

Jose Oncina

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

54
papers

925
citations

13
h-index

29
g-index

56
ext. papers

1,031
ext. citations

2.2
avg, IF

3.98
L-index

#	Paper	IF	Citations
54	A new version of the nearest-neighbour approximating and eliminating search algorithm (AESAs) with linear preprocessing time and memory requirements. <i>Pattern Recognition Letters</i> , 1994 , 15, 9-17	4.7	204
53	Learning stochastic regular grammars by means of a state merging method. <i>Lecture Notes in Computer Science</i> , 1994 , 139-152	0.9	116
52	. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 1993 , 15, 448-458	13.3	93
51	A fast branch & bound nearest neighbour classifier in metric spaces. <i>Pattern Recognition Letters</i> , 1996 , 17, 731-739	4.7	79
50	Learning deterministic regular grammars from stochastic samples in polynomial time. <i>RAIRO - Theoretical Informatics and Applications</i> , 1999 , 33, 1-19	0.5	58
49	Learning stochastic edit distance: Application in handwritten character recognition. <i>Pattern Recognition</i> , 2006 , 39, 1575-1587	7.7	41
48	A modification of the LAESA algorithm for approximated k-NN classification. <i>Pattern Recognition Letters</i> , 2003 , 24, 47-53	4.7	31
47	Recognition of Pen-Based Music Notation: The HOMUS Dataset 2014 ,		29
46	IDENTIFYING REGULAR LANGUAGES IN POLYNOMIAL TIME. <i>Series in Machine Perception and Artificial Intelligence</i> , 1993 , 99-108	0.3	28
45	Stochastic Inference of Regular Tree Languages. <i>Machine Learning</i> , 2001 , 44, 185-197	4	24
44	Some approaches to improve tree-based nearest neighbour search algorithms. <i>Pattern Recognition</i> , 2006 , 39, 171-179	7.7	18
43	Comparison of fast nearest neighbour classifiers for handwritten character recognition. <i>Pattern Recognition Letters</i> , 1998 , 19, 351-356	4.7	17
42	Inferring Deterministic Linear Languages. <i>Lecture Notes in Computer Science</i> , 2002 , 185-200	0.9	13
41	Music staff removal with supervised pixel classification. <i>International Journal on Document Analysis and Recognition</i> , 2016 , 19, 211-219	3.8	12
40	A fast pivot-based indexing algorithm for metric spaces. <i>Pattern Recognition Letters</i> , 2011 , 32, 1511-1516	4.7	12
39	Recognition of pen-based music notation with finite-state machines. <i>Expert Systems With Applications</i> , 2017 , 72, 395-406	7.8	10
38	Using domain information during the learning of a subsequential transducer. <i>Lecture Notes in Computer Science</i> , 1996 , 301-312	0.9	10

37	Learning Multiplicity Tree Automata. <i>Lecture Notes in Computer Science</i> , 2006 , 268-280	0.9	10
36	Optimum algorithm to minimize human interactions in sequential Computer Assisted Pattern Recognition. <i>Pattern Recognition Letters</i> , 2009 , 30, 558-563	4.7	9
35	Language understanding and subsequential transducer learning. <i>Computer Speech and Language</i> , 1998 , 12, 193-228	2.8	9
34	Learning Stochastic Finite Automata. <i>Lecture Notes in Computer Science</i> , 2004 , 175-186	0.9	9
33	An approximate median search algorithm in non-metric spaces. <i>Pattern Recognition Letters</i> , 2001 , 22, 1145-1151	4.7	9
32	Extending LAESA Fast Nearest Neighbour Algorithm to Find the k Nearest Neighbours. <i>Lecture Notes in Computer Science</i> , 2002 , 718-724	0.9	8
31	Staff-line detection and removal using a convolutional neural network. <i>Machine Vision and Applications</i> , 2017 , 28, 665-674	2.8	7
30	Approximate Nearest Neighbour Search with the Fukunaga and Narendra Algorithm and Its Application to Chromosome Classification. <i>Lecture Notes in Computer Science</i> , 2003 , 322-328	0.9	7
29	Some Improvements in Tree Based Nearest Neighbour Search Algorithms. <i>Lecture Notes in Computer Science</i> , 2003 , 456-463	0.9	6
28	SEDiL: Software for Edit Distance Learning. <i>Lecture Notes in Computer Science</i> , 2008 , 672-677	0.9	5
27	A Stochastic Approach to Median String Computation. <i>Lecture Notes in Computer Science</i> , 2008 , 431-440	0.9	5
26	Computing the Expected Edit Distance from a String to a Probabilistic Finite-State Automaton. <i>International Journal of Foundations of Computer Science</i> , 2017 , 28, 603-621	0.6	4
25	The most probable string: an algorithmic study. <i>Journal of Logic and Computation</i> , 2014 , 24, 311-330	0.4	4
24	A Tabular Pruning Rule in Tree-Based Fast Nearest Neighbor Search Algorithms. <i>Lecture Notes in Computer Science</i> , 2007 , 306-313	0.9	4
23	Identification with Probability One of Stochastic Deterministic Linear Languages. <i>Lecture Notes in Computer Science</i> , 2003 , 247-258	0.9	4
22	Extending Fast Nearest Neighbour Search Algorithms for Approximate k-NN Classification. <i>Lecture Notes in Computer Science</i> , 2003 , 589-597	0.9	4
21	An efficient approach for Interactive Sequential Pattern Recognition. <i>Pattern Recognition</i> , 2017 , 64, 295-304	3.9	3
20	The data driven approach applied to the OSTIA algorithm. <i>Lecture Notes in Computer Science</i> , 1998 , 50-56	0.9	3

