

# Gordon Cheng

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7549785/publications.pdf>

Version: 2024-02-01

236  
papers

7,100  
citations

109137

35  
h-index

88477

70  
g-index

246  
all docs

246  
docs citations

246  
times ranked

5523  
citing authors

#	ARTICLE	IF	CITATIONS
1	Learning from demonstration and adaptation of biped locomotion. <i>Robotics and Autonomous Systems</i> , 2004, 47, 79-91.	3.0	361
2	Nanomesh pressure sensor for monitoring finger manipulation without sensory interference. <i>Science</i> , 2020, 370, 966-970.	6.0	361
3	Directions Toward Effective Utilization of Tactile Skin: A Review. <i>IEEE Sensors Journal</i> , 2013, 13, 4121-4138.	2.4	356
4	Long-Term Training with a Brain-Machine Interface-Based Gait Protocol Induces Partial Neurological Recovery in Paraplegic Patients. <i>Scientific Reports</i> , 2016, 6, 30383.	1.6	326
5	Full-Body Compliant Human-Humanoid Interaction: Balancing in the Presence of Unknown External Forces. <i>IEEE Transactions on Robotics</i> , 2007, 23, 884-898.	7.3	281
6	Humanoid Multimodal Tactile-Sensing Modules. <i>IEEE Transactions on Robotics</i> , 2011, 27, 401-410.	7.3	233
7	Learning CPG-based Biped Locomotion with a Policy Gradient Method: Application to a Humanoid Robot. <i>International Journal of Robotics Research</i> , 2008, 27, 213-228.	5.8	167
8	CB: a humanoid research platform for exploring neuroscience. <i>Advanced Robotics</i> , 2007, 21, 1097-1114.	1.1	165
9	New materials and advances in making electronic skin for interactive robots. <i>Advanced Robotics</i> , 2015, 29, 1359-1373.	1.1	155
10	Discovering optimal imitation strategies. <i>Robotics and Autonomous Systems</i> , 2004, 47, 69-77.	3.0	140
11	Validating Deep Neural Networks for Online Decoding of Motor Imagery Movements from EEG Signals. <i>Sensors</i> , 2019, 19, 210.	2.1	125
12	Embodied artificial agents for understanding human social cognition. <i>Philosophical Transactions of the Royal Society B: Biological Sciences</i> , 2016, 371, 20150375.	1.8	118
13	A Comprehensive Realization of Robot Skin: Sensors, Sensing, Control, and Applications. <i>Proceedings of the IEEE</i> , 2019, 107, 2034-2051.	16.4	110
14	HUMAN-HUMANOID INTERACTION: IS A HUMANOID ROBOT PERCEIVED AS A HUMAN?. <i>International Journal of Humanoid Robotics</i> , 2005, 02, 537-559.	0.6	101
15	A review on neural network models of schizophrenia and autism spectrum disorder. <i>Neural Networks</i> , 2020, 122, 338-363.	3.3	101
16	A Biologically Inspired Biped Locomotion Strategy for Humanoid Robots: Modulation of Sinusoidal Patterns by a Coupled Oscillator Model. , 2008, 24, 185-191.		98
17	Realizing whole-body tactile interactions with a self-organizing, multi-modal artificial skin on a humanoid robot. <i>Advanced Robotics</i> , 2015, 29, 51-67.	1.1	95
18	Transferring skills to humanoid robots by extracting semantic representations from observations of human activities. <i>Artificial Intelligence</i> , 2017, 247, 95-118.	3.9	87

