Dimitrios Kanoulas

List of Publications by Year
in descending order

45	845	1163117 8	1199594 12
papers	citations	h-index	g-index

47	47	47	743
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	WALKâ€MAN: A Highâ€Performance Humanoid Platform for Realistic Environments. Journal of Field Robotics, 2017, 34, 1225-1259.	6.0	175
2	Detecting object affordances with Convolutional Neural Networks. , 2016, , .		120
3	Object-based affordances detection with Convolutional Neural Networks and dense Conditional Random Fields. , 2017, , .		94
4	Translating Videos to Commands for Robotic Manipulation with Deep Recurrent Neural Networks. , 2018, , .		32
5	Center-of-Mass-Based Grasp Pose Adaptation Using 3D Range and Force/Torque Sensing. International Journal of Humanoid Robotics, 2018, 15, 1850013.	1.1	26
6	Humanoids at Work: The WALK-MAN Robot in a Postearthquake Scenario. IEEE Robotics and Automation Magazine, 2018, 25, 8-22.	2.0	26
7	Terrain classification and locomotion parameters adaptation for humanoid robots using force/torque sensing. , 2016, , .		24
8	Bi-Manual Articulated Robot Teleoperation using an External RGB-D Range Sensor. , 2018, , .		24
9	Footstep Planning in Rough Terrain for Bipedal Robots Using Curved Contact Patches. , 2018, , .		19
10	Vision-based foothold contact reasoning using curved surface patches. , 2017, , .		18
11	A Self-Tuning Impedance Controller for Autonomous Robotic Manipulation. , 2018, , .		18
12	ShorelineNet: An Efficient Deep Learning Approach for Shoreline Semantic Segmentation for Unmanned Surface Vehicles. , 2021, , .		18
13	Visual Grasp Affordance Localization in Point Clouds Using Curved Contact Patches. International Journal of Humanoid Robotics, 2017, 14, 1650028.	1.1	16
14	Terrain Segmentation and Roughness Estimation using RGB Data: Path Planning Application on the CENTAURO Robot. , 2019, , .		16
15	Towards Robot Interaction Autonomy: Explore, Identify, and Interact. , 2019, , .		14
16	An affordance-based pilot interface for high-level control of humanoid robots in supervised autonomy. , 2016, , .		13
17	An active compliant impact protection system for humanoids: Application to WALK-MAN hands. , 2016, , .		13
18	Preparatory object reorientation for task-oriented grasping. , 2016, , .		13

#	Article	IF	Citations
19	Cache Me If You Can: Capacitated Selfish Replication Games. Lecture Notes in Computer Science, 2012, , 420-432.	1.3	13
20	Outlier-Robust State Estimation for Humanoid Robots. , 2019, , .		12
21	Garbage Collection and Sorting with a Mobile Manipulator using Deep Learning and Whole-Body Control. , 2021, , .		12
22	Curved patch mapping and tracking for irregular terrain modeling: Application to bipedal robot foot placement. Robotics and Autonomous Systems, 2019, 119, 13-30.	5.1	10
23	Curved surface contact patches with quantified uncertainty. , 2011, , .		9
24	Human inspired fall prediction method for humanoid robots. Robotics and Autonomous Systems, 2019, 121, 103257.	5.1	9
25	A method for autonomous robotic manipulation through exploratory interactions with uncertain environments. Autonomous Robots, 2020, 44, 1395-1410.	4.8	9
26	Agile Legged-Wheeled Reconfigurable Navigation Planner Applied on the CENTAURO Robot. , 2020, , .		9
27	Sparse surface modeling with curved patches. , 2013, , .		8
28	Variable Configuration Planner for Legged-Rolling Obstacle Negotiation Locomotion: Application on the CENTAURO Robot. , 2019, , .		8
29	Performance Evaluation of a Descent Algorithm for Bi-matrix Games. Lecture Notes in Computer Science, 2008, , 222-230.	1.3	8
30	Task-Consistent Path Planning for Mobile 3D Printing. , 2021, , .		8
31	A Caging Inspired Gripper using Flexible Fingers and a Movable Palm. , 2021, , .		8
32	The Walk-Man Robot Software Architecture. Frontiers in Robotics and AI, 2016, 3, .	3.2	7
33	Bio-inspired rough terrain contact patch perception. , 2014, , .		6
34	Reconfigurable and Agile Legged-Wheeled Robot Navigation in Cluttered Environments With Movable Obstacles. IEEE Access, 2022, 10, 2429-2445.	4.2	6
35	A three-toe biped foot with Hall-effect sensing. , 2015, , .		4
36	Optically-regulated impedance-based balancing for humanoid robots. , 2015, , .		4

#	Article	IF	Citations
37	A Study on Low-Drift State Estimation for Humanoid Locomotion, Using LiDAR and Kinematic-Inertial Data Fusion. , 2018, , .		4
38	Whole-Body Stabilization for Visual-Based Box Lifting with the COMAN+ Robot. , 2019, , .		4
39	rxKinFu: Moving Volume KinectFusion for 3D Perception and Robotics. , 2018, , .		2
40	Autonomous Real Time Architecture for High Performance Mobile Robots. , 2021, , .		2
41	Editorial: Towards Real-World Deployment of Legged Robots. Frontiers in Robotics and AI, 2021, 8, 829403.	3.2	2
42	Uncertainty analysis for curved surface contact patches. , 2016, , .		1
43	RPBP: Rapid-Prototyped Remote-Brain BiPed with 3D Perception. , 2019, , .		1
44	Cache Me if You Can: Capacitated Selfish Replication Games in Networks. Theory of Computing Systems, 2020, 64, 272-310.	1.1	0
45	Current-sensitive path planning for an underactuated free-floating ocean sensorweb. , 2011, , .		0