

Alberto Del Bimbo

List of Publications by Year in descending order

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Version: 2024-02-01

200
papers

4,422
citations

159585

30
h-index

168389

53
g-index

205
all docs

205
docs citations

205
times ranked

3420
citing authors

#	ARTICLE	IF	CITATIONS
1	3-D Human Action Recognition by Shape Analysis of Motion Trajectories on Riemannian Manifold. IEEE Transactions on Cybernetics, 2015, 45, 1340-1352.	9.5	248
2	Copy-move forgery detection and localization by means of robust clustering with J-Linkage. Signal Processing: Image Communication, 2013, 28, 659-669.	3.2	210
3	Semantic annotation of soccer videos: automatic highlights identification. Computer Vision and Image Understanding, 2003, 92, 285-305.	4.7	194
4	3D Face Recognition Using Isogeodesic Stripes. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2010, 32, 2162-2177.	13.9	181
5	Recognizing Actions from Depth Cameras as Weakly Aligned Multi-part Bag-of-Poses. , 2013, , .		139
6	Multi-scale and real-time non-parametric approach for anomaly detection and localization. Computer Vision and Image Understanding, 2012, 116, 320-329.	4.7	128
7	Event detection and recognition for semantic annotation of video. Multimedia Tools and Applications, 2011, 51, 279-302.	3.9	122
8	3D facial expression recognition using SIFT descriptors of automatically detected keypoints. Visual Computer, 2011, 27, 1021-1036.	3.5	120
9	The florence 2D/3D hybrid face dataset. , 2011, , .		118
10	Socializing the Semantic Gap. ACM Computing Surveys, 2017, 49, 1-39.	23.0	110
11	A Set of Selected SIFT Features for 3D Facial Expression Recognition. , 2010, , .		103
12	Metric 3D reconstruction and texture acquisition of surfaces of revolution from a single uncalibrated view. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2005, 27, 99-114.	13.9	97
13	Object Tracking by Oversampling Local Features. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2014, 36, 2538-2551.	13.9	88
14	Matching People across Camera Views using Kernel Canonical Correlation Analysis. , 2014, , .		84
15	A multimodal feature learning approach for sentiment analysis of social network multimedia. Multimedia Tools and Applications, 2016, 75, 2507-2525.	3.9	72
16	Matching 3D face scans using interest points and local histogram descriptors. Computers and Graphics, 2013, 37, 509-525.	2.5	68
17	Automatic image annotation via label transfer in the semantic space. Pattern Recognition, 2017, 71, 144-157.	8.1	66
18	Context-Dependent Logo Matching and Recognition. IEEE Transactions on Image Processing, 2013, 22, 1018-1031.	9.8	57

#	ARTICLE	IF	CITATIONS
19	The Mesh-LBP: A Framework for Extracting Local Binary Patterns From Discrete Manifolds. IEEE Transactions on Image Processing, 2015, 24, 220-235.	9.8	53
20	Video Annotation and Retrieval Using Ontologies and Rule Learning. IEEE MultiMedia, 2010, 17, 80-88.	1.7	50
21	A Cross-media Model for Automatic Image Annotation. , 2014, , .		50
22	Trademark matching and retrieval in sports video databases. , 2007, , .		47
23	Sparse Matching of Salient Facial Curves for Recognition of 3-D Faces With Missing Parts. IEEE Transactions on Information Forensics and Security, 2013, 8, 374-389.	6.9	47
24	Video Clip Matching Using MPEG-7 Descriptors and Edit Distance. Lecture Notes in Computer Science, 2006, , 133-142.	1.3	47
25	Particle filter-based visual tracking with a first order dynamic model and uncertainty adaptation. Computer Vision and Image Understanding, 2011, 115, 771-786.	4.7	46
26	Local Pyramidal Descriptors for Image Recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2014, 36, 1033-1040.	13.9	43
27	Real-time people counting from depth imagery of crowded environments. , 2014, , .		42
28	3D Mesh decomposition using Reeb graphs. Image and Vision Computing, 2009, 27, 1540-1554.	4.5	41
29	Description and retrieval of 3D face models using iso-geodesic stripes. , 2006, , .		40
30	Geometric tampering estimation by means of a SIFT-based forensic analysis. , 2010, , .		40
31	Effective Codebooks for Human Action Representation and Classification in Unconstrained Videos. IEEE Transactions on Multimedia, 2012, 14, 1234-1245.	7.2	39
32	Personalized multimedia content delivery on an interactive table by passive observation of museum visitors. Multimedia Tools and Applications, 2016, 75, 3787-3811.	3.9	39
33	Block-structured recurrent neural networks. Neural Networks, 1995, 8, 135-147.	5.9	37
34	Video event classification using string kernels. Multimedia Tools and Applications, 2010, 48, 69-87.	3.9	37
35	Space-Time Pose Representation for 3D Human Action Recognition. Lecture Notes in Computer Science, 2013, , 456-464.	1.3	36
36	Automatic facial expression recognition in real-time from dynamic sequences of 3D face scans. Visual Computer, 2013, 29, 1333-1350.	3.5	35

