# Luis J Manso

List of Publications by Year
in descending order



| 42 | 535 | 933447 10 | 794594 19 |
|---|---|---|---|
| papers | citations | h-index | g-index |

| 46 | 46 | 46 | 361 |
|---|---|---|---|
| all docs | docs citations | times ranked | 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 | Fruit quality and defect image classification with conditional GAN data augmentation. Scientia Horticulturae, 2022, 293, 110684. | 3.6 | 53 |
| 3 | A study on CNN image classification of EEG signals represented in 2D and 3D. Journal of Neural Engineering, 2021, 18, 026005. | 3.5 | 21 |
| 4 | Graph Neural Networks for Human-Aware Social Navigation. Advances in Intelligent Systems and Computing, 2021, , 167-179. | 0.6 | 2 |
| 5 | A Toolkit to Generate Social Navigation Datasets. Advances in Intelligent Systems and Computing, 2021, , 180-193. | 0.6 | 3 |
| 6 | Generation of Human-Aware Navigation Maps Using Graph Neural Networks. Lecture Notes in Computer Science, 2021, , 19-32. | 1.3 | 3 |
| 7 | Perceptions or Actions? Grounding How Agents Interact Within a Software Architecture for Cognitive Robotics. Cognitive Computation, 2020, 12, 479-497. | 5.2 | 9 |
| 8 | Multi-camera Torso Pose Estimation using Graph Neural Networks. , 2020, , . | | 1 |
| 9 | SocNav1: A Dataset to Benchmark and Learn Social Navigation Conventions. Data, 2020, 5, 7. | 2.3 | 18 |
| 10 | LearnBlock: A Robot-Agnostic Educational Programming Tool. IEEE Access, 2020, 8, 30012-30026. | 4.2 | 9 |
| 11 | Socially-Accepted Path Planning for Robot Navigation Based on Social Interaction Spaces. Advances in Intelligent Systems and Computing, 2020, , 644-655. | 0.6 | 5 |
| 12 | 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 |
| 13 | A Deep Evolutionary Approach to Bioinspired Classifier Optimisation for Brain-Machine Interaction. Complexity, 2019, 2019, 1-14. | 1.6 | 57 |
| 14 | 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 |
| 15 | Planning Human-Robot Interaction for Social Navigation in Crowded Environments. Advances in Intelligent Systems and Computing, 2019, , 195-208. | 0.6 | 6 |
| 16 | Special issue on cognitive robotics. Cognitive Processing, 2018, 19, 231-232. | 1.4 | 0 |
| 17 | Integrating planning perception and action for informed object search. Cognitive Processing, 2018, 19, 285-296. | 1.4 | 3 |
| 18 | A Flexible and Adaptive Spatial Density Model for Context-Aware Social Mapping: Towards a More Realistic Social Navigation. , 2018, , . | | 7 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Emotion Recognition using Spatiotemporal Features from Facial Expression Landmarks. , 2018, , . | | 6 |
| 20 | A Study on Mental State Classification using EEG-based Brain-Machine Interface. , 2018, , . | | 96 |
| 21 | A Spiking Neural Model of HT3D for Corner Detection. Frontiers in Computational Neuroscience, 2018, 12, 37. | 2.1 | 3 |
| 22 | Planning object informed search for robots in household environments. , 2018, , . | | 2 |
| 23 | CLARC: A Cognitive Robot for Helping Geriatric Doctors in Real Scenarios. Advances in Intelligent Systems and Computing, 2018, , 403-414. | 0.6 | 5 |
| 24 | LifeBots I: Building the Software Infrastructure for Supporting Lifelong Technologies. Advances in Intelligent Systems and Computing, 2018, , 391-402. | 0.6 | 1 |
| 25 | 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 |
| 26 | Socially acceptable robot navigation over groups of people. , 2017, , . | | 13 |
| 27 | A Passive Learning Sensor Architecture for Multimodal Image Labeling: An Application for Social Robots. Sensors, 2017, 17, 353. | 3.8 | 2 |
| 28 | Use and advances in the Active Grammar-based Modeling architecture. Journal of Physical Agents, 2017, 8, . | 0.3 | 1 |
| 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 | Deep Representations for Collaborative Robotics. Lecture Notes in Computer Science, 2016, , 179-193. | 1.3 | 2 |
| 31 | A Perception-aware Architecture for Autonomous Robots. International Journal of Advanced Robotic Systems, 2015, , 1. | 2.1 | 6 |
| 32 | Testing a Fully Autonomous Robotic Salesman in Real Scenarios. , 2015, , . | | 13 |
| 33 | 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 |
| 34 | 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 |
| 35 | Improving change detection using Vertical Surface Normal Histograms and Gaussian Mixture Models in structured environments. , 2013, , . | | 1 |
| 36 | Ursus: A Robotic Assistant for Training of Children with Motor Impairments. Biosystems and Biorobotics, 2013, , 249-253. | 0.3 | 9 |

| # | Article | IF | Citations |
|---|---|---|---|
| 37 | Engaging human-to-robot attention using conversational gestures and lip-synchronization. Journal of Physical Agents, 2012, 6, 3-10. | 0.3 | 4 |
| 38 | Robust behavior and perception using hierarchical state machines: a pallet manipulation experiment. Journal of Physical Agents, 2011, 5, 35-44. | 0.3 | 3 |
| 39 | Improving a Robotics Framework with Real-Time and High-Performance Features. Lecture Notes in Computer Science, 2010, , 263-274. | 1.3 | 7 |
| 40 | Multi-cue visual obstacle detection for mobile robots. Journal of Physical Agents, 2010, 4, 3-10. | 0.3 | 7 |
| 41 | Attentional Behaviors for Environment Modeling by a Mobile Robot. , 0, , . | | 0 |
| 42 | Multimodal Bayesian Network for Artificial Perception. , 0, , . | | 0 |