

# Natalia DÃ-az-RodrÃ-guez

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8790597/publications.pdf>

Version: 2024-02-01

32  
papers

4,499  
citations

567281

15  
h-index

580821

25  
g-index

34  
all docs

34  
docs citations

34  
times ranked

3740  
citing authors

#	ARTICLE	IF	CITATIONS
1	Explainable Artificial Intelligence (XAI): Concepts, taxonomies, opportunities and challenges toward responsible AI. Information Fusion, 2020, 58, 82-115.	19.1	3,332
2	Continual learning for robotics: Definition, framework, learning strategies, opportunities and challenges. Information Fusion, 2020, 58, 52-68.	19.1	201
3	State representation learning for control: An overview. Neural Networks, 2018, 108, 379-392.	5.9	140
4	Explainability in deep reinforcement learning. Knowledge-Based Systems, 2021, 214, 106685.	7.1	129
5	A survey on ontologies for human behavior recognition. ACM Computing Surveys, 2014, 46, 1-33.	23.0	121
6	Information fusion as an integrative cross-cutting enabler to achieve robust, explainable, and trustworthy medical artificial intelligence. Information Fusion, 2022, 79, 263-278.	19.1	100
7	A fuzzy ontology for semantic modelling and recognition of human behaviour. Knowledge-Based Systems, 2014, 66, 46-60.	7.1	98
8	Human-Centered Artificial Intelligence for Designing Accessible Cultural Heritage. Applied Sciences (Switzerland), 2021, 11, 870.	2.5	42
9	Physical activity among children: objective measurements using Fitbit One® and ActiGraph. BMC Research Notes, 2017, 10, 161.	1.4	40
10	Open-Ended Learning: A Conceptual Framework Based on Representational Redescription. Frontiers in Neurobotics, 2018, 12, 59.	2.8	38
11	EXplainable Neural-Symbolic Learning (X-NeSyL) methodology to fuse deep learning representations with expert knowledge graphs: The MonuMAI cultural heritage use case. Information Fusion, 2022, 79, 58-83.	19.1	38
12	Validation Techniques for Sensor Data in Mobile Health Applications. Journal of Sensors, 2016, 2016, 1-9.	1.1	30
13	Accessible Cultural Heritage through Explainable Artificial Intelligence. , 2020, , .		27
14	Handling Real-World Context Awareness, Uncertainty and Vagueness in Real-Time Human Activity Tracking and Recognition with a Fuzzy Ontology-Based Hybrid Method. Sensors, 2014, 14, 18131-18171.	3.8	25
15	Interdisciplinary Research in Artificial Intelligence: Challenges and Opportunities. Frontiers in Big Data, 2020, 3, 577974.	2.9	24
16	A semantic security framework and context-aware role-based access control ontology for smart spaces. , 2016, , .		20
17	Understanding Movement and Interaction: An Ontology for Kinect-Based 3D Depth Sensors. Lecture Notes in Computer Science, 2013, , 254-261.	1.3	16
18	Intelligent drone navigation for search and rescue operations. , 2016, , .		15

#	ARTICLE	IF	CITATIONS
19	Registered Nursesâ€™ Experiences with the Medication Administration Process. <i>Advances in Nursing</i> , 2015, 2015, 1-10.	0.6	10
20	A Framework for Context-Aware Applications for Smart Spaces. , 2011, , .		6
21	An Ontology for Wearables Data Interoperability and Ambient Assisted Living Application Development. <i>Studies in Fuzziness and Soft Computing</i> , 2018, , 559-568.	0.8	5
22	Extending Semantic Web Tools for Improving Smart Spaces Interoperability and Usability. <i>Advances in Intelligent Systems and Computing</i> , 2013, , 45-52.	0.6	5
23	Unsupervised understanding of location and illumination changes in egocentric videos. <i>Pervasive and Mobile Computing</i> , 2017, 40, 414-429.	3.3	4
24	Datil: Learning Fuzzy Ontology Datatypes. <i>Communications in Computer and Information Science</i> , 2018, , 100-112.	0.5	4
25	An approach to improve semantics in Smart Spaces using reactive fuzzy rules. , 2013, , .		3
26	Deep unsupervised state representation learning with robotic priors: a robustness analysis. , 2019, , .		3
27	Programming biomedical smart space applications with BioImageXD and PythonRules. , 2012, , .		2
28	Can IT health-care applications improve the medication tray-filling process at hospital wards? An exploratory study using eye-tracking and stress response. , 2014, , .		2
29	Extending Knowledge Graphs with Subjective Influence Networks for Personalized Fashion. <i>Studies in Systems, Decision and Control</i> , 2019, , 203-233.	1.0	2
30	RDF Stores for Enhanced Living Environments: An Overview. <i>Lecture Notes in Computer Science</i> , 2019, , 19-52.	1.3	2
31	Demonstration Guided Actor-Critic Deep Reinforcement Learning for Fast Teaching of Robots in Dynamic Environments. <i>IFAC-PapersOnLine</i> , 2020, 53, 271-278.	0.9	1
32	Rapid prototyping of semantic applications in smart spaces with a visual rule language. , 2013, , .		0