

Shi-Min Hu

List of Publications by Year in descending order

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Version: 2024-02-01

88
papers

5,519
citations

201674

27
h-index

82547

72
g-index

102
all docs

102
docs citations

102
times ranked

3556
citing authors

#	ARTICLE	IF	CITATIONS
1	Global Contrast Based Salient Region Detection. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2015, 37, 569-582.	13.9	2,008
2	PCT: Point cloud transformer. Computational Visual Media, 2021, 7, 187-199.	17.5	670
3	Attention mechanisms in computer vision: A survey. Computational Visual Media, 2022, 8, 331-368.	17.5	647
4	Geometry and Convergence Analysis of Algorithms for Registration of 3D Shapes. International Journal of Computer Vision, 2006, 67, 277-296.	15.6	175
5	RepFinder. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	123
6	Structure recovery by part assembly. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	116
7	Automatic semantic modeling of indoor scenes from low-quality RGB-D data using contextual information. ACM Transactions on Graphics, 2014, 33, 1-12.	7.2	90
8	Multiple-Fluid SPH Simulation Using a Mixture Model. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	81
9	Deep Online Video Stabilization With Multi-Grid Warping Transformation Learning. IEEE Transactions on Image Processing, 2019, 28, 2283-2292.	9.8	80
10	3D indoor scene modeling from RGB-D data: a survey. Computational Visual Media, 2015, 1, 267-278.	17.5	72
11	Direct manipulation of FFD: efficient explicit solutions and decomposable multiple point constraints. Visual Computer, 2001, 17, 370-379.	3.5	67
12	Jittor: a novel deep learning framework with meta-operators and unified graph execution. Science China Information Sciences, 2020, 63, 1.	4.3	65
13	A Large Chinese Text Dataset in the Wild. Journal of Computer Science and Technology, 2019, 34, 509-521.	1.5	61
14	ClusterVO: Clustering Moving Instances and Estimating Visual Odometry for Self and Surroundings. , 2020, , .		53
15	Associating Inter-image Salient Instances for Weakly Supervised Semantic Segmentation. Lecture Notes in Computer Science, 2018, , 371-388.	1.3	50
16	BiggerPicture. ACM Transactions on Graphics, 2014, 33, 1-13.	7.2	45
17	Multiphase SPH simulation for interactive fluids and solids. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	45
18	Lidar-Monocular Visual Odometry using Point and Line Features. , 2020, , .		42

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19	Deep Video Stabilization Using Adversarial Networks. Computer Graphics Forum, 2018, 37, 267-276.	3.0	40
20	Write-a-video. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	40
21	Semantic Labeling and Instance Segmentation of 3D Point Clouds Using Patch Context Analysis and Multiscale Processing. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2485-2498.	4.4	36
22	Fast multiple-fluid simulation using Helmholtz free energy. ACM Transactions on Graphics, 2015, 34, 1-11.	7.2	35
23	A unified particle system framework for multi-phase, multi-material visual simulations. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	35
24	Data-Driven Object Manipulation in Images. Computer Graphics Forum, 2012, 31, 265-274.	3.0	34
25	Subdivision-based Mesh Convolution Networks. ACM Transactions on Graphics, 2022, 41, 1-16.	7.2	33
26	Evaluation for Small Visual Difference Between Conforming Meshes on Strain Field. Journal of Computer Science and Technology, 2009, 24, 65-75.	1.5	31
27	A Comparative Study of Algorithms for Realtime Panoramic Video Blending. IEEE Transactions on Image Processing, 2018, 27, 2952-2965.	9.8	31
28	Two-Layer QR Codes. IEEE Transactions on Image Processing, 2019, 28, 4413-4428.	9.8	30
29	Deep Portrait Image Completion and Extrapolation. IEEE Transactions on Image Processing, 2020, 29, 2344-2355.	9.8	29
30	Timeline Editing of Objects in Video. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1218-1227.	4.4	26
31	PhotoRecomposer: Interactive Photo Recomposition by Cropping. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2728-2742.	4.4	26
32	3D Morphing Using Strain Field Interpolation. Journal of Computer Science and Technology, 2007, 22, 147-155.	1.5	24
33	A Data-Driven Approach to Realistic Shape Morphing. Computer Graphics Forum, 2013, 32, 449-457.	3.0	24
34	Robust background identification for dynamic video editing. ACM Transactions on Graphics, 2016, 35, 1-12.	7.2	22
35	Motion-Aware Gradient Domain Video Composition. IEEE Transactions on Image Processing, 2013, 22, 2532-2544.	9.8	21
36	Handling degenerate cases in exact geodesic computation on triangle meshes. Visual Computer, 2007, 23, 661-668.	3.5	19