#	ARTICLE	IF	CITATIONS
19	How do we think machines think? An fMRI study of alleged competition with an artificial intelligence. <i>Frontiers in Human Neuroscience</i> , 2012, 6, 103.	1.0	85
20	Learning tasks from observation and practice. <i>Robotics and Autonomous Systems</i> , 2004, 47, 163-169.	3.0	84
21	Social cognitive neuroscience and humanoid robotics. <i>Journal of Physiology (Paris)</i> , 2009, 103, 286-295.	2.1	79
22	Multi-layered multi-pattern CPG for adaptive locomotion of humanoid robots. <i>Biological Cybernetics</i> , 2014, 108, 291-303.	0.6	75
23	Robust Tactile Descriptors for Discriminating Objects From Textural Properties via Artificial Robotic Skin. <i>IEEE Transactions on Robotics</i> , 2018, 34, 985-1003.	7.3	68
24	Experimental Studies of a Neural Oscillator for Biped Locomotion with QRIO. , 0, , .		60
25	Modulation of simple sinusoidal patterns by a coupled oscillator model for biped walking. , 0, , .		60
26	CB: A Humanoid Research Platform for Exploring NeuroScience. , 2006, , .		56
27	Human-agent co-adaptation using error-related potentials. <i>Journal of Neural Engineering</i> , 2018, 15, 066014.	1.8	56
28	Passivity-Based Full-Body Force Control for Humanoids and Application to Dynamic Balancing and Locomotion. , 2006, , .		53
29	Inverse kinematics with floating base and constraints for full body humanoid robot control. , 2008, , .		51
30	High performance integrated electro-hydraulic actuator for robotics â€” Part I: Principle, prototype design and first experiments. <i>Sensors and Actuators A: Physical</i> , 2011, 169, 115-123.	2.0	51
31	Tactile-based manipulation of deformable objects with dynamic center of mass. , 2016, , .		48
32	Adaptive Robot Body Learning and Estimation Through Predictive Coding. , 2018, , .		45
33	Disturbance Rejection for Biped Humanoids. <i>Proceedings - IEEE International Conference on Robotics and Automation</i> , 2007, , .	0.0	43
34	A Tactile-Based Framework for Active Object Learning and Discrimination using Multimodal Robotic Skin. <i>IEEE Robotics and Automation Letters</i> , 2017, 2, 2143-2150.	3.3	43
35	Perception and Evaluation in Humanâ€”Robot Interaction: The Humanâ€”Robot Interaction Evaluation Scale (HRIES)â€”A Multicomponent Approach of Anthropomorphism. <i>International Journal of Social Robotics</i> , 2021, 13, 1517-1539.	3.1	43
36	From self-observation to imitation: Visuomotor association on a robotic hand. <i>Brain Research Bulletin</i> , 2008, 75, 775-784.	1.4	42

#	ARTICLE	IF	CITATIONS
37	Tactile-based active object discrimination and target object search in an unknown workspace. <i>Autonomous Robots</i> , 2019, 43, 123-152.	3.2	42
38	LEARNING TO ACT FROM OBSERVATION AND PRACTICE. <i>International Journal of Humanoid Robotics</i> , 2004, 01, 585-611.	0.6	40
39	3D surface reconstruction for robotic body parts with artificial skins. , 2012, , .		40
40	A closed-loop, music-based brain-computer interface for emotion mediation. <i>PLoS ONE</i> , 2019, 14, e0213516.	1.1	40
41	In-hand object recognition via texture properties with robotic hands, artificial skin, and novel tactile descriptors. , 2015, , .		39
42	Humans are Well Tuned to Detecting Agents Among Non-agents: Examining the Sensitivity of Human Perception to Behavioral Characteristics of Intentional Systems. <i>International Journal of Social Robotics</i> , 2015, 7, 767-781.	3.1	39
43	A Feasibility Study for Validating Robot Actions Using EEG-Based Error-Related Potentials. <i>International Journal of Social Robotics</i> , 2019, 11, 271-283.	3.1	39
44	Motor interference between Humans and Humanoid Robots: Effect of Biological and Artificial Motion. , 0, , .		38
45	Understanding the intention of human activities through semantic perception: observation, understanding and execution on a humanoid robot. <i>Advanced Robotics</i> , 2015, 29, 345-362.	1.1	37
46	Humanoids learn touch modalities identification via multi-modal robotic skin and robust tactile descriptors. <i>Advanced Robotics</i> , 2015, 29, 1411-1425.	1.1	37
47	Gravity Compensation and Full-Body Balancing for Humanoid Robots. , 2006, , .		36
48	Integration of Robotic Technologies for Rapidly Deployable Robots. <i>IEEE Transactions on Industrial Informatics</i> , 2018, 14, 1691-1700.	7.2	36
49	Neuroengineering challenges of fusing robotics and neuroscience. <i>Science Robotics</i> , 2020, 5, .	9.9	36
50	Supervised Autonomy: A Framework for Human-Robot Systems Development. , 2001, 10, 251-266.		35
51	Poincaré-Map-Based Reinforcement Learning For Biped Walking. , 0, , .		34
52	TOMM: Tactile omnidirectional mobile manipulator. , 2017, , .		34
53	Active Tactile Transfer Learning for Object Discrimination in an Unstructured Environment Using Multimodal Robotic Skin. <i>International Journal of Humanoid Robotics</i> , 2018, 15, 1850001.	0.6	34
54	Gumpy: a Python toolbox suitable for hybrid brain-computer interfaces. <i>Journal of Neural Engineering</i> , 2018, 15, 065003.	1.8	34

