

Pilar Bachiller

List of Publications by Year in descending order

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Version: 2024-02-01

21
papers

127
citations

1478505

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1281871

11
g-index

24
all docs

24
docs citations

24
times ranked

107
citing authors

#	ARTICLE	IF	CITATIONS
1	A graph neural network to model disruption in human-aware robot navigation. Multimedia Tools and Applications, 2022, 81, 3277-3295.	3.9	11
2	Graph Neural Networks for Human-Aware Social Navigation. Advances in Intelligent Systems and Computing, 2021, , 167-179.	0.6	2
3	A Toolkit to Generate Social Navigation Datasets. Advances in Intelligent Systems and Computing, 2021, , 180-193.	0.6	3
4	\$\$DSR_d\$\$: A Proposal for a Low-Latency, Distributed Working Memory for CORTEX. Advances in Intelligent Systems and Computing, 2021, , 109-122.	0.6	2
5	Generation of Human-Aware Navigation Maps Using Graph Neural Networks. Lecture Notes in Computer Science, 2021, , 19-32.	1.3	3
6	Multi-camera Torso Pose Estimation using Graph Neural Networks. , 2020, , .		1
7	SocNav1: A Dataset to Benchmark and Learn Social Navigation Conventions. Data, 2020, 5, 7.	2.3	18
8	LearnBlock: A Robot-Agnostic Educational Programming Tool. IEEE Access, 2020, 8, 30012-30026.	4.2	9
9	Visual Attention Mechanisms Revisited. Advances in Intelligent Systems and Computing, 2019, , 100-114.	0.6	0
10	Integrating planning perception and action for informed object search. Cognitive Processing, 2018, 19, 285-296.	1.4	3
11	A Spiking Neural Model of HT3D for Corner Detection. Frontiers in Computational Neuroscience, 2018, 12, 37.	2.1	3
12	A variant of the Hough Transform for the combined detection of corners, segments, and polylines. Eurasip Journal on Image and Video Processing, 2017, 2017, .	2.6	12
13	A Perception-aware Architecture for Autonomous Robots. International Journal of Advanced Robotic Systems, 2015, , 1.	2.1	6
14	Interactive Games with Robotic and Augmented Reality Technology in Cognitive and Motor Rehabilitation. , 2012, , 1212-1233.		0
15	Robust behavior and perception using hierarchical state machines: a pallet manipulation experiment. Journal of Physical Agents, 2011, 5, 35-44.	0.3	3
16	Multi-cue visual obstacle detection for mobile robots. Journal of Physical Agents, 2010, 4, 3-10.	0.3	7
17	Overt visual attention inside JDE control architecture. , 2005, , .		1
18	Neural network quantifier for solving the mixture problem and its implementation by systolic arrays. Microelectronics Journal, 1999, 30, 77-82.	2.0	2

#	ARTICLE	IF	CITATIONS
19	Attentional Behaviors for Environment Modeling by a Mobile Robot. , 0, , .		0
20	Attentional Selection for Action in Mobile Robots. , 0, , .		6
21	Interactive Games with Robotic and Augmented Reality Technology in Cognitive and Motor Rehabilitation. , 0, , 1233-1254.		0