

Shi-Min Hu

List of Publications by Year in descending order

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88
papers

5,519
citations

201674

27
h-index

82547

72
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102
all docs

102
docs citations

102
times ranked

3556
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	User-Guided Deep Human Image Matting Using Arbitrary Trimaps. IEEE Transactions on Image Processing, 2022, 31, 2040-2052.	9.8	4
3	Path-sensitive and alias-aware typestate analysis for detecting OS bugs. , 2022, , .		5
4	Attention mechanisms in computer vision: A survey. Computational Visual Media, 2022, 8, 331-368.	17.5	647
5	Subdivision-based Mesh Convolution Networks. ACM Transactions on Graphics, 2022, 41, 1-16.	7.2	33
6	Prominent Structures for Video Analysis and Editing. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3305-3317.	4.4	2
7	High-Quality Textured 3D Shape Reconstruction with Cascaded Fully Convolutional Networks. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 83-97.	4.4	13
8	Hierarchical Generation of Human Pose With Part-Based Layer Representation. IEEE Transactions on Image Processing, 2021, 30, 7856-7866.	9.8	1
9	Jittor-GAN: A fast-training generative adversarial network model zoo based on Jittor. Computational Visual Media, 2021, 7, 153-157.	17.5	10
10	ClusterSLAM: A SLAM backend for simultaneous rigid body clustering and motion estimation. Computational Visual Media, 2021, 7, 87-101.	17.5	9
11	PCT: Point cloud transformer. Computational Visual Media, 2021, 7, 187-199.	17.5	670
12	Can attention enable MLPs to catch up with CNNs?. Computational Visual Media, 2021, 7, 283-288.	17.5	8
13	Supervoxel Convolution for Online 3D Semantic Segmentation. ACM Transactions on Graphics, 2021, 40, 1-15.	7.2	17
14	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
15	Poisson Vector Graphics (PVG). IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1361-1371.	4.4	13
16	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
17	HeteroFusion: Dense Scene Reconstruction Integrating Multi-Sensors. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 3217-3230.	4.4	12
18	Temporally Coherent Video Harmonization Using Adversarial Networks. IEEE Transactions on Image Processing, 2020, 29, 214-224.	9.8	8

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19	Deep Portrait Image Completion and Extrapolation. IEEE Transactions on Image Processing, 2020, 29, 2344-2355.	9.8	29
20	A Metric for Video Blending Quality Assessment. IEEE Transactions on Image Processing, 2020, 29, 3014-3022.	9.8	5
21	ClusterVO: Clustering Moving Instances and Estimating Visual Odometry for Self and Surroundings. , 2020, , .		53
22	Lidar-Monocular Visual Odometry using Point and Line Features. , 2020, , .		42
23	Jittor: a novel deep learning framework with meta-operators and unified graph execution. Science China Information Sciences, 2020, 63, 1.	4.3	65
24	A Divergence-free Mixture Model for Multiphase Fluids. Computer Graphics Forum, 2020, 39, 69-77.	3.0	6
25	Effective Detection of Sleep-in-atomic-context Bugs in the Linux Kernel. ACM Transactions on Computer Systems, 2020, 36, 1-30.	0.8	4
26	Transitioning360: Content-aware NFOV Virtual Camera Paths for 360° Video Playback. , 2020, , .		12
27	Probabilistic Projective Association and Semantic Guided Relocalization for Dense Reconstruction. , 2019, , .		8
28	Write-a-video. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	40
29	Detecting Data Races Caused by Inconsistent Lock Protection in Device Drivers. , 2019, , .		5
30	Two-Layer QR Codes. IEEE Transactions on Image Processing, 2019, 28, 4413-4428.	9.8	30
31	DCNS. , 2019, , .		7
32	A Large Chinese Text Dataset in the Wild. Journal of Computer Science and Technology, 2019, 34, 509-521.	1.5	61
33	Fuzzing Error Handling Code in Device Drivers Based on Software Fault Injection. , 2019, , .		9
34	Faithful Face Image Completion for HMD Occlusion Removal. , 2019, , .		8
35	Learning Explicit Smoothing Kernels for Joint Image Filtering. Computer Graphics Forum, 2019, 38, 181-190.	3.0	12
36	A Rigging-free Skinning Scheme to Control Fluid Simulation. Computer Graphics Forum, 2019, 38, 501-512.	3.0	7

