Mark Jones

List of Publications by Year
in descending order

56	1,414	430874	361022
papers	citations	18	35
		h-index	g-index

58	58	58	1355
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Sampling strategies for learning-based 3D medical image compression. Machine Learning With Applications, 2022, , 100273.	4.4	0
2	Neuron-based Network Pruning Based on Majority Voting. , 2021, , .		1
3	Pruning CNN filters via quantifying the importance of deep visual representations. Computer Vision and Image Understanding, 2021, 208-209, 103220.	4.7	15
4	Concurrent time-series selections using deep learning and dimension reduction. Knowledge-Based Systems, 2021, , 107507.	7.1	9
5	MedZip: 3D Medical Images Lossless Compressor Using Recurrent Neural Network (LSTM). , 2021, , .		4
6	Literature Review of Deep Network Compression. Informatics, 2021, 8, 77.	3.9	17
7	Deep Time-Series Clustering: A Review. Electronics (Switzerland), 2021, 10, 3001.	3.1	36
8	Lossless Compression For Volumetric Medical Images Using Deep Neural Network With Local Sampling. , 2020, , .		5
9	Emoji and Chernoff - A Fine Balancing Act or are we Biased?. , 2019, , .		1
10	A Work Efficient Parallel Algorithm for Exact Euclidean Distance Transform. IEEE Transactions on Image Processing, 2019, 28, 5322-5335.	9.8	11
11	TimeCluster: dimension reduction applied to temporal data for visual analytics. Visual Computer, 2019, 35, 1013-1026.	3.5	72
12	Calibration of Turntable Based 3D Scanning Systems. IEICE Transactions on Information and Systems, 2019, E102.D, 1833-1841.	0.7	2
13	Using the State Space of a BLV Retail Model to Analyse the Dynamics and Categorise Phase Transitions of Urban Development. Urban Science, 2019, 3, 31.	2.3	2
14	Clustering and Classification for Time Series Data in Visual Analytics: A Survey. IEEE Access, 2019, 7, 181314-181338.	4.2	42
15	Learning Discriminatory Deep Clustering Models. Lecture Notes in Computer Science, 2019, , 224-233.	1.3	4
16	Towards Visual Exploration of Large Temporal Datasets. , 2018, , .		3
17	A Deep Convolutional Auto-Encoder with Embedded Clustering. , 2018, , .		15
18	Recognition, Tracking, and Optimisation. International Journal of Computer Vision, 2017, 122, 409-410.	15.6	5

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19	Analysis of reported error in Monte Carlo rendered images. Visual Computer, 2017, 33, 705-713.	3.5	4
20	An automatic laser scanning system for accurate 3D reconstruction of indoor scenes. , 2017, , .		7
21	A spherical-plot solution to linking acceleration metrics with animal performance, state, behaviour and lifestyle. Movement Ecology, 2016, 4, 22.	2.8	17
22	TimeNotes: A Study on Effective Chart Visualization and Interaction Techniques for Time-Series Data. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 549-558.	4.4	44
23	Step by step: reconstruction of terrestrial animal movement paths by dead-reckoning. Movement Ecology, 2015, 3, 23.	2.8	80
24	DynaMoVis: visualization of dynamic models for urban modeling. Visual Computer, 2015, 31, 1079-1088.	3.5	58
25	A Visualization Tool Used to Develop New Photon Mapping Techniques. Computer Graphics Forum, 2015, 34, 127-140.	3.0	7
26	TimeClassifier: a visual analytic system for the classification of multi-dimensional time series data. Visual Computer, 2015, 31, 1067-1078.	3.5	27
27	Prying into the intimate secrets of animal lives; software beyond hardware for comprehensive annotation in â€˜Daily Diaryâ€™ tags. Movement Ecology, 2015, 3, 29.	2.8	52
28	FSPE: Visualization of Hyperspectral Imagery Using Faithful Stochastic Proximity Embedding. IEEE Geoscience and Remote Sensing Letters, 2015, 12, 18-22.	3.1	11
29	A new perspective on how humans assess their surroundings; derivation of head orientation and its role in â€˜framingâ€™ the environment. PeerJ, 2015, 3, e908.	2.0	5
30	Order of Magnitude Markers: An Empirical Study on Large Magnitude Number Detection. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 2261-2270.	4.4	14
31	Probabilistic illumination-aware filtering for Monte Carlo rendering. Visual Computer, 2013, 29, 707-716.	3.5	5
32	2013 Cover Image: Prism. Computer Graphics Forum, 2013, 32, 216-217.	3.0	0
33	Photon Parameterisation for Robust Relaxation Constraints. Computer Graphics Forum, 2013, 32, 83-92.	3.0	12
34	Similarity Measures for Enhancing Interactive Streamline Seeding. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1342-1353.	4.4	49
35	Progressive photon relaxation. ACM Transactions on Graphics, 2013, 32, 1-11.	7.2	16
36	InKâ€Compact: Inâ€Kernel Stream Compaction and Its Application to Multiâ€Kernel Data Visualization on Generalâ€Purpose GPUs. Computer Graphics Forum, 2013, 32, 178-188.	3.0	8

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37	Transformation of an Uncertain Video Search Pipeline to a Sketch-Based Visual Analytics Loop. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2109-2118.	4.4	24
38	Mixing Monte Carlo and progressive rendering for improved global illumination. Visual Computer, 2012, 28, 603-612.	3.5	5
39	<i>MatchPad</i>: Interactive Glyphâ€Based Visualization for Realâ€Time Sports Performance Analysis. Computer Graphics Forum, 2012, 31, 1255-1264.	3.0	66
40	Into the Blue: Better Caustics through Photon Relaxation. Computer Graphics Forum, 2009, 28, 319-328.	3.0	29
41	CGForum 2009 Cover Image. Computer Graphics Forum, 2009, 28, 172-172.	3.0	0
42	Visualisation of Sensor Data from Animal Movement. Computer Graphics Forum, 2009, 28, 815-822.	3.0	35
43	Hierarchical Photon Mapping. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 49-61.	4.4	11
44	Smooth Graphs for Visual Exploration of Higher-Order State Transitions. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 969-976.	4.4	30
45	Interacting with Volume Data: Deformations using Forward Projection. , 2007, , .		3
46	Manipulating, Deforming and Animating Sampled Object Representations. Computer Graphics Forum, 2007, 26, 824-852.	3.0	15
47	3D distance fields: a survey of techniques and applications. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 581-599.	4.4	297
48	Visual Supercomputing: Technologies, Applications and Challenges. Computer Graphics Forum, 2005, 24, 217-245.	3.0	21
49	Hypertexturing complex volume objects. Visual Computer, 2002, 18, 226-235.	3.5	6
50	Vector-City Vector Distance Transform. Computer Vision and Image Understanding, 2001, 82, 238-254.	4.7	43
51	Hybrid Distance Field Computation. Eurographics, 2001, , 195-209.	0.4	6
52	Extending Hypertextures to Non-Geometrically Definable Volume Data. , 2000, , 211-225.		6
53	The Production of Volume Data from Triangular Meshes Using Voxelisation. Computer Graphics Forum, 1996, 15, 311-318.	3.0	60
54	Volume distortion and morphing using disk fields. Computers and Graphics, 1996, 20, 567-575.	2.5	11

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55	A New Approach to the Construction of Surfaces from Contour Data. Computer Graphics Forum, 1994, 13, 75-84.	3.0	67
56	Shape representation using space filled sub-voxel distance fields. , 0, , .		10