JosÃ© MarÃ-a CaÃ±as

List of Publications by Year
in descending order

31 papers	352 citations	759055 12 h-index	839398 18 g-index
32 all docs	32 docs citations	32 times ranked	457 citing authors

#	Article	IF	Citations
1	WiFi localization methods for autonomous robots. Robotica, 2006, 24, 455-461.	1.3	46
2	Robotherapy with Dementia Patients. International Journal of Advanced Robotic Systems, 2013, 10, 10.	1.3	36
3	Quantitative analysis of security in distributed robotic frameworks. Robotics and Autonomous Systems, 2018, 100, 95-107.	3.0	28
4	PiBot: An Open Low-Cost Robotic Platform with Camera for STEM Education. Electronics (Switzerland), 2018, 7, 430.	1.8	28
5	A ROS-Based Open Tool for Intelligent Robotics Education. Applied Sciences (Switzerland), 2020, 10, 7419.	1.3	28
6	Stereo Vision Tracking of Multiple Objects in Complex Indoor Environments. Sensors, 2010, 10, 8865-8887.	2.1	22
7	Open-Source Drone Programming Course for Distance Engineering Education. Electronics (Switzerland), 2020, 9, 2163.	1.8	19
8	Localization of legged robots combining a fuzzy-Markov method and a population of extended Kalman filters. Robotics and Autonomous Systems, 2007, 55, 870-880.	3.0	15
9	PyBoKids: An Innovative Python-Based Educational Framework Using Real and Simulated Arduino Robots. Electronics (Switzerland), 2019, 8, 899.	1.8	15
10	Enhancing the Ambient Assisted Living Capabilities with a Mobile Robot. Computational Intelligence and Neuroscience, 2019, 2019, 1-15.	1.1	15
11	Control System in Open-Source FPGA for a Self-Balancing Robot. Electronics (Switzerland), 2019, 8, 198.	1.8	15
12	Open Vision System for Low-Cost Robotics Education. Electronics (Switzerland), 2019, 8, 1295.	1.8	12
13	Hybrid three-dimensional and support vector machine approach for automatic vehicle tracking and classification using a single camera. Journal of Electronic Imaging, 2016, 25, 1.	0.5	10
14	Robot Evolutionary Localization Based on Attentive Visual Short-Term Memory. Sensors, 2013, 13, 1268-1299.	2.1	9
15	SDVL: Efficient and Accurate Semi-Direct Visual Localization. Sensors, 2019, 19, 302.	2.1	8
16	Efficient 3D human pose estimation from RGBD sensors. Displays, 2022, 74, 102225.	2.0	8
17	From bio-inspired vs. psycho-inspired to etho-inspired robots. Robotics and Autonomous Systems, 2007, 55, 841-850.	3.0	6
18	Entorno Docente Universitario para la ProgramaciÃ³n de los Robots. RIAI - Revista Iberoamericana De Automatica E Informatica Industrial, 2018, 15, 404.	0.6	5

#	Article	IF	Citations
19	Reconfigurable Computing for Reactive Robotics Using Open-Source FPGAs. Electronics (Switzerland), 2022, 11, 8.	1.8	5
20	A ROS-based Open Web Platform for Intelligent Robotics Education. Advances in Intelligent Systems and Computing, 2022, , 243-255.	0.5	4
21	Robust Real-Time Traffic Surveillance with Deep Learning. Computational Intelligence and Neuroscience, 2021, 2021, 1-18.	1.1	4
22	Comparison of Smart Visual Attention Mechanisms for Humanoid Robots. International Journal of Advanced Robotic Systems, 2012, 9, 233.	1.3	3
23	COMBAHO: A deep learning system for integrating brain injury patients in society. Pattern Recognition Letters, 2020, 137, 80-90.	2.6	2
24	Open Source Assessment of Deep Learning Visual Object Detection. Sensors, 2022, 22, 4575.	2.1	2
25	Active Visual Perception for Humanoid Robots. International Journal of Humanoid Robotics, 2015, 12, 1550009.	0.6	1
26	An Efficient Training Strategy for a Temporal Difference Learning Based Tic-Tac-Toe Automatic Player. Lecture Notes in Networks and Systems, 2020, , 423-430.	0.5	1
27	FilterNet: Self-Supervised Learning for High-Resolution Photo Enhancement. IEEE Access, 2022, 10, 2669-2685.	2.6	1
28	Local robot navigation based on an active visual short-term memory. Journal of Physical Agents, 2012, 6, 21-30.	0.3	0
29	Attentive Visual Memory for Robot Localization. , 2013, , 406-436.		0
30	Robust 3D Visual Localization Based on RTABmaps. Advances in Computer and Electrical Engineering Book Series, 2018, , 1-17.	0.2	0
31	Hybrid Training Strategies: Improving Performance of Temporal Difference Learning in Board Games. Applied Sciences (Switzerland), 2022, 12, 2854.	1.3	0