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37	Deep Online Video Stabilization With Multi-Grid Warping Transformation Learning. IEEE Transactions on Image Processing, 2019, 28, 2283-2292.	9.8	80
38	A Comparative Study of Algorithms for Realtime Panoramic Video Blending. IEEE Transactions on Image Processing, 2018, 27, 2952-2965.	9.8	31
39	Hyper-Lapse From Multiple Spatially-Overlapping Videos. IEEE Transactions on Image Processing, 2018, 27, 1735-1747.	9.8	19
40	PhotoRecomposer: Interactive Photo Recomposition by Cropping. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2728-2742.	4.4	26
41	Detecting and Removing Visual Distractors for Video Aesthetic Enhancement. IEEE Transactions on Multimedia, 2018, 20, 1987-1999.	7.2	18
42	Real-Time High-Fidelity Surface Flow Simulation. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2411-2423.	4.4	6
43	Deep Video Stabilization Using Adversarial Networks. Computer Graphics Forum, 2018, 37, 267-276.	3.0	40
44	A Temporally Adaptive Material Point Method with Regional Time Stepping. Computer Graphics Forum, 2018, 37, 195-204.	3.0	16
45	Controllable Dendritic Crystal Simulation Using Orientation Field. Computer Graphics Forum, 2018, 37, 485-495.	3.0	7
46	BiggerSelfie: Selfie Video Expansion With Hand-Held Camera. IEEE Transactions on Image Processing, 2018, 27, 5854-5865.	9.8	13
47	Associating Inter-image Salient Instances for Weakly Supervised Semantic Segmentation. Lecture Notes in Computer Science, 2018, , 371-388.	1.3	50
48	Learning to Reconstruct High-Quality 3D Shapes with Cascaded Fully Convolutional Networks. Lecture Notes in Computer Science, 2018, , 626-643.	1.3	18
49	Computational Design of Transforming Pop-up Books. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	5
50	High-speed video generation with an event camera. Visual Computer, 2017, 33, 749-759.	3.5	15
51	A unified particle system framework for multi-phase, multi-material visual simulations. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	35
52	Multiphase SPH simulation for interactive fluids and solids. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	45
53	Robust background identification for dynamic video editing. ACM Transactions on Graphics, 2016, 35, 1-12.	7.2	22
54	Mining and checking paired functions in device drivers using characteristic fault injection. Information and Software Technology, 2016, 73, 122-133.	4.4	5

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55	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
56	Fast SPH simulation for gaseous fluids. Visual Computer, 2016, 32, 523-534.	3.5	12
57	Panorama completion for street views. Computational Visual Media, 2015, 1, 49-57.	17.5	12
58	3D indoor scene modeling from RGB-D data: a survey. Computational Visual Media, 2015, 1, 267-278.	17.5	72
59	Fast multiple-fluid simulation using Helmholtz free energy. ACM Transactions on Graphics, 2015, 34, 1-11.	7.2	35
60	Global Contrast Based Salient Region Detection. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2015, 37, 569-582.	13.9	2,008
61	A response time model for abrupt changes in binocular disparity. Visual Computer, 2015, 31, 675-687.	3.5	13
62	BiggerPicture. ACM Transactions on Graphics, 2014, 33, 1-13.	7.2	45
63	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
64	Multiple-Fluid SPH Simulation Using a Mixture Model. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	81
65	Stereoscopic image completion and depth recovery. Visual Computer, 2014, 30, 833-843.	3.5	19
66	Motion-Aware Gradient Domain Video Composition. IEEE Transactions on Image Processing, 2013, 22, 2532-2544.	9.8	21
67	Timeline Editing of Objects in Video. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1218-1227.	4.4	26
68	A Data-Driven Approach to Realistic Shape Morphing. Computer Graphics Forum, 2013, 32, 449-457.	3.0	24
69	Structure recovery by part assembly. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	116
70	Serialdriver: improving the reliability of device drivers through serialization. IEEE Transactions on Consumer Electronics, 2012, 58, 1070-1076.	3.6	3
71	Data-Driven Object Manipulation in Images. Computer Graphics Forum, 2012, 31, 265-274.	3.0	34
72	FDTL: a unified flash memory and hard disk translation layer. IEEE Transactions on Consumer Electronics, 2011, 57, 1719-1727.	3.6	7

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73	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
74	RepFinder. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	123
75	Guest Editorial Solid and Physical Modeling. IEEE Transactions on Automation Science and Engineering, 2009, 6, 397-398.	5.2	0
76	Evaluation for Small Visual Difference Between Conforming Meshes on Strain Field. Journal of Computer Science and Technology, 2009, 24, 65-75.	1.5	31
77	Simulating Gaseous Fluids with Low and High Speeds. Computer Graphics Forum, 2009, 28, 1845-1852.	3.0	17
78	Fairing wireframes in industrial surface design. , 2008, , .		1
79	Developable Strip Approximation of Parametric Surfaces with Global Error Bounds. , 2007, , .		6
80	Handling degenerate cases in exact geodesic computation on triangle meshes. Visual Computer, 2007, 23, 661-668.	3.5	19
81	3D Morphing Using Strain Field Interpolation. Journal of Computer Science and Technology, 2007, 22, 147-155.	1.5	24
82	Geometry and Convergence Analysis of Algorithms for Registration of 3D Shapes. International Journal of Computer Vision, 2006, 67, 277-296.	15.6	175
83	Tolerances in Geometric Constraint Problems. Reliable Computing, 2005, 11, 235-251.	0.8	7
84	Adaptive tree similarity learning for image retrieval. Multimedia Systems, 2003, 9, 131-143.	4.7	12
85	Direct manipulation of FFD: efficient explicit solutions and decomposable multiple point constraints. Visual Computer, 2001, 17, 370-379.	3.5	67
86	On the numerical redundancies of geometric constraint systems. , 0, , .		5
87	Optimal adaptive learning for image retrieval. , 0, , .		6
88	An effective feature-preserving mesh simplification scheme based on face constriction. , 0, , .		8