#	ARTICLE	IF	CITATIONS
55	Continuous humanoid interaction:. Robotics and Autonomous Systems, 2001, 37, 161-183.	3.0	33
56	MAKING OBJECT LEARNING AND RECOGNITION AN ACTIVE PROCESS. International Journal of Humanoid Robotics, 2008, 05, 267-286.	0.6	33
57	Integration of a Thin Film PDMS-Based Capacitive Sensor for Tactile Sensing in an Electronic Skin. Journal of Sensors, 2016, 2016, 1-7.	0.6	33
58	ETL-Humanoid: A Research Vehicle for Open-Ended Action Imitation. , 2003, , 67-82.		33
59	Event-based signaling for large-scale artificial robotic skin - realization and performance evaluation. , 2016, , .		32
60	Distributed visual attention on a humanoid robot. , 0, , .		31
61	&#x201C;Mask-bot&#x201D;: A life-size robot head using talking head animation for human-robot communication. , 2011, , .		31
62	An Empirical Study of Active Inference on a Humanoid Robot. IEEE Transactions on Cognitive and Developmental Systems, 2022, 14, 462-471.	2.6	31
63	Foveated vision systems with two cameras per eye. , 0, , .		30
64	On-line simultaneous learning and recognition of everyday activities from virtual reality performances. , 2017, , .		30
65	Classification and regression of spatio-temporal signals using NeuCube and its realization on SpiNNaker neuromorphic hardware. Journal of Neural Engineering, 2019, 16, 026014.	1.8	29
66	Unconstrained Real-time Markerless Hand Tracking for Humanoid Interaction. , 2006, , .		28
67	Inertial Parameter Identification in Robotics: A Survey. Applied Sciences (Switzerland), 2021, 11, 4303.	1.3	26
68	Development of a Biologically Inspired Real-Time Visual Attention System. Lecture Notes in Computer Science, 2000, , 150-159.	1.0	25
69	Learning from demonstration and adaptation of biped locomotion. Robotics and Autonomous Systems, 2004, 47, 79-79.	3.0	25
70	Integrating discrete force cells into multi-modal artificial skin. , 2012, , .		25
71	Qualitative Adaptive Reward Learning With Success Failure Maps: Applied to Humanoid Robot Walking. IEEE Transactions on Neural Networks and Learning Systems, 2013, 24, 81-93.	7.2	25
72	Decoding of Pain Perception using EEG Signals for a Real-Time Reflex System in Protheses: A Case Study. Scientific Reports, 2020, 10, 5606.	1.6	25