#	ARTICLE	IF	CITATIONS
37	Stereoscopic image completion and depth recovery. <i>Visual Computer</i> , 2014, 30, 833-843.	3.5	19
38	Hyper-Lapse From Multiple Spatially-Overlapping Videos. <i>IEEE Transactions on Image Processing</i> , 2018, 27, 1735-1747.	9.8	19
39	Detecting and Removing Visual Distractors for Video Aesthetic Enhancement. <i>IEEE Transactions on Multimedia</i> , 2018, 20, 1987-1999.	7.2	18
40	Learning to Reconstruct High-Quality 3D Shapes with Cascaded Fully Convolutional Networks. <i>Lecture Notes in Computer Science</i> , 2018, , 626-643.	1.3	18
41	Simulating Gaseous Fluids with Low and High Speeds. <i>Computer Graphics Forum</i> , 2009, 28, 1845-1852.	3.0	17
42	Supervoxel Convolution for Online 3D Semantic Segmentation. <i>ACM Transactions on Graphics</i> , 2021, 40, 1-15.	7.2	17
43	A Temporally Adaptive Material Point Method with Regional Time Stepping. <i>Computer Graphics Forum</i> , 2018, 37, 195-204.	3.0	16
44	High-speed video generation with an event camera. <i>Visual Computer</i> , 2017, 33, 749-759.	3.5	15
45	A response time model for abrupt changes in binocular disparity. <i>Visual Computer</i> , 2015, 31, 675-687.	3.5	13
46	BiggerSelfie: Selfie Video Expansion With Hand-Held Camera. <i>IEEE Transactions on Image Processing</i> , 2018, 27, 5854-5865.	9.8	13
47	Poisson Vector Graphics (PVG). <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020, 26, 1361-1371.	4.4	13
48	High-Quality Textured 3D Shape Reconstruction with Cascaded Fully Convolutional Networks. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021, 27, 83-97.	4.4	13
49	Adaptive tree similarity learning for image retrieval. <i>Multimedia Systems</i> , 2003, 9, 131-143.	4.7	12
50	Panorama completion for street views. <i>Computational Visual Media</i> , 2015, 1, 49-57.	17.5	12
51	Fast SPH simulation for gaseous fluids. <i>Visual Computer</i> , 2016, 32, 523-534.	3.5	12
52	Learning Explicit Smoothing Kernels for Joint Image Filtering. <i>Computer Graphics Forum</i> , 2019, 38, 181-190.	3.0	12
53	HeteroFusion: Dense Scene Reconstruction Integrating Multi-Sensors. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020, 26, 3217-3230.	4.4	12
54	Transitioning360: Content-aware NFoV Virtual Camera Paths for 360° Video Playback. , 2020, , .		12

