

Luis Iribarne

List of Publications by Year in descending order

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Version: 2024-02-01

98
papers

726
citations

623188

14
h-index

713013

21
g-index

105
all docs

105
docs citations

105
times ranked

558
citing authors

#	ARTICLE	IF	CITATIONS
1	A new virtual task to evaluate human place learning. Behavioural Brain Research, 2008, 190, 112-118.	1.2	57
2	A Trading Service for COTS Components. Computer Journal, 2004, 47, 342-357.	1.5	42
3	A recommender system for component-based applications using machine learning techniques. Knowledge-Based Systems, 2019, 164, 68-84.	4.0	36
4	A microservice architecture for real-time IoT data processing: A reusable Web of things approach for smart ports. Computer Standards and Interfaces, 2022, 81, 103604.	3.8	33
5	Contextual and Hierarchical Classification of Satellite Images Based on Cellular Automata. IEEE Transactions on Geoscience and Remote Sensing, 2015, 53, 795-809.	2.7	24
6	A flexible data acquisition system for storing the interactions on mashup user interfaces. Computer Standards and Interfaces, 2018, 59, 10-34.	3.8	22
7	KiNEE: application for learning and rehabilitation in special educational needs. Multimedia Tools and Applications, 2018, 77, 24013-24039.	2.6	22
8	Describing Use-Case Relationships with Sequence Diagrams. Computer Journal, 2006, 50, 116-128.	1.5	21
9	Toward the adaptation of component-based architectures by model transformation: behind smart user interfaces. Software - Practice and Experience, 2015, 45, 1677-1718.	2.5	20
10	An extension of UML for the modeling of WIMP user interfaces. Journal of Visual Languages and Computing, 2008, 19, 695-720.	1.8	19
11	Integrating Cyber-Physical Systems in a Component-Based Approach for Smart Homes. Sensors, 2018, 18, 2156.	2.1	19
12	Efficient distance join query processing in distributed spatial data management systems. Information Sciences, 2020, 512, 985-1008.	4.0	19
13	Using computer modeling techniques to design tunnel greenhouse structures. Computers in Industry, 2007, 58, 403-415.	5.7	17
14	A Progressive Web Application Based on Microservices Combining Geospatial Data and the Internet of Things. IEEE Access, 2019, 7, 104577-104590.	2.6	16
15	Selecting software components with multiple interfaces. , 0, , .		15
16	Improving Distance-Join Query processing with Voronoi-Diagram based partitioning in SpatialHadoop. Future Generation Computer Systems, 2020, 111, 723-740.	4.9	14
17	A Model Transformation Approach for Automatic Composition of COTS User Interfaces in Web-Based Information Systems. Information Systems Management, 2010, 27, 207-216.	3.2	13
18	A virtual-based task to assess place avoidance in humans. Journal of Neuroscience Methods, 2011, 196, 45-50.	1.3	13

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19	Efficient large-scale distance-based join queries in spatialhadoop. <i>GeoInformatica</i> , 2018, 22, 171-209.	2.0	13
20	Emulating home automation installations through component-based web technology. <i>Future Generation Computer Systems</i> , 2019, 93, 777-791.	4.9	13
21	A model-driven engineering approach for the service integration of IoT systems. <i>Cluster Computing</i> , 2020, 23, 1937-1954.	3.5	12
22	Designing GUI Components for UML Use Cases. , 0, , .		11
23	Runtime Adaptation of Architectural Models: An Approach for Adapting User Interfaces. <i>Lecture Notes in Computer Science</i> , 2012, , 16-30.	1.0	11
24	Modelling an Environmental Knowledge-Representation System. <i>Lecture Notes in Computer Science</i> , 2008, , 70-78.	1.0	10
25	Enhancing SpatialHadoop with Closest Pair Queries. <i>Lecture Notes in Computer Science</i> , 2016, , 212-225.	1.0	9
26	Digital Dices: Towards the Integration of Cyber-Physical Systems Merging the Web of Things and Microservices. <i>Lecture Notes in Computer Science</i> , 2019, , 195-205.	1.0	9
27	A cloud service for COTS component-based architectures. <i>Computer Standards and Interfaces</i> , 2016, 48, 198-216.	3.8	8
28	A Comparison of Distributed Spatial Data Management Systems for Processing Distance Join Queries. <i>Lecture Notes in Computer Science</i> , 2017, , 214-228.	1.0	8
29	A Model-Driven Approach for the Integration of Hardware Nodes in the IoT. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 801-811.	0.5	8
30	Mii School: New 3D Technologies Applied in Education to Detect Drug Abuses and Bullying in Adolescents. <i>Communications in Computer and Information Science</i> , 2010, , 65-72.	0.4	8
31	Un videojuego 3D para la detección temprana de abuso de sustancias, acoso escolar y trastornos mentales en adolescentes.. <i>European Journal of Education and Psychology</i> , 2011, 4, 75.	1.5	8
32	An MDE Approach for Runtime Monitoring and Adapting Component-Based Systems: Application to WIMP User Interface Architectures. , 2012, , .		7
33	Using COTS-Widgets Architectures for Describing User Interfaces of Web-Based Information Systems. <i>International Journal of Knowledge Society Research</i> , 2011, 2, 61-72.	0.8	7
34	A microservice-based architecture for enhancing the user experience in cross-device distributed mashup UIs with multiple forms of interaction. <i>Universal Access in the Information Society</i> , 2019, 18, 747-770.	2.1	6
35	Algorithms for processing the group K nearest-neighbor query on distributed frameworks. <i>Distributed and Parallel Databases</i> , 2021, 39, 733-784.	1.0	6
36	A DSL for the Development of Heterogeneous Applications. , 2017, , .		5