#	ARTICLE	IF	CITATIONS
73	Experiments in realising cooperation between autonomous mobile robots. Lecture Notes in Control and Information Sciences, 1998, , 609-620.	0.6	24
74	Robot Companions for Citizens. Procedia Computer Science, 2011, 7, 47-51.	1.2	24
75	Autistic traits and sensitivity to human-like features of robot behavior. Interaction Studies, 2015, 16, 219-248.	0.4	24
76	Atypical modulation of hypothalamic activity by social context in ASD. Research in Autism Spectrum Disorders, 2015, 10, 41-50.	0.8	24
77	Yielding Self-Perception in Robots Through Sensorimotor Contingencies. IEEE Transactions on Cognitive and Developmental Systems, 2017, 9, 100-112.	2.6	24
78	Tactile-Based Whole-Body Compliance With Force Propagation for Mobile Manipulators. IEEE Transactions on Robotics, 2019, 35, 330-342.	7.3	24
79	High-Performance Perpendicularly-Enfolded-Textile Actuators for Soft Wearable Robots: Design and Realization. IEEE Transactions on Medical Robotics and Bionics, 2020, 2, 309-319.	2.1	23
80	Active Prior Tactile Knowledge Transfer for Learning Tactual Properties of New Objects. Sensors, 2018, 18, 634.	2.1	22
81	Dexterous Skills Transfer by Extending Human Body Schema to a Robotic Hand. , 2006, , .		21
82	Learning Similar Tasks From Observation and Practice. , 2006, , .		21
83	Real-time acoustic source localization in noisy environments for human-robot multimodal interaction. , 2007, , .		21
84	Automatic segmentation and recognition of human activities from observation based on semantic reasoning. , 2014, , .		21
85	Event-based signaling for reducing required data rates and processing power in a large-scale artificial robotic skin. , 2015, , .		21
86	Purposive learning: Robot reasoning about the meanings of human activities. Science Robotics, 2019, 4, .	9.9	21
87	A computational model of anterior intraparietal (AIP) neurons. Neurocomputing, 2006, 69, 1354-1361.	3.5	20
88	High performance Integrated Electro-Hydraulic Actuator for robotics. Part II: Theoretical modelling, simulation, control & comparison with real measurements. Sensors and Actuators A: Physical, 2011, 169, 124-132.	2.0	20
89	Open-loop self-calibration of articulated robots with artificial skins. , 2012, , .		20
90	fMRI study of young adults with autism interacting with a humanoid robot. , 2012, , .		20

#	ARTICLE	IF	CITATIONS
91	Robotic technologies for fast deployment of industrial robot systems. , 2016, , .		20
92	Effects of short-term piano training on measures of finger tapping, somatosensory perception and motor-related brain activity in patients with cerebral palsy. Neuropsychiatric Disease and Treatment, 2017, Volume 13, 2705-2718.	1.0	20
93	Complex continuous meaningful humanoid interaction: a multi sensory-cue based approach. , 0, , .		19
94	Coaching: An Approach to Efficiently and Intuitively Create Humanoid Robot Behaviors. , 2006, , .		19
95	A neuro-based method for detecting context-dependent erroneous robot action. , 2016, , .		19
96	Over-Stretching Tolerant Conductors on Rubber Films by Inkjet-Printing Silver Nanoparticles for Wearables. Polymers, 2018, 10, 1413.	2.0	19
97	A control strategy for operating unknown constrained mechanisms. , 2010, , .		18
98	Fast adaptation for effect-aware pushing. , 2011, , .		18
99	3D spatial self-organization of a modular artificial skin. , 2014, , .		18
100	Re-using prior tactile experience by robotic hands to discriminate in-hand objects via texture properties. , 2016, , .		18
101	Tactile-based object center of mass exploration and discrimination. , 2017, , .		18
102	Enhancing Biped Locomotion on Unknown Terrain Using Tactile Feedback. , 2018, , .		18
103	Whole-Body Active Compliance Control for Humanoid Robots with Robot Skin. , 2019, , .		18
104	The ETL-Humanoid systemâ€”a high-performance full-body humanoid system for versatile real-world interaction. Advanced Robotics, 2003, 17, 149-164.	1.1	17
105	BIOLOGICALLY BASED TOP-DOWN ATTENTION MODULATION FOR HUMANOID INTERACTIONS. International Journal of Humanoid Robotics, 2008, 05, 3-24.	0.6	17
106	Hierarchical Force and Positioning Task Specification for Indirect Force Controlled Robots. IEEE Transactions on Robotics, 2018, 34, 280-286.	7.3	17
107	A survey on semantic-based methods for the understanding of human movements. Robotics and Autonomous Systems, 2019, 119, 31-50.	3.0	17
108	Robust semantic representations for inferring human co-manipulation activities even with different demonstration styles. , 2015, , .		16

