Jose Oncina

List of Publications by Year in Descending Order

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	Adaptively Learning to Recognize Symbols in Handwritten Early Music. *Communications in Computer and Information Science*, **2020**, 470-477	0.3	
53	Recognition of pen-based music notation with finite-state machines. *Expert Systems With Applications*, **2017**, 72, 395-406	7.8	10
52	Staff-line detection and removal using a convolutional neural network. *Machine Vision and Applications*, **2017**, 28, 665-674	2.8	7
51	An efficient approach for Interactive Sequential Pattern Recognition. *Pattern Recognition*, **2017**, 64, 295-304	7.7	3
50	Computing the Expected Edit Distance from a String to a Probabilistic Finite-State Automaton. *International Journal of Foundations of Computer Science*, **2017**, 28, 603-621	0.6	4
49	Music staff removal with supervised pixel classification. *International Journal on Document Analysis and Recognition*, **2016**, 19, 211-219	3.8	12
48	Computing the Expected Edit Distance from a String to a PFA. *Lecture Notes in Computer Science*, **2016**, 39-50	0.9	
47	Clustering of Strokes from Pen-Based Music Notation: An Experimental Study. *Lecture Notes in Computer Science*, **2015**, 633-640	0.9	2
46	The most probable string: an algorithmic study. *Journal of Logic and Computation*, **2014**, 24, 311-330	0.4	4
45	Recognition of Pen-Based Music Notation: The HOMUS Dataset **2014**,		29
44	Which Fast Nearest Neighbour Search Algorithm to Use?. *Lecture Notes in Computer Science*, **2013**, 567-574	0.9	1
43	A log square average case algorithm to make insertions in fast similarity search. *Pattern Recognition Letters*, **2012**, 33, 1060-1065	4.7	0
42	A fast pivot-based indexing algorithm for metric spaces. *Pattern Recognition Letters*, **2011**, 32, 1511-1516	4.7	12
41	Interactive Structured Output Prediction: Application to Chromosome Classification. *Lecture Notes in Computer Science*, **2011**, 256-264	0.9	1
40	Impact of the Initialization in Tree-Based Fast Similarity Search Techniques. *Lecture Notes in Computer Science*, **2011**, 163-176	0.9	1
39	A Constant Average Time Algorithm to Allow Insertions in the LAESA Fast Nearest Neighbour Search Index **2010**,		2
38	Combining Elimination Rules in Tree-Based Nearest Neighbor Search Algorithms. *Lecture Notes in Computer Science*, **2010**, 80-89	0.9	1

37	Optimum algorithm to minimize human interactions in sequential Computer Assisted Pattern Recognition. *Pattern Recognition Letters*, **2009**, 30, 558-563	4.7	9
36	Experimental Analysis of Insertion Costs in a Naïve Dynamic MDF-Tree. *Lecture Notes in Computer Science*, **2009**, 402-408	0.9	1
35	A Pruning Rule Based on a Distance Sparse Table for Hierarchical Similarity Search Algorithms. *Lecture Notes in Computer Science*, **2008**, 926-936	0.9	0
34	SEDiL: Software for Edit Distance Learning. *Lecture Notes in Computer Science*, **2008**, 672-677	0.9	5
33	Using Multiplicity Automata to Identify Transducer Relations from Membership and Equivalence Queries. *Lecture Notes in Computer Science*, **2008**, 154-162	0.9	3
32	A Stochastic Approach to Median String Computation. *Lecture Notes in Computer Science*, **2008**, 431-440	0.9	5
31	A Tabular Pruning Rule in Tree-Based Fast Nearest Neighbor Search Algorithms. *Lecture Notes in Computer Science*, **2007**, 306-313	0.9	4
30	Some approaches to improve tree-based nearest neighbour search algorithms. *Pattern Recognition*, **2006**, 39, 171-179	7.7	18
29	Learning stochastic edit distance: Application in handwritten character recognition. *Pattern Recognition*, **2006**, 39, 1575-1587	7.7	41
28	Using Learned Conditional Distributions as Edit Distance. *Lecture Notes in Computer Science*, **2006**, 403-411	0.9	
27	Learning Multiplicity Tree Automata. *Lecture Notes in Computer Science*, **2006**, 268-280	0.9	10
26	Testing Some Improvements of the Fukunaga and Narendra's Fast Nearest Neighbour Search Algorithm in a Spelling Task. *Lecture Notes in Computer Science*, **2005**, 3-10	0.9	
25	Learning Stochastic Finite Automata. *Lecture Notes in Computer Science*, **2004**, 175-186	0.9	9
24	Identifying Left-Right Deterministic Linear Languages. *Lecture Notes in Computer Science*, **2004**, 283-284	0.9	1
23	A modification of the LAESA algorithm for approximated k-NN classification. *Pattern Recognition Letters*, **2003**, 24, 47-53	4.7	31
22	Some Improvements in Tree Based Nearest Neighbour Search Algorithms. *Lecture Notes in Computer Science*, **2003**, 456-463	0.9	6
21	Approximate Nearest Neighbour Search with the Fukunaga and Narendra Algorithm and Its Application to Chromosome Classification. *Lecture Notes in Computer Science*, **2003**, 322-328	0.9	7
20	Identification with Probability One of Stochastic Deterministic Linear Languages. *Lecture Notes in Computer Science*, **2003**, 247-258	0.9	4