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37	Characterization of Texture in Images by Using a Cellular Automata Approach. Communications in Computer and Information Science, 2010, , 522-533.	0.4	5
38	Resolving Platform Specific Models at Runtime Using an MDE-Based Trading Approach. Lecture Notes in Computer Science, 2013, , 274-283.	1.0	5
39	Dynamic Mashup Interfaces for Information Systems Using Widgets-as-a-Service. Lecture Notes in Computer Science, 2014, , 438-447.	1.0	5
40	Detecting drug use in adolescents using a 3D simulation program. Psychology, Society and Education, 2017, 2, 143.	0.2	5
41	UML Modeling of User and Database Interaction. Computer Journal, 2009, 52, 348-367.	1.5	4
42	Cellular Automata Applied in Remote Sensing to Implement Contextual Pseudo-fuzzy Classification. Lecture Notes in Computer Science, 2010, , 312-321.	1.0	4
43	Open-Environmental Ontology Modeling. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2011, 41, 730-745.	3.4	4
44	Simulating rainfall, water evaporation and groundwater flow in three-dimensional satellite images with cellular automata. Simulation Modelling Practice and Theory, 2016, 67, 89-99.	2.2	4
45	PTL: A model transformation language based on logic programming. Journal of Logical and Algebraic Methods in Programming, 2016, 85, 332-366.	0.4	4
46	MRSlice: Efficient RkNN Query Processing in SpatialHadoop. Lecture Notes in Computer Science, 2019, , 235-250.	1.0	4
47	Enabling the Reuse of Stored Model Transformations Through Annotations. Lecture Notes in Computer Science, 2015, , 43-58.	1.0	4
48	Evolving Mashup Interfaces Using a Distributed Machine Learning and Model Transformation Methodology. Lecture Notes in Computer Science, 2015, , 401-410.	1.0	4
49	Trading for COTS components in open environments. , 0, , .		3
50	<i>OntoTrader</i>: An Ontological Web Trading Agent Approach for Environmental Information Retrieval. Scientific World Journal, The, 2014, 2014, 1-25.	0.8	3
51	Quality-aware Architectural Model Transformations in Adaptive Mashups User Interfaces. Fundamenta Informaticae, 2018, 162, 283-309.	0.3	3
52	Microservices and Machine Learning Algorithms for Adaptive Green Buildings. Sustainability, 2019, 11, 4320.	1.6	3
53	A device-interaction model for users with special needs. Multimedia Tools and Applications, 2021, 80, 6675-6710.	2.6	3
54	SOLERES-HCI: Modelling a Human-Computer Interaction Framework for Open EMS. Communications in Computer and Information Science, 2008, , 320-327.	0.4	3

