

# Pilar Bachiller

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7511450/publications.pdf>

Version: 2024-02-01

21  
papers

127  
citations

1478505

6  
h-index

1281871

11  
g-index

24  
all docs

24  
docs citations

24  
times ranked

107  
citing authors

#	ARTICLE	IF	CITATIONS
1	SocNav1: A Dataset to Benchmark and Learn Social Navigation Conventions. <i>Data</i> , 2020, 5, 7.	2.3	18
2	A variant of the Hough Transform for the combined detection of corners, segments, and polylines. <i>Eurasip Journal on Image and Video Processing</i> , 2017, 2017, .	2.6	12
3	A graph neural network to model disruption in human-aware robot navigation. <i>Multimedia Tools and Applications</i> , 2022, 81, 3277-3295.	3.9	11
4	LearnBlock: A Robot-Agnostic Educational Programming Tool. <i>IEEE Access</i> , 2020, 8, 30012-30026.	4.2	9
5	Multi-cue visual obstacle detection for mobile robots. <i>Journal of Physical Agents</i> , 2010, 4, 3-10.	0.3	7
6	A Perception-aware Architecture for Autonomous Robots. <i>International Journal of Advanced Robotic Systems</i> , 2015, , 1.	2.1	6
7	Attentional Selection for Action in Mobile Robots. , 0, , .		6
8	Integrating planning perception and action for informed object search. <i>Cognitive Processing</i> , 2018, 19, 285-296.	1.4	3
9	A Spiking Neural Model of HT3D for Corner Detection. <i>Frontiers in Computational Neuroscience</i> , 2018, 12, 37.	2.1	3
10	A Toolkit to Generate Social Navigation Datasets. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 180-193.	0.6	3
11	Robust behavior and perception using hierarchical state machines: a pallet manipulation experiment. <i>Journal of Physical Agents</i> , 2011, 5, 35-44.	0.3	3
12	Generation of Human-Aware Navigation Maps Using Graph Neural Networks. <i>Lecture Notes in Computer Science</i> , 2021, , 19-32.	1.3	3
13	Neural network quantifier for solving the mixture problem and its implementation by systolic arrays. <i>Microelectronics Journal</i> , 1999, 30, 77-82.	2.0	2
14	Graph Neural Networks for Human-Aware Social Navigation. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 167-179.	0.6	2
15	\$\$\$DSR_d\$\$\$: A Proposal for a Low-Latency, Distributed Working Memory for CORTEX. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 109-122.	0.6	2
16	Overt visual attention inside JDE control architecture. , 2005, , .		1
17	Multi-camera Torso Pose Estimation using Graph Neural Networks. , 2020, , .		1
18	Attentional Behaviors for Environment Modeling by a Mobile Robot. , 0, , .		0

#	ARTICLE	IF	CITATIONS
19	Visual Attention Mechanisms Revisited. Advances in Intelligent Systems and Computing, 2019, , 100-114.	0.6	0
20	Interactive Games with Robotic and Augmented Reality Technology in Cognitive and Motor Rehabilitation. , 2012, , 1212-1233.		0
21	Interactive Games with Robotic and Augmented Reality Technology in Cognitive and Motor Rehabilitation. , 0, , 1233-1254.		0