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37	Selecting stable keypoints and local descriptors for person identification using 3D face scans. Visual Computer, 2014, 30, 1275-1292.	3.5	35
38	A Dictionary Learning-Based 3D Morphable Shape Model. IEEE Transactions on Multimedia, 2017, 19, 2666-2679.	7.2	35
39	Recurrent neural networks can be trained to be maximum a posteriori probability classifiers. Neural Networks, 1995, 8, 25-29.	5.9	32
40	Dynamic Pictorially Enriched Ontologies for Digital Video Libraries. IEEE MultiMedia, 2009, 16, 42-51.	1.7	31
41	Tag suggestion and localization in user-generated videos based on social knowledge. , 2010, , .		31
42	Fisher Encoded Convolutional Bag-of-Windows for Efficient Image Retrieval and Social Image Tagging. , 2015, , .		31
43	Task-Conditioned Domain Adaptation for Pedestrian Detection in Thermal Imagery. Lecture Notes in Computer Science, 2020, , 546-562.	1.3	30
44	Semantic annotation of soccer videos by visual instance clustering and spatial/temporal reasoning in ontologies. Multimedia Tools and Applications, 2010, 48, 313-337.	3.9	28
45	Visions for Augmented Cultural Heritage Experience. IEEE MultiMedia, 2014, 21, 74-82.	1.7	27
46	Face Recognition by Super-Resolved 3D Models From Consumer Depth Cameras. IEEE Transactions on Information Forensics and Security, 2014, 9, 1436-1449.	6.9	27
47	Retrieval of Commercials by Semantic Content: The Semiotic Perspective. Multimedia Tools and Applications, 2001, 13, 93-118.	3.9	26
48	Automatic video annotation using ontologies extended with visual information. , 2005, , .		26
49	Diversity in multimedia information retrieval research. , 2006, , .		26
50	Semantic annotation and retrieval of video events using multimedia ontologies. , 2007, , .		26
51	Recognizing human actions by fusing spatio-temporal appearance and motion descriptors. , 2009, , .		26
52	Effective Codebooks for human action categorization. , 2009, , .		26
53	Towards on-line saccade planning for high-resolution image sensing. Pattern Recognition Letters, 2006, 27, 1826-1834.	4.2	24
54	Superfaces: A Super-Resolution Model for 3D Faces. Lecture Notes in Computer Science, 2012, , 73-82.	1.3	24

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55	Color-induced image representation and retrieval. Pattern Recognition, 1999, 32, 1685-1695.	8.1	23
56	Leveraging local neighborhood topology for large scale person re-identification. Pattern Recognition, 2014, 47, 3767-3778.	8.1	21
57	Data-driven approaches for social image and video tagging. Multimedia Tools and Applications, 2015, 74, 1443-1468.	3.9	21
58	Acquisition of high-resolution images through on-line saccade sequence planning. , 2005, , .		20
59	Robust tracking and remapping of eye appearance with passive computer vision. ACM Transactions on Multimedia Computing, Communications and Applications, 2007, 3, 1-20.	4.3	20
60	A Spatial Logic for Symbolic Description of Image Contents. Journal of Visual Languages and Computing, 1994, 5, 267-286.	1.8	19
61	Posterity Logging of Face Imagery for Video Surveillance. IEEE MultiMedia, 2012, 19, 48-59.	1.7	19
62	Learning ontology rules for semantic video annotation. , 2008, , .		18
63	Pose Independent Face Recognition by Localizing Local Binary Patterns via Deformation Components. , 2014, , .		18
64	Enriching and localizing semantic tags in internet videos. , 2011, , .		17
65	Reconstructing High-Resolution Face Models From Kinect Depth Sequences. IEEE Transactions on Information Forensics and Security, 2016, 11, 2843-2853.	6.9	17
66	A data-driven approach for tag refinement and localization in web videos. Computer Vision and Image Understanding, 2015, 140, 58-67.	4.7	16
67	Multi-perspective Navigation of Movies. Journal of Visual Languages and Computing, 1996, 7, 445-466.	1.8	15
68	Interacting through eyes. Robotics and Autonomous Systems, 1997, 19, 359-368.	5.1	15
69	Merging Results for Distributed Content Based Image Retrieval. Multimedia Tools and Applications, 2004, 24, 215-232.	3.9	15
70	Dynamic pictorial ontologies for video digital libraries annotation. , 2007, , .		15
71	Introducing tangerine. , 2007, , .		15
72	Deep networks for audio event classification in soccer videos. , 2009, , .		15