#	ARTICLE	IF	CITATIONS
109	Dynamic motion learning for multi-DOF flexible-joint robots using active&#x201c;passive motor babbling through deep learning. Advanced Robotics, 2017, 31, 1002-1015.	1.1	16
110	Design and Realization of an Efficient Large-Area Event-Driven E-Skin. Sensors, 2020, 20, 1965.	2.1	16
111	Combining peripheral and foveal humanoid vision to detect, pursue, recognize and act. , 0, , .		15
112	Improving humanoid locomotive performance with learnt approximated dynamics via Gaussian processes for regression. , 2007, , .		15
113	When to engage in interaction &#x2014; And how? EEG-based enhancement of robot's ability to sense social signals in HRI. , 2014, , .		15
114	From multi-modal tactile signals to a compliant control. , 2016, , .		15
115	Attention-based active visual search for mobile robots. Autonomous Robots, 2020, 44, 131-146.	3.2	15
116	Humanoids learn object properties from robust tactile feature descriptors via multi-modal artificial skin. , 2014, , .		14
117	Drifting perceptual patterns suggest prediction errors fusion rather than hypothesis selection: replicating the rubber-hand illusion on a robot. , 2018, , .		14
118	Sensory stimulation enhances phantom limb perception and movement decoding. Journal of Neural Engineering, 2020, 17, 056006.	1.8	14
119	Discovering imitation strategies through categorization of multi-dimensional data. , 2003, , .		13
120	Synthesizing goal-directed actions from a library of example movements. , 2007, , .		13
121	Enhancing human action recognition through spatio-temporal feature learning and semantic rules. , 2013, , .		13
122	Enactive self: A study of engineering perspectives to obtain the sensorimotor self through enaction. , 2017, , .		13
123	Examining human walking characteristics with a telescopic compass-like biped walker model. , 0, , .		12
124	A Study of Adaptive Locomotive Behaviors of a Biped Robot: Patterns Generation and Classification. Lecture Notes in Computer Science, 2010, , 313-324.	1.0	12
125	Evaluation of a Large Scale Event Driven Robot Skin. IEEE Robotics and Automation Letters, 2019, 4, 4247-4254.	3.3	12
126	Bootstrapping humanoid robot skills by extracting semantic representations of human-like activities from virtual reality. , 2014, , .		11



#	ARTICLE	IF	CITATIONS
127	Added Value of Gaze-Exploiting Semantic Representation to Allow Robots Inferring Human Behaviors. ACM Transactions on Interactive Intelligent Systems, 2017, 7, 1-30.	2.6	11
128	Interactive Force Control Based on Multimodal Robot Skin for Physical Human-Robot Collaboration. Advanced Intelligent Systems, 2022, 4, 2100047.	3.3	11
129	Development of a high-performance upper-body humanoid system. , 0, , .		10
130	Low-dimensional feature extraction for humanoid locomotion using kernel dimension reduction. , 2008, , .		10
131	Prediction of action outcomes using an object model. , 2010, , .		10
132	&#x201C;Mask-Bot 2&#x201D;: An active customisable robotic head with interchangeable face. , 2012, , .		10
133	Tactile-based compliance with hierarchical force propagation for omnidirectional mobile manipulators. , 2016, , .		10
134	Efficient event-driven reactive control for large scale robot skin. , 2017, , .		10
135	A Semantic-Based Method for Teaching Industrial Robots New Tasks. KI - Kunstliche Intelligenz, 2019, 33, 117-122.	2.2	10
136	Extensive Human Training for Robot Skill Synthesis: Validation on a Robotic Hand. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	9
137	Self-organizing sensory-motor map for low-level touch reactions. , 2011, , .		9
138	A general tactile approach for grasping unknown objects with a humanoid robot. , 2013, , .		9
139	Robust second order sliding mode control for 6D position based visual servoing with a redundant mobile manipulator. , 2015, , .		9
140	Progressive learning of sensory-motor maps through spatiotemporal predictors. , 2016, , .		9
141	Passivity-based control of underactuated biped robots within hybrid zero dynamics approach. , 2017, , .		9
142	A closed-loop brain-computer music interface for continuous affective interaction. , 2017, , .		9
143	A Self-Verifying Cognitive Architecture for Robust Bootstrapping of Sensory-Motor Skills via Multipurpose Predictors. IEEE Transactions on Cognitive and Developmental Systems, 2018, 10, 1081-1095.	2.6	9
144	Pressure-Driven Body Compliance Using Robot Skin. IEEE Robotics and Automation Letters, 2019, 4, 4418-4423.	3.3	9

