LuÃ-s Garrote

List of Publications by Year
in descending order

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33 papers	416 citations	1937685 4 h-index	1872680 6 g-index

33 all docs	33 docs citations	33 times ranked	457 citing authors

#	Article	IF	Citations
1	Multimodal vehicle detection: fusing 3D-LIDAR and color camera data. Pattern Recognition Letters, 2018, 115, 20-29.	4.2	148
2	DepthCN: Vehicle detection using 3D-LIDAR and ConvNet. , 2017, , .		53
3	High-resolution LIDAR-based depth mapping using bilateral filter. , 2016, , .		43
4	Sort and Deep-SORT Based Multi-Object Tracking for Mobile Robotics: Evaluation with New Data Association Metrics. Applied Sciences (Switzerland), 2022, 12, 1319.	2.5	26
5	Autonomous electric vehicle: Steering and path-following control systems. , 2012, , .		21
6	3D point cloud downsampling for 2D indoor scene modelling in mobile robotics. , 2017, , .		11
7	Modular software architecture for human-robot interaction applied to the InterBot mobile robot. , 2018, , .		11
8	ISRobotCar: The autonomous electric vehicle project. , 2012, , .		9
9	An RRT-based navigation approach for mobile robots and automated vehicles. , 2014, , .		9
10	Real-Time Deep ConvNet-Based Vehicle Detection Using 3D-LIDAR Reflection Intensity Data. Advances in Intelligent Systems and Computing, 2018, , 475-486.	0.6	8
11	Reinforcement Learning Aided Robot-Assisted Navigation: A Utility and RRT Two-Stage Approach. International Journal of Social Robotics, 2020, 12, 689-707.	4.6	8
12	Robot-Assisted Navigation for a Robotic Walker with Aided User Intent. , 2018, , .		7
13	Weighted Euclidean Steiner Trees for Disaster-Aware Network Design. , 2019, , .		7
14	Deep-Learning based Global and Semantic Feature Fusion for Indoor Scene Classification. , 2020, , .		7
15	Absolute Indoor Positioning-aided Laser-based Particle Filter Localization with a Refinement Stage. , 2019, , .		6
16	ISR-RobotHead: Robotic head with LCD-based emotional expressiveness. , 2017, , .		5
17	Mobile Robot Localization with Reinforcement Learning Map Update Decision aided by an Absolute Indoor Positioning System. , 2019, , .		5
18	Measuring the impact of reinforcement learning on an electrooculography-only computer game. , 2018, , .		4

#	Article	IF	Citations
19	A Reinforcement Learning Assisted Eye-Driven Computer Game Employing a Decision Tree-Based Approach and CNN Classification. IEEE Access, 2021, 9, 46011-46021.	4.2	4
20	A Deep Learning-based Indoor Scene Classification Approach Enhanced with Inter-Object Distance Semantic Features. , 2021, , .		4
21	Real-Time Multi-view Grid Map-Based Spatial Representation for Mixed Reality Applications. Lecture Notes in Computer Science, 2018, , 322-339.	1.3	3
22	Markerless Multi-View-based Multi-User Head Tracking System for Virtual Reality Applications. , 2019, , .		3
23	Human Activity Recognition for Indoor Robotics: A Deep Learning Based Approach Using a Human Detection Stage. , 2021, , .		3
24	Polar-Grid Representation and Kriging-Based 2.5D Interpolation for Urban Environment Modelling. , 2015, , .		2
25	HMAPs - Hybrid Height- Voxel Maps for Environment Representation. , 2018, , .		2
26	An Experimental Study of the Accuracy vs Inference Speed of RGB-D Object Recognition in Mobile Robotics. , 2020, , .		2
27	Improving Local Motion Planning with a Reinforcement Learning Approach. , 2020, , .		2
28	Short-range gait pattern analysis for potential applications on assistive robotics. , 2017, , .		1
29	Reinforcement Learning Motion Planning for an EOG-centered Robot Assisted Navigation in a Virtual Environment. , 2019, , .		1
30	Spatiotemporal 2D Skeleton-based Image for Dynamic Gesture Recognition Using Convolutional Neural Networks. , 2021, , .		1
31	Expressive Robotic Head for Human-Robot Interaction Studies. IFMBE Proceedings, 2020, , 1627-1637.	0.3	0
32	Improving Localization by Learning Pole-Like Landmarks Using a Semi-supervised Approach. Advances in Intelligent Systems and Computing, 2020, , 255-266.	0.6	0
33	Enhancing Availability for Critical Services. Computer Communications and Networks, 2020, , 557-581.	0.8	0