#	ARTICLE	IF	CITATIONS
73	Distinguishing Facial Features for Ethnicity-Based 3D Face Recognition. ACM Transactions on Intelligent Systems and Technology, 2012, 3, 1-20.	4.5	15
74	A Natural and Immersive Virtual Interface for the Surgical Safety Checklist Training. , 2014, , .		15
75	Automatic annotation and semantic retrieval of video sequences using multimedia ontologies. , 2006, , .		14
76	Adaptive Video Compression for Video Surveillance Applications. , 2011, , .		14
77	Real-time head tracking from the deformation of eye contours using a piecewise affine camera. Pattern Recognition Letters, 1999, 20, 721-730.	4.2	13
78	Dense spatio-temporal features for non-parametric anomaly detection and localization. , 2010, , .		13
79	The Mesh-LBP: Computing Local Binary Patterns on Discrete Manifolds. , 2013, , .		13
80	Content-based retrieval of 3D models through curvature maps: a CBR approach exploiting media conversion. Multimedia Tools and Applications, 2006, 31, 29-50.	3.9	12
81	Using 3D Models to Recognize 2D Faces in the Wild. , 2013, , .		12
82	Combined shape analysis of human poses and motion units for action segmentation and recognition. , 2015, , .		12
83	Automatic detection of player's identity in soccer videos using faces and text cues. , 2006, , .		11
84	Natural interaction on tabletops. Multimedia Tools and Applications, 2008, 38, 385-405.	3.9	11
85	An evaluation of nearest-neighbor methods for tag refinement. , 2013, , .		11
86	Natural and virtual environments for the training of emergency medicine personnel. Universal Access in the Information Society, 2015, 14, 351-362.	3.0	11
87	Multimedia Big Data. IEEE MultiMedia, 2015, 22, 93-95.	1.7	11
88	Non-myopic information theoretic sensor management of a single pan-tilt-zoom camera for multiple object detection and tracking. Computer Vision and Image Understanding, 2015, 134, 74-88.	4.7	11
89	Garment Recommendation with Memory Augmented Neural Networks. Lecture Notes in Computer Science, 2021, , 282-295.	1.3	11
90	Automatic trademark detection and recognition in sport videos. , 2008, , .		10

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91	Continuous recovery for real time pan tilt zoom localization and mapping. , 2011, , .		10
92	Adaptive uncertainty estimation for particle filter-based trackers. , 2007, , .		9
93	Recognition of 3D faces with missing parts based on profile networks. , 2010, , .		9
94	Information theoretic sensor management for multi-target tracking with a single pan-tilt-zoom camera. , 2014, , .		9
95	Guest editors' introduction to the special section on syntactic and structural pattern recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2005, 27, 1009-1012.	13.9	8
96	MOM. , 2006, , .		8
97	Emergency medicine training with gesture driven interactive 3D simulations. , 2012, , .		8
98	A Sparse and Locally Coherent Morphable Face Model for Dense Semantic Correspondence Across Heterogeneous 3D Faces. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 6667-6682.	13.9	8
99	Video Event Classification Using Bag of Words and String Kernels. Lecture Notes in Computer Science, 2009, , 170-178.	1.3	8
100	Space-Time Zernike Moments and Pyramid Kernel Descriptors for Action Classification. Lecture Notes in Computer Science, 2011, , 199-208.	1.3	8
101	Local shape estimation from a single keypoint. , 2010, , .		7
102	Scene and crowd behaviour analysis with local space-time descriptors. , 2012, , .		7
103	Social media annotation. , 2013, , .		7
104	Socially-aware video recommendation using users' profiles and crowdsourced annotations. , 2013, , .		7
105	Regular Polytope Networks. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 4373-4387.	11.3	7
106	Action Unit Detection by Learning the Deformation Coefficients of a 3D Morphable Model. Sensors, 2021, 21, 589.	3.8	7
107	Automatic Annotation of Sport Video Content. Lecture Notes in Computer Science, 2005, , 1066-1078.	1.3	7
108	Improving the robustness of particle filter-based visual trackers using online parameter adaptation. , 2007, , .		6