#	ARTICLE	IF	CITATIONS
145	Plantar Tactile Feedback for Biped Balance and Locomotion on Unknown Terrain. International Journal of Humanoid Robotics, 2020, 17, 1950036.	0.6	9
146	Imitation bootstrapping: experiments on a robotic hand. , 0, , .		8
147	Simultaneous adaptation to rough terrain and unknown external forces for biped humanoids. , 2007, , .		8
148	Learning to acquire whole-body humanoid CoM movements to achieve dynamic tasks. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	8
149	Highly Precise Dynamic Simulation Environment for Humanoid Robots. Advanced Robotics, 2008, 22, 1075-1105.	1.1	8
150	Automatic robot kinematic modeling with a modular artificial skin. , 2014, , .		8
151	Learning diverse motor patterns with a single multi-layered multi-pattern CPG for a humanoid robot. , 2014, , .		8
152	Extracting general task structures to accelerate the learning of new tasks. , 2016, , .		8
153	Predictive Optimization of Assistive Force in Admittance Control-Based Physical Interaction for Robotic Gait Assistance. IEEE Robotics and Automation Letters, 2019, 4, 3609-3616.	3.3	8
154	Whole-Body Multicontact Haptic Human-Humanoid Interaction Based on Leader-Follower Switching: A Robot Dance of the "Box Step". Advanced Intelligent Systems, 2022, 4, 2100038.	3.3	8
155	Learning feature representations for an object recognition system. , 2006, , .		7
156	Learning to Acquire Whole-Body Humanoid Center of Mass Movements to Achieve Dynamic Tasks. Advanced Robotics, 2008, 22, 1125-1142.	1.1	7
157	Hierarchical motor learning and synthesis with passivity-based controller and phase oscillator. , 2008, , .		6
158	Experience-based learning mechanism for neural controller adaptation: Application to walking biped robots. , 2009, , .		6
159	Accelerometer based robotic joint orientation estimation. , 2011, , .		6
160	Gender identification bias induced with texture images on a life size retro-projected face screen. , 2012, , .		6
161	A practical approach to generalized hierarchical task specification for indirect force controlled robots. , 2013, , .		6
162	Predictive action selector for generating meaningful robot behaviour from minimum amount of samples. , 2014, , .		6

#	ARTICLE	IF	CITATIONS
163	A scalable method for multi-stage developmental learning for reaching. , 2017, , .		6
164	Efficient Distributed Torque Computation for Large Scale Robot Skin. , 2018, , .		6
165	A computational model of human decision making and learning for assessment of co-adaptation in neuro-adaptive human-robot interaction. , 2019, , .		6
166	Calibration-Free Error-Related Potential Decoding With Adaptive Subject-Independent Models: A Comparative Study. IEEE Transactions on Medical Robotics and Bionics, 2020, 2, 399-409.	2.1	6
167	Focusing on the face or getting distracted by social signals? The effect of distracting gestures on attentional focus in natural interaction. Psychological Research, 2021, 85, 491-502.	1.0	6
168	The Robot as Scientist: Using Mental Simulation to Test Causal Hypotheses Extracted from Human Activities in Virtual Reality. , 2020, , .		6
169	Humanoid batting with bipedal balancing. , 2008, , .		5
170	Enhancing object recognition for humanoid robots through time-awareness. , 2013, , .		5
171	A scalable and efficient method for salient region detection using sampled template collation. , 2014, , .		5
172	Hierarchical inequality task specification for indirect force controlled robots using quadratic programming. , 2014, , .		5
173	Augmenting Affect from Speech with Generative Music. , 2015, , .		5
174	A Robust and Efficient Dynamic Network Protocol for a large-scale artificial robotic skin. , 2018, , .		5
175	Multi-Contacts Force-Reactive Walking Control during Physical Human-Humanoid Interaction. , 2019, , .		5
176	EO-MTRNN: evolutionary optimization of hyperparameters for a neuro-inspired computational model of spatiotemporal learning. Biological Cybernetics, 2020, 114, 363-387.	0.6	5
177	Robust Localization with Architectural Floor Plans and Depth Camera. , 2020, , .		5
178	A Simple and Practical Sensorimotor EEG Device for Recording in Patients with Special Needs. , 2017, , .		5
179	Tactile-Based Assistive Method to Support Physical Therapy Routines in a Lightweight Upper-Limb Exoskeleton. IEEE Transactions on Medical Robotics and Bionics, 2022, 4, 541-549.	2.1	5
180	Discovering optimal imitation strategies. Robotics and Autonomous Systems, 2004, 47, 69-69.	3.0	4