19	Using Multiplicity Automata to Identify Transducer Relations from Membership and Equivalence Queries. <i>Lecture Notes in Computer Science</i> , 2008 , 154-162	0.9	3
18	Stochastic inference of regular tree languages. <i>Lecture Notes in Computer Science</i> , 1998 , 187-198	0.9	3
17	A Constant Average Time Algorithm to Allow Insertions in the LAESA Fast Nearest Neighbour Search Index 2010 ,		2
16	Clustering of Strokes from Pen-Based Music Notation: An Experimental Study. <i>Lecture Notes in Computer Science</i> , 2015 , 633-640	0.9	2
15	On Sufficient Conditions to Identify in the Limit Classes of Grammars from Polynomial Time and Data. <i>Lecture Notes in Computer Science</i> , 2002 , 134-148	0.9	2
14	A Fast Approximated k-Median Algorithm. <i>Lecture Notes in Computer Science</i> , 2002 , 725-733	0.9	1
13	Identifying Left-Right Deterministic Linear Languages. <i>Lecture Notes in Computer Science</i> , 2004 , 283-284	0.9	1
12	Experimental Analysis of Insertion Costs in a Naïve Dynamic MDF-Tree. <i>Lecture Notes in Computer Science</i> , 2009 , 402-408	0.9	1
11	Interactive Structured Output Prediction: Application to Chromosome Classification. <i>Lecture Notes in Computer Science</i> , 2011 , 256-264	0.9	1
10	Which Fast Nearest Neighbour Search Algorithm to Use?. <i>Lecture Notes in Computer Science</i> , 2013 , 567-574	0.9	1
9	Combining Elimination Rules in Tree-Based Nearest Neighbor Search Algorithms. <i>Lecture Notes in Computer Science</i> , 2010 , 80-89	0.9	1
8	Impact of the Initialization in Tree-Based Fast Similarity Search Techniques. <i>Lecture Notes in Computer Science</i> , 2011 , 163-176	0.9	1
7	A log square average case algorithm to make insertions in fast similarity search. <i>Pattern Recognition Letters</i> , 2012 , 33, 1060-1065	4.7	0
6	A Pruning Rule Based on a Distance Sparse Table for Hierarchical Similarity Search Algorithms. <i>Lecture Notes in Computer Science</i> , 2008 , 926-936	0.9	0
5	A Fast Approximately k-Nearest-Neighbour Search Algorithm For Classification Tasks. <i>Lecture Notes in Computer Science</i> , 2000 , 823-831	0.9	
4	Testing Some Improvements of the Fukunaga and Narendra's Fast Nearest Neighbour Search Algorithm in a Spelling Task. <i>Lecture Notes in Computer Science</i> , 2005 , 3-10	0.9	
3	Using Learned Conditional Distributions as Edit Distance. <i>Lecture Notes in Computer Science</i> , 2006 , 403-411	0.9	
2	Adaptively Learning to Recognize Symbols in Handwritten Early Music. <i>Communications in Computer and Information Science</i> , 2020 , 470-477	0.3	

- 1 Computing the Expected Edit Distance from a String to a PFA. *Lecture Notes in Computer Science*, **2016**, 39-50 0.9