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55	RkNN Query Processing in Distributed Spatial Infrastructures: A Performance Study. Lecture Notes in Computer Science, 2017, , 200-207.	1.0	3
56	MapReduce algorithms for the K group nearest-neighbor query. , 2019, , .		3
57	An Ontology-Driven Case Study for the Knowledge Representation of Management Information Systems. Communications in Computer and Information Science, 2013, , 426-432.	0.4	2
58	A collaborative testbed web tool for learning model transformation in software engineering education. Computers in Human Behavior, 2015, 51, 734-741.	5.1	2
59	Modeling Big data-based systems through ontological trading. Software - Practice and Experience, 2017, 47, 1561-1596.	2.5	2
60	Voronoi-Diagram Based Partitioning for Distance Join Query Processing in SpatialHadoop. Lecture Notes in Computer Science, 2018, , 251-267.	1.0	2
61	Data-Driven Computational Intelligence for Scientific Programming. Scientific Programming, 2019, 2019, 1-4.	0.5	2
62	Heuristics-based mediation for building smart architectures at run-time. Computer Standards and Interfaces, 2021, 75, 103501.	3.8	2
63	MI-FIWARE: A web component development method for FIWARE using microservices. , 2021, , .		2
64	Assembling the Web of Things and Microservices for the Management of Cyber-Physical Systems. Journal of Universal Computer Science, 2021, 27, 734-754.	0.6	2
65	Describing Specifications and Architectural Requirements of COTS Components. Series on Component-based Software Development, 2004, , 35-55.	0.2	2
66	Model Validation in Ontology Based Transformations. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 98, 17-30.	0.8	2
67	A Component-based User Interface Approach for Smart TV. , 2014, , .		2
68	Transformation and Validation with SWRL and OWL of ODM-Based Models. Lecture Notes in Computer Science, 2012, , 103-115.	1.0	2
69	ACA Multiagent System for Satellite Image Classification. Advances in Intelligent and Soft Computing, 2012, , 93-100.	0.2	2
70	A Discovery Pull Model for Devices in IoT and WoT Environments. , 2021, , .		2
71	A DPS-based system modelling method for 3D-structures simulation in manufacturing processes. Simulation Modelling Practice and Theory, 2009, 17, 935-954.	2.2	1
72	Ecological Sectorization Process Improvement through Neural Networks: Synthesis of Vegetation Data from Satellite Images Using RBFs. , 2010, , .		1

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73	Adaptive Domotic System in Green Buildings. , 2015, , .		1
74	Sign Communication for People with Disabilities Using Kinect Technology at Home. , 2016, , .		1
75	Hand Posture Recognition with Standard Webcam for Natural Interaction. Advances in Intelligent Systems and Computing, 2017, , 157-166.	0.5	1
76	WoTnectivity: A Communication Pattern for Different Web of Things Connection Protocols. , 2020, , .		1
77	Enhancing Sedona (formerly GeoSpark) with Efficient k Nearest Neighbor Join Processing. Lecture Notes in Computer Science, 2021, , 305-319.	1.0	1
78	Exploring Quality-Aware Architectural Transformations at Run-Time: The ENIA Case. Lecture Notes in Computer Science, 2016, , 288-302.	1.0	1
79	Ontological Trading in a Multi-agent System. Advances in Intelligent and Soft Computing, 2010, , 321-329.	0.2	1
80	A Model-Driven Approach for Deploying Trading-Based Knowledge Representation Systems. Lecture Notes in Computer Science, 2011, , 180-189.	1.0	1
81	A Web Services Infrastructure for the Management of Mashup Interfaces. Lecture Notes in Computer Science, 2016, , 64-75.	1.0	1
82	User Interaction and Interface Design with UML. , 2009, , 404-431.		1
83	An Interaction Meta-model for Cooperative Component-Based User Interfaces. Lecture Notes in Computer Science, 2010, , 259-268.	1.0	1
84	An Implementation of a Trading Service for Building Open and Interoperable DT Component Applications. Advances in Intelligent and Soft Computing, 2011, , 127-135.	0.2	1
85	Applying Virtual Reality (VR) to the Detection and Treatment of Clinical Problems in Educational Settings. , 2011, , 194-202.		1
86	Semantic Matching of Components at Run-Time in Distributed Environments. Lecture Notes in Computer Science, 2015, , 431-441.	1.0	1
87	Defining interactions of WoT servients with causality relations. , 2021, , .		1
88	An Eclipse GMF Tool for Modelling User Interaction. Lecture Notes in Computer Science, 2009, , 405-416.	1.0	0
89	An approach to a pattern for business process management and deployment of software engineering for small companies in a crossplatform era. , 2012, , .		0
90	A safe approach using virtual devices to evaluate home automation architectures prior installations. , 2017, , .		0

#	ARTICLE	IF	CITATIONS
91	An Approach to Integrate IoT Systems with No-Web Interfaces. Advances in Intelligent Systems and Computing, 2021, , 417-427.	0.5	0
92	Modeling Rainfall Features Dynamics in a DEM Satellite Image with Cellular Automata. Lecture Notes in Computer Science, 2014, , 238-247.	1.0	0
93	Optimally Storing the User Interaction in Mashup Interfaces Within a Relational Database. Lecture Notes in Computer Science, 2016, , 188-195.	1.0	0
94	Towards the Integration of Web of Things Applications Based on Service Discovery. Lecture Notes in Computer Science, 2020, , 24-29.	1.0	0
95	Using COTS-Widgets Architectures for Describing User Interfaces of Web-Based Information Systems. , 0, , 271-282.		0
96	Domain-Specific Ontologies Trading for Retrieval and Integration of Information in Web-Based Information Systems. , 0, , 69-80.		0
97	Including the Quadtree index in SpatialHadoop. , 2020, , .		0
98	User Interaction and Interface Design with UML. , 0, , 328-356.		0