

# Olivier Debauche

## List of Publications by Year in descending order

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Version: 2024-02-01

31  
papers

582  
citations

686830

13  
h-index

713013

21  
g-index

31  
all docs

31  
docs citations

31  
times ranked

344  
citing authors

#	ARTICLE	IF	CITATIONS
1	Fog IoT for Health: A new Architecture for Patients and Elderly Monitoring.. Procedia Computer Science, 2019, 160, 289-297.	1.2	62
2	A new Edge Architecture for AI-IoT services deployment. Procedia Computer Science, 2020, 175, 10-19.	1.2	58
3	Monitoring System Using Internet of Things For Potential Landslides. Procedia Computer Science, 2018, 134, 26-34.	1.2	52
4	Web Monitoring of Bee Health for Researchers and Beekeepers Based on the Internet of Things. Procedia Computer Science, 2018, 130, 991-998.	1.2	47
5	Edge Computing and Artificial Intelligence for Real-time Poultry Monitoring. Procedia Computer Science, 2020, 175, 534-541.	1.2	41
6	Data management and internet of things : A methodological review in smart farming. Internet of Things (Netherlands), 2021, 14, 100378.	4.9	24
7	Web-based cattle behavior service for researchers based on the smartphone inertial central. Procedia Computer Science, 2017, 110, 110-116.	1.2	23
8	Edge AI-IoT Pivot Irrigation, Plant Diseases, and Pests Identification. Procedia Computer Science, 2020, 177, 40-48.	1.2	22
9	Irrigation pivot-center connected at low cost for the reduction of crop water requirements. , 2018, , .		21
10	Cloud services integration for farm animalsâ€™ behavior studies based on smartphones as activity sensors. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 4651-4662.	3.3	21
11	Edge Computing and Artificial Intelligence for Landslides Monitoring. Procedia Computer Science, 2020, 177, 480-487.	1.2	20
12	A New Edge Computing Architecture for IoT and Multimedia Data Management. Information (Switzerland), 2022, 13, 89.	1.7	20
13	Cloud architecture for digital phenotyping and automation. , 2017, , .		16
14	Internet of Things: Learning and practices. Application to smart home. , 2018, , .		14
15	Internet of Things: a new Interoperable IoT Platform. Application to a Smart Building. Procedia Computer Science, 2021, 191, 511-517.	1.2	14
16	Cloud and distributed architectures for data management in agriculture 4.0 : Review and future trends. Journal of King Saud University - Computer and Information Sciences, 2022, 34, 7494-7514.	2.7	14
17	Toward a Big Data Knowledge-Base Management System for Precision Livestock Farming. Procedia Computer Science, 2020, 177, 136-142.	1.2	13
18	Edge Computing and Artificial Intelligence Semantically Driven. Application to a Climatic Enclosure. Procedia Computer Science, 2020, 175, 542-547.	1.2	12

#	ARTICLE	IF	CITATIONS
19	Internet of Things: learning and practices. Application to Smart City. , 2018, , .		11
20	RevoCampus: a Distributed Open Source and Low-cost Smart Campus. , 2020, , .		11
21	Cloud architecture for plant phenotyping research. Concurrency Computation Practice and Experience, 2020, 32, e5661.	1.4	10
22	Edge Computing for Cattle Behavior Analysis. , 2020, , .		10
23	Smart Nest Box: IoT Based Nest Monitoring In Artificial Cavities. , 2020, , .		9
24	Open Phytotron: A New IoT Device for Home Gardening. , 2020, , .		8
25	Internet of Things Learning: a Practical Case for Smart Building automation. , 2020, , .		8
26	Cloud Platform using Big Data and HPC Technologies for Distributed and Parallels Treatments. Procedia Computer Science, 2018, 141, 112-118.	1.2	7
27	Farm Animalsâ€™ Behaviors and Welfare Analysis with IA Algorithms: A Review. Revue D'Intelligence Artificielle, 2021, 35, 243-253.	0.5	6
28	Towards Landslides Early Warning System With Fog - Edge Computing And Artificial Intelligence**. Journal of Ubiquitous Systems and Pervasive Networks, 2021, 15, 11-17.	1.1	5
29	A new Kappa Architecture for IoT Data Management in Smart Farming. Procedia Computer Science, 2021, 191, 17-24.	1.2	2
30	A new Collaborative Platform for Research in Smart Farming. Procedia Computer Science, 2020, 177, 450-455.	1.2	1
31	Deep Learning and Approach for Tracking Peopleâ€™s Movements in a Video. , 2020, , .		0