19	Extending Fast Nearest Neighbour Search Algorithms for Approximate k-NN Classification. *Lecture Notes in Computer Science*, **2003**, 589-597	0.9	4
18	A Fast Approximated k-Median Algorithm. *Lecture Notes in Computer Science*, **2002**, 725-733	0.9	1
17	Inferring Deterministic Linear Languages. *Lecture Notes in Computer Science*, **2002**, 185-200	0.9	13
16	On Sufficient Conditions to Identify in the Limit Classes of Grammars from Polynomial Time and Data. *Lecture Notes in Computer Science*, **2002**, 134-148	0.9	2
15	Extending LAESA Fast Nearest Neighbour Algorithm to Find the k Nearest Neighbours. *Lecture Notes in Computer Science*, **2002**, 718-724	0.9	8
14	An approximate median search algorithm in non-metric spaces. *Pattern Recognition Letters*, **2001**, 22, 1145-1151	4.7	9
13	Stochastic Inference of Regular Tree Languages. *Machine Learning*, **2001**, 44, 185-197	4	24
12	A Fast Approximately k-Nearest-Neighbour Search Algorithm For Clasification Tasks. *Lecture Notes in Computer Science*, **2000**, 823-831	0.9	
11	Learning deterministic regular grammars from stochastic samples in polynomial time. *RAIRO - Theoretical Informatics and Applications*, **1999**, 33, 1-19	0.5	58
10	Comparison of fast nearest neighbour classifiers for handwritten character recognition. *Pattern Recognition Letters*, **1998**, 19, 351-356	4.7	17
9	Language understanding and subsequential transducer learning. *Computer Speech and Language*, **1998**, 12, 193-228	2.8	9
8	The data driven approach applied to the OSTIA algorithm. *Lecture Notes in Computer Science*, **1998**, 50-56	0.9	3
7	Stochastic inference of regular tree languages. *Lecture Notes in Computer Science*, **1998**, 187-198	0.9	3
6	A fast branch & bound nearest neighbour classifier in metric spaces. *Pattern Recognition Letters*, **1996**, 17, 731-739	4.7	79
5	Using domain information during the learning of a subsequential transducer. *Lecture Notes in Computer Science*, **1996**, 301-312	0.9	10
4	A new version of the nearest-neighbour approximating and eliminating search algorithm (AESA) with linear preprocessing time and memory requirements. *Pattern Recognition Letters*, **1994**, 15, 9-17	4.7	204
3	Learning stochastic regular grammars by means of a state merging method. *Lecture Notes in Computer Science*, **1994**, 139-152	0.9	116
2	. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **1993**, 15, 448-458	13.3	93

1	IDENTIFYING REGULAR LANGUAGES IN POLYNOMIAL TIME. *Series in Machine Perception and Artificial Intelligence*, **1993**, 99-108	0.3	28