#	ARTICLE	IF	CITATIONS
55	Jittor-GAN: A fast-training generative adversarial network model zoo based on Jittor. Computational Visual Media, 2021, 7, 153-157.	17.5	10
56	Fuzzing Error Handling Code in Device Drivers Based on Software Fault Injection. , 2019, , .		9
57	ClusterSLAM: A SLAM backend for simultaneous rigid body clustering and motion estimation. Computational Visual Media, 2021, 7, 87-101.	17.5	9
58	An effective feature-preserving mesh simplification scheme based on face constriction. , 0, , .		8
59	Probabilistic Projective Association and Semantic Guided Relocalization for Dense Reconstruction. , 2019, , .		8
60	Faithful Face Image Completion for HMD Occlusion Removal. , 2019, , .		8
61	Temporally Coherent Video Harmonization Using Adversarial Networks. IEEE Transactions on Image Processing, 2020, 29, 214-224.	9.8	8
62	Can attention enable MLPs to catch up with CNNs?. Computational Visual Media, 2021, 7, 283-288.	17.5	8
63	Tolerances in Geometric Constraint Problems. Reliable Computing, 2005, 11, 235-251.	0.8	7
64	FDTL: a unified flash memory and hard disk translation layer. IEEE Transactions on Consumer Electronics, 2011, 57, 1719-1727.	3.6	7
65	Bridging the information gap between buffer and flash translation layer for flash memory. IEEE Transactions on Consumer Electronics, 2011, 57, 1765-1773.	3.6	7
66	Controllable Dendritic Crystal Simulation Using Orientation Field. Computer Graphics Forum, 2018, 37, 485-495.	3.0	7
67	DCNS. , 2019, , .		7
68	A Rigging&Skinning Scheme to Control Fluid Simulation. Computer Graphics Forum, 2019, 38, 501-512.	3.0	7
69	LinkNet: 2D-3D linked multi-modal network for online semantic segmentation of RGB-D videos. Computers and Graphics, 2021, 98, 37-47.	2.5	7
70	Optimal adaptive learning for image retrieval. , 0, , .		6
71	Developable Strip Approximation of Parametric Surfaces with Global Error Bounds. , 2007, , .		6
72	PF-Miner: A practical paired functions mining method for Android kernel in error paths. Journal of Systems and Software, 2016, 121, 234-246.	4.5	6

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73	Real-Time High-Fidelity Surface Flow Simulation. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2411-2423.	4.4	6
74	A Divergence-free Mixture Model for Multiphase Fluids. Computer Graphics Forum, 2020, 39, 69-77.	3.0	6
75	On the numerical redundancies of geometric constraint systems. , 0, , .		5
76	Mining and checking paired functions in device drivers using characteristic fault injection. Information and Software Technology, 2016, 73, 122-133.	4.4	5
77	Detecting Data Races Caused by Inconsistent Lock Protection in Device Drivers. , 2019, , .		5
78	A Metric for Video Blending Quality Assessment. IEEE Transactions on Image Processing, 2020, 29, 3014-3022.	9.8	5
79	Computational Design of Transforming Pop-up Books. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	5
80	Path-sensitive and alias-aware typestate analysis for detecting OS bugs. , 2022, , .		5
81	Effective Detection of Sleep-in-atomic-context Bugs in the Linux Kernel. ACM Transactions on Computer Systems, 2020, 36, 1-30.	0.8	4
82	User-Guided Deep Human Image Matting Using Arbitrary Trimaps. IEEE Transactions on Image Processing, 2022, 31, 2040-2052.	9.8	4
83	Serialdriver: improving the reliability of device drivers through serialization. IEEE Transactions on Consumer Electronics, 2012, 58, 1070-1076.	3.6	3
84	Prominent Structures for Video Analysis and Editing. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3305-3317.	4.4	2
85	Fairing wireframes in industrial surface design. , 2008, , .		1
86	Hierarchical Generation of Human Pose With Part-Based Layer Representation. IEEE Transactions on Image Processing, 2021, 30, 7856-7866.	9.8	1
87	Hybrid Static-Dynamic Analysis of Data Races Caused by Inconsistent Locking Discipline in Device Drivers. IEEE Transactions on Software Engineering, 2022, , 1-1.	5.6	1
88	Guest Editorial Solid and Physical Modeling. IEEE Transactions on Automation Science and Engineering, 2009, 6, 397-398.	5.2	0