Natalia DÃ-az-RodrÃ-guez

List of Publications by Year
in descending order

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 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
2	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
3	Explainability in deep reinforcement learning. Knowledge-Based Systems, 2021, 214, 106685.	7.1	129
4	Human-Centered Artificial Intelligence for Designing Accessible Cultural Heritage. Applied Sciences (Switzerland), 2021, 11, 870.	2.5	42
5	Explainable Artificial Intelligence (XAI): Concepts, taxonomies, opportunities and challenges toward responsible AI. Information Fusion, 2020, 58, 82-115.	19.1	3,332
6	Continual learning for robotics: Definition, framework, learning strategies, opportunities and challenges. Information Fusion, 2020, 58, 52-68.	19.1	201
7	Interdisciplinary Research in Artificial Intelligence: Challenges and Opportunities. Frontiers in Big Data, 2020, 3, 577974.	2.9	24
8	Accessible Cultural Heritage through Explainable Artificial Intelligence. , 2020, , .		27
9	Demonstration Guided Actor-Critic Deep Reinforcement Learning for Fast Teaching of Robots in Dynamic Environments. IFAC-PapersOnLine, 2020, 53, 271-278.	0.9	1
10	Deep unsupervised state representation learning with robotic priors: a robustness analysis. , 2019, , .		3
11	Extending Knowledge Graphs with Subjective Influence Networks for Personalized Fashion. Studies in Systems, Decision and Control, 2019, , 203-233.	1.0	2
12	RDF Stores for Enhanced Living Environments: An Overview. Lecture Notes in Computer Science, 2019, , 19-52.	1.3	2
13	Open-Ended Learning: A Conceptual Framework Based on Representational Redescription. Frontiers in Neurorobotics, 2018, 12, 59.	2.8	38
14	Datil: Learning Fuzzy Ontology Datatypes. Communications in Computer and Information Science, 2018, , 100-112.	0.5	4
15	State representation learning for control: An overview. Neural Networks, 2018, 108, 379-392.	5.9	140
16	An Ontology for Wearables Data Interoperability and Ambient Assisted Living Application Development. Studies in Fuzziness and Soft Computing, 2018, , 559-568.	0.8	5
17	Physical activity among children: objective measurements using Fitbit OneÂ® and ActiGraph. BMC Research Notes, 2017, 10, 161.	1.4	40
18	Unsupervised understanding of location and illumination changes in egocentric videos. Pervasive and Mobile Computing, 2017, 40, 414-429.	3.3	4

#	Article	IF	Citations
19	Validation Techniques for Sensor Data in Mobile Health Applications. Journal of Sensors, 2016, 2016, 1-9.	1.1	30
20	A semantic security framework and context-aware role-based access control ontology for smart spaces. , 2016, , .		20
21	Intelligent drone navigation for search and rescue operations. , 2016, , .		15
22	Registered Nursesâ€™ Experiences with the Medication Administration Process. Advances in Nursing, 2015, 2015, 1-10.	0.6	10
23	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
24	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
25	A survey on ontologies for human behavior recognition. ACM Computing Surveys, 2014, 46, 1-33.	23.0	121
26	A fuzzy ontology for semantic modelling and recognition of human behaviour. Knowledge-Based Systems, 2014, 66, 46-60.	7.1	98
27	Rapid prototyping of semantic applications in smart spaces with a visual rule language. , 2013, , .		0
28	An approach to improve semantics in Smart Spaces using reactive fuzzy rules. , 2013, , .		3
29	Extending Semantic Web Tools for Improving Smart Spaces Interoperability and Usability. Advances in Intelligent Systems and Computing, 2013, , 45-52.	0.6	5
30	Understanding Movement and Interaction: An Ontology for Kinect-Based 3D Depth Sensors. Lecture Notes in Computer Science, 2013, , 254-261.	1.3	16
31	Programming biomedical smart space applications withBioImageXDandPythonRules. , 2012, , .		2
32	A Framework for Context-Aware Applications for Smart Spaces. , 2011, , .		6