lecture Notes in Computer Science, 2019, , 666-675.	1.0	5
20	Automatic Quality Inspection of Percussion Cap Mass Production by Means of 3D Machine Vision and Machine Learning Techniques. Lecture Notes in Computer Science, 2010, , 270-277.	1.0	5
21	A New Approach for Video Action Recognition: CSP-Based Filtering for Video to Image Transformation. IEEE Access, 2021, 9, 139946-139957.	2.6	5
22	Combining Bayesian Networks, k Nearest Neighbours Algorithm and Attribute Selection for Gene Expression Data Analysis. Lecture Notes in Computer Science, 2004, , 86-97.	1.0	4
23	User modeling in a social network for cognitively disabled people. Journal of the Association for Information Science and Technology, 2016, 67, 305-317.	1.5	4
24	People Following Behaviour in an Industrial Enviroment Using Laser and Stereo Camera. Lecture Notes in Computer Science, 2010, , 508-517.	1.0	4
25	Adaptive Emotional Chatting Behavior to Increase the Sociability of Robots. Lecture Notes in Computer Science, 2017, , 666-675.	1.0	4
26	DOOR HANDLE IDENTIFICATION: A THREE-STAGE APPROACH. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2007, 40, 517-522.	0.4	3
27	Robots on stage: A cognitive framework for socially interacting robots. Biologically Inspired Cognitive Architectures, 2018, 25, 17-25.	0.9	3
28	Sign Language Recognition by Means of Common Spatial Patterns. , 2021, , .		3
29	Machine Learning approach to dissimilarity computation: Iris matching. , 2016, , .		2
30	Emotional Poetry Generation. Lecture Notes in Computer Science, 2017, , 332-342.	1.0	2
31	On how self-body awareness improves autonomy in social robots. , 2017, , .		2
32	Visual Approaches for Handle Recognition. , 2008, , 313-322.		2
33	Tartalo: the door knocker robot. , 2007, , .		1
34	Markov Text Generator for Basque Poetry. Lecture Notes in Computer Science, 2017, , 228-236.	1.0	1
35	Using Common Spatial Patterns to Select Relevant Pixels for Video Activity Recognition. Applied Sciences (Switzerland), 2020, 10, 8075.	1.3	1
36	Can a Social Robot Learn to Gesticulate Just by Observing Humans?. Advances in Intelligent Systems and Computing, 2021, , 137-150.	0.5	1

#	ARTICLE	IF	CITATIONS
37	A Layered Learning Approach to 3D Multimodal People Detection Using Low-Cost Sensors in a Mobile Robot. <i>Advances in Intelligent and Soft Computing</i> , 2012, , 27-33.	0.2	1
38	Which gesture generator performs better?. , 2021, , .		1
39	Natural Landmark Based Navigation. <i>Lecture Notes in Computer Science</i> , 2004, , 742-753.	1.0	1
40	On a Unified Framework for Sampling With and Without Replacement in Decision Tree Ensembles. <i>Lecture Notes in Computer Science</i> , 2006, , 118-127.	1.0	1
41	K Nearest Neighbor Edition to Guide Classification Tree Learning: Motivation and Experimental Results. <i>Lecture Notes in Computer Science</i> , 2006, , 53-63.	1.0	1
42	An Open-source Library for Processing of 3D Data from Indoor Scenes. , 2022, , .		1
43	Analyzing Classifier Hierarchy Multiclassifier Learning. <i>Lecture Notes in Computer Science</i> , 2008, , 775-782.	1.0	0
44	ORdensity: user-friendly R package to identify differentially expressed genes. <i>BMC Bioinformatics</i> , 2020, 21, 135.	1.2	0
45	Adapting the Point of View for Behavior-Based Navigation. <i>Lecture Notes in Computer Science</i> , 2006, , 69-78.	1.0	0
46	Edited Naive Bayes. <i>Inteligencia Artificial</i> , 2006, 10, .	0.5	0
47	Poet's Little Helper: A methodology for computer-based poetry generation. A case study for the Basque language. , 2017, , .		0
48	Multiscale network regression for associations between brain connectivity and cognitive and behavioural indices. , 2021, , .		0
49	Towards an Interpretable Spanish Sign Language Recognizer. , 2022, , .		0