#	ARTICLE	IF	CITATIONS
181	HAND-“EYE COORDINATION THROUGH ENDPOINT CLOSED-LOOP AND LEARNED ENDPOINT OPEN-LOOP VISUAL SERVO CONTROL. International Journal of Humanoid Robotics, 2005, 02, 203-224.	0.6	4
182	Real-time stereo facial feature tracking: mimicking human mouth movement on a humanoid robot head. , 0, , .		4
183	Design and emotional expressiveness of Gertie (An open hardware robotic desk lamp). , 2012, , .		4
184	Automatic face replacement for a humanoid robot with 3D face shape display. , 2012, , .		4
185	General recognition models capable of integrating multiple sensors for different domains. , 2016, , .		4
186	Optimal Order Pick-and-Place of Objects in Cluttered Scene by a Mobile Manipulator. IEEE Robotics and Automation Letters, 2021, 6, 6402-6409.	3.3	4
187	Humanoid Robotics and Neuroscience: Science, Engineering, and Society. Frontiers in Neuroengineering Series, 2014, , 3-28.	0.4	4
188	Distinct spatio-temporal and spectral brain patterns for different thermal stimuli perception. Scientific Reports, 2022, 12, 919.	1.6	4
189	Wrist Exoskeleton Design for Pronation and Supination using Mirrored Movement Control. , 2021, , .		4
190	Preemptive Foot Compliance to Lower Impact During Biped Robot Walking Over Unknown Terrain. IEEE Robotics and Automation Letters, 2022, 7, 8006-8011.	3.3	4
191	Exploiting similarities for robot perception. , 2007, , .		3
192	Humanoid technologies: “Know-how”. Robotics and Autonomous Systems, 2008, 56, 1-3.	3.0	3
193	CB: Exploring neuroscience with a humanoid research platform. , 2008, , .		3
194	Extracting and generalizing primitive actions from sparse demonstration. , 2011, , .		3
195	Development of an integrated multi-modal communication robotic face. , 2012, , .		3
196	Realising Herbert: An affordable design approach of an anthropometrically correct compliant humanoid robot. , 2014, , .		3
197	A new method for solving 6D Image-Based Visual Servoing with virtual composite camera model. , 2014, , .		3
198	A fast and scalable system for visual attention, object based attention and object recognition for humanoid robots. , 2014, , .		3

