

# Luis J Manso

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8433656/publications.pdf>

Version: 2024-02-01

42  
papers

535  
citations

933447

10  
h-index

794594

19  
g-index

46  
all docs

46  
docs citations

46  
times ranked

361  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Study on Mental State Classification using EEG-based Brain-Machine Interface. , 2018, , .		96
2	A Deep Evolutionary Approach to Bioinspired Classifier Optimisation for Brain-Machine Interaction. Complexity, 2019, 2019, 1-14.	1.6	57
3	Fruit quality and defect image classification with conditional GAN data augmentation. Scientia Horticulturae, 2022, 293, 110684.	3.6	53
4	Socially aware robot navigation system in human-populated and interactive environments based on an adaptive spatial density function and space affordances. Pattern Recognition Letters, 2019, 118, 72-84.	4.2	45
5	THERAPIST: Towards an Autonomous Socially Interactive Robot for Motor and Neurorehabilitation Therapies for Children. JMIR Rehabilitation and Assistive Technologies, 2014, 1, e1.	2.2	33
6	A study on CNN image classification of EEG signals represented in 2D and 3D. Journal of Neural Engineering, 2021, 18, 026005.	3.5	21
7	SocNav1: A Dataset to Benchmark and Learn Social Navigation Conventions. Data, 2020, 5, 7.	2.3	18
8	Testing a Fully Autonomous Robotic Salesman in Real Scenarios. , 2015, , .		13
9	Socially acceptable robot navigation over groups of people. , 2017, , .		13
10	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
11	Test-Retest Reliability of Kinematic Parameters of Timed Up and Go in People with Type 2 Diabetes. Applied Sciences (Switzerland), 2019, 9, 4709.	2.5	11
12	A graph neural network to model disruption in human-aware robot navigation. Multimedia Tools and Applications, 2022, 81, 3277-3295.	3.9	11
13	Perceptions or Actions? Grounding How Agents Interact Within a Software Architecture for Cognitive Robotics. Cognitive Computation, 2020, 12, 479-497.	5.2	9
14	LearnBlock: A Robot-Agnostic Educational Programming Tool. IEEE Access, 2020, 8, 30012-30026.	4.2	9
15	Ursus: A Robotic Assistant for Training of Children with Motor Impairments. Biosystems and Biorobotics, 2013, , 249-253.	0.3	9
16	A Flexible and Adaptive Spatial Density Model for Context-Aware Social Mapping: Towards a More Realistic Social Navigation. , 2018, , .		7
17	Improving a Robotics Framework with Real-Time and High-Performance Features. Lecture Notes in Computer Science, 2010, , 263-274.	1.3	7
18	Multi-cue visual obstacle detection for mobile robots. Journal of Physical Agents, 2010, 4, 3-10.	0.3	7

#	ARTICLE	IF	CITATIONS
19	A Novel Robust Scene Change Detection Algorithm for Autonomous Robots Using Mixtures of Gaussians. International Journal of Advanced Robotic Systems, 2014, 11, 18.	2.1	6
20	A Perception-aware Architecture for Autonomous Robots. International Journal of Advanced Robotic Systems, 2015, , 1.	2.1	6
21	Emotion Recognition using Spatiotemporal Features from Facial Expression Landmarks. , 2018, , .		6
22	Planning Human-Robot Interaction for Social Navigation in Crowded Environments. Advances in Intelligent Systems and Computing, 2019, , 195-208.	0.6	6
23	Socially-Accepted Path Planning for Robot Navigation Based on Social Interaction Spaces. Advances in Intelligent Systems and Computing, 2020, , 644-655.	0.6	5
24	CLARC: A Cognitive Robot for Helping Geriatric Doctors in Real Scenarios. Advances in Intelligent Systems and Computing, 2018, , 403-414.	0.6	5
25	Engaging human-to-robot attention using conversational gestures and lip-synchronization. Journal of Physical Agents, 2012, 6, 3-10.	0.3	4
26	Integrating planning perception and action for informed object search. Cognitive Processing, 2018, 19, 285-296.	1.4	3
27	A Spiking Neural Model of HT3D for Corner Detection. Frontiers in Computational Neuroscience, 2018, 12, 37.	2.1	3
28	A Toolkit to Generate Social Navigation Datasets. Advances in Intelligent Systems and Computing, 2021, , 180-193.	0.6	3
29	A Unified Internal Representation of the Outer World for Social Robotics. Advances in Intelligent Systems and Computing, 2016, , 733-744.	0.6	3
30	Robust behavior and perception using hierarchical state machines: a pallet manipulation experiment. Journal of Physical Agents, 2011, 5, 35-44.	0.3	3
31	Generation of Human-Aware Navigation Maps Using Graph Neural Networks. Lecture Notes in Computer Science, 2021, , 19-32.	1.3	3
32	A Passive Learning Sensor Architecture for Multimodal Image Labeling: An Application for Social Robots. Sensors, 2017, 17, 353.	3.8	2
33	Planning object informed search for robots in household environments. , 2018, , .		2
34	Graph Neural Networks for Human-Aware Social Navigation. Advances in Intelligent Systems and Computing, 2021, , 167-179.	0.6	2
35	Deep Representations for Collaborative Robotics. Lecture Notes in Computer Science, 2016, , 179-193.	1.3	2
36	Improving change detection using Vertical Surface Normal Histograms and Gaussian Mixture Models in structured environments. , 2013, , .		1

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37	Multi-camera Torso Pose Estimation using Graph Neural Networks. , 2020, , .		1
38	Use and advances in the Active Grammar-based Modeling architecture. Journal of Physical Agents, 2017, 8, .	0.3	1
39	LifeBots I: Building the Software Infrastructure for Supporting Lifelong Technologies. Advances in Intelligent Systems and Computing, 2018, , 391-402.	0.6	1
40	Attentional Behaviors for Environment Modeling by a Mobile Robot. , 0, , .		0
41	Special issue on cognitive robotics. Cognitive Processing, 2018, 19, 231-232.	1.4	0
42	Multimodal Bayesian Network for Artificial Perception. , 0, , .		0