#	ARTICLE	IF	CITATIONS
199	Versatile modular electronics for rapid design and development of humanoid robotic subsystems. , 2014, , .		3
200	Multisensory object discovery via self-detection and artificial attention. , 2016, , .		3
201	Using intentional contact to achieve tasks in tight environments. , 2017, , .		3
202	A prototype of a P300 based brain-robot interface to enable multi-modal interaction for patients with limited mobility. , 2019, , .		3
203	A comparative study on adaptive subject-independent classification models for zero-calibration error-potential decoding. , 2019, , .		3
204	A simple approach to diverse humanoid locomotion. , 2007, , .		2
205	Simulation and design of 3-DOF eye mechanism using Listing's law. , 2008, , .		2
206	Effects of 3D Shape and Texture on Gender Identification for a Retro-Projected Face Screen. International Journal of Social Robotics, 2013, 5, 627-639.	3.1	2
207	O (logn) algorithm for forward kinematics under asynchronous sensory input. , 2017, , .		2
208	Reward-Punishment Actor-Critic Algorithm Applying to Robotic Non-grasping Manipulation. , 2019, , .		2
209	From Biologically Realistic Imitation to Robot Teaching Via Human Motor Learning. Lecture Notes in Computer Science, 2008, , 214-221.	1.0	2
210	A Humanoid Vision System for Versatile Interaction. Lecture Notes in Computer Science, 2000, , 512-526.	1.0	2
211	Challenges and issues faced in building a framework for conducting research in learning from observation. , 0, , 47-66.		1
212	Guest Editorial Representations and Architectures for Cognitive Systems. IEEE Transactions on Autonomous Mental Development, 2010, 2, 265-266.	2.3	1
213	A set-point-generator for indirect-force-controlled manipulators operating unknown constrained mechanisms. , 2012, , .		1
214	Constrained manipulation in unstructured environment utilizing hierarchical task specification for indirect force controlled robots. , 2014, , .		1
215	A concurrent real-time biologically-inspired visual object recognition system. , 2014, , .		1
216	A neuron-inspired computational architecture for spatiotemporal visual processing. Biological Cybernetics, 2014, 108, 249-259.	0.6	1

#	ARTICLE	IF	CITATIONS
217	Integrating CNT force sensors into a multimodal modular electronic skin. , 2015, , .		1
218	Exploiting ankle torque for orbital stabilization in biped robots; a hybrid zero dynamics approach. , 2016, , .		1
219	Tactile Hallucinations on Artificial Skin Induced by Homeostasis in a Deep Boltzmann Machine. , 2019, , .		1
220	A Comparative Pilot Study on ErrPs for Different Usage Conditions of an Exoskeleton with a Mobile EEG Device. , 2021, 2021, 6203-6206.		1
221	In-Hand Admittance Controller for a Robotic Assistive Walker Based on Tactile Grasping Feedback. IEEE Robotics and Automation Letters, 2022, 7, 8845-8852.	3.3	1
222	Admittance Model Optimization for Gait Balance Assistance of a Robotic Walker: Passive Model-based Mechanical Assessment. , 2022, , .		1
223	Screen-printed capacitive pressure sensors with high sensitivity and accuracy on flexible substrates. Flexible and Printed Electronics, 0, , .	1.5	1
224	Generalizing behavior obtained from sparse demonstration. , 2011, , .		0
225	Online prediction of activities with structure: Exploiting contextual associations and sequences. , 2015, , .		0
226	Herbert: Design and Realization of a Full-Sized Anthropometrically Correct Humanoid Robot. Frontiers in Robotics and AI, 2015, 2, .	2.0	0
227	Partitioning algorithm for a resource-constrained robotic skin sensor network. , 2016, , .		0
228	Adaptive Friction Compensation for Humanoid Robots without Joint-Torque Sensors. , 2018, , .		0
229	Efficient Event-Driven Forward Kinematics of Open Kinematic Chains with $O(\log n)$ Complexity. , 2018, , .		0
230	CHiMP: A Contact based Hilbert Map Planner. , 2019, , .		0
231	Enabling the sense of touch in EMG-controlled hand prostheses using vibro-tactile stimulation. , 2019, , .		0
232	Interfacing Agents through Boundaries of Interaction Dynamics. , 2000, , 289-296.		0
233	Kognitive Systeme und Neurorobotik. Springer Reference Geisteswissenschaften, 2020, , 1-27.	0.0	0
234	Online Configuration Selection for Redundant Arrays of Inertial Sensors: Application to Robotic Systems Covered with a Multimodal Artificial Skin. , 2020, , .		0

#	ARTICLE	IF	CITATIONS
235	Demonstrating the Viability of Mapping Deep Learning Based EEG Decoders to Spiking Networks on Low-powered Neuromorphic Chips. , 2021, 2021, 6102-6105.		0
236	Using Robot Skin to Support Physical Therapy Routines with a Lightweight Upper-Limb Exoskeleton. , 2021, , .		0