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109	Accurate self-calibration of two cameras by observations of a moving person on a ground plane. , 2007, , .		6
110	Soccer Video Annotation Using Ontologies Extended with Visual Prototypes. , 2007, , .		6
111	Special issue on natural interaction. Multimedia Tools and Applications, 2008, 38, 293-294.	3.9	6
112	SHREC’08 entry: 3D face recognition using integral shape information. , 2008, , .		6
113	Matching Trajectories between Video Sequences by Exploiting a Sparse Projective Invariant Representation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2010, 32, 517-529.	13.9	6
114	Shape reconstruction and texture sampling by active rectification and virtual view synthesis. Computer Vision and Image Understanding, 2011, 115, 161-176.	4.7	6
115	Facial curves between keypoints for recognition of 3D faces with missing parts. , 2011, , .		6
116	Copy-move forgery detection from printed images. Proceedings of SPIE, 2014, , .	0.8	6
117	Fitting, Comparison, and Alignment of Trajectories on Positive Semi-Definite Matrices with Application to Action Recognition. , 2019, , .		6
118	Automatic Estimation of Self-Reported Pain by Interpretable Representations of Motion Dynamics. , 2021, 2020, .		6
119	MNEMOSYNE: Enhancing the Museum Experience through Interactive Media and Visual Profiling. Communications in Computer and Information Science, 2012, , 39-50.	0.5	6
120	Passive Profiling and Natural Interaction Metaphors for Personalized Multimedia Museum Experiences. Lecture Notes in Computer Science, 2013, , 247-256.	1.3	6
121	PLM-IPE: A Pixel-Landmark Mutual Enhanced Framework for Implicit Preference Estimation. , 2021, , .		6
122	Properties of block feedback neural networks. Neural Networks, 1995, 8, 579-596.	5.9	5
123	Matching Faces with Textual Cues in Soccer Videos. , 2006, , .		5
124	A reinforcement learning approach to active camera foveation. , 2006, , .		5
125	Face recognition by SVMs classification of 2D and 3D Radial Geodesics. , 2008, , .		5
126	Editorial: Introduction to the Special Issue on Multimedia Data Mining. IEEE Transactions on Multimedia, 2008, 10, 165-166.	7.2	5

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127	Scale invariant 3D multi-person tracking using a base set of bundle adjusted visual landmarks. , 2009, , .		5
128	Action Categorization in Soccer Videos Using String Kernels. , 2009, , .		5
129	3D partial face matching using local shape descriptors. , 2011, , .		5
130	Florence faces: A dataset supporting 2D/3D face recognition. , 2012, , .		5
131	Fisher Vectors over Random Density Forests for Object Recognition. , 2014, , .		5
132	MIFTeI: a multimodal interactive framework based on temporal logic rules. Multimedia Tools and Applications, 2020, 79, 13533-13558.	3.9	5
133	Long Term Person Re-identification from Depth Cameras Using Facial and Skeleton Data. Lecture Notes in Computer Science, 2018, , 29-41.	1.3	5
134	Fine-Grained Adversarial Semi-Supervised Learning. ACM Transactions on Multimedia Computing, Communications and Applications, 2022, 18, 1-19.	4.3	5
135	Person Detection Using Temporal and Geometric Context with a Pan Tilt Zoom Camera. , 2010, , .		4
136	A social network for video annotation and discovery based on semantic profiling. , 2012, , .		4
137	A novel framework for collaborative video recommendation, interest discovery and friendship suggestion based on semantic profiling. , 2013, , .		4
138	Unsupervised Scene Adaptation for Faster Multi-scale Pedestrian Detection. , 2014, , .		4
139	Using Geodesic Distances for 2D-3D and 3D-3D Face Recognition. , 2007, , .		3
140	Uncalibrated 3D Human Tracking with A PTZ-Camera Viewing A Plane. , 2008, , .		3
141	Sirio. , 2009, , .		3
142	Arneb. , 2009, , .		3
143	Device-tagged feature-based localization and mapping of wide areas with a PTZ camera. , 2010, , .		3
144	Indoor and outdoor profiling of users in multimedia installations. , 2012, , .		3

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145	A Distributed System for Multimedia Monitoring, Publishing and Retrieval. <i>Procedia Computer Science</i> , 2014, 38, 100-107.	2.0	3
146	Learning Rules for Semantic Video Event Annotation. <i>Lecture Notes in Computer Science</i> , 2008, , 192-203.	1.3	3
147	Monocular 3D Body Shape Reconstruction under Clothing. <i>Journal of Imaging</i> , 2021, 7, 257.	3.0	3
148	Multimedia enriched ontologies for video digital libraries. <i>International Journal of Parallel, Emergent and Distributed Systems</i> , 2007, 22, 407-416.	1.0	2
149	Robust Iris Localization and Tracking based on Constrained Visual Fitting. , 2007, , .		2
150	Analysis and retrieval of 3D facial models using iso-geodesic stripes. , 2008, , .		2
151	RFID-based Solutions for User Profiling in Interactive Exhibits. , 2011, , .		2
152	Demo paper: Stamat: A framework for Social Topics and Media Analysis. , 2013, , .		2
153	Interactive multi-user video retrieval systems. <i>Multimedia Tools and Applications</i> , 2013, 62, 111-137.	3.9	2
154	Flarty. , 2013, , .		2
155	Local descriptors matching for 3D face recognition. , 2013, , .		2
156	Detection of manipulations on printed images to address crime scene analysis: A case study. <i>Forensic Science International</i> , 2015, 251, e9-e14.	2.2	2
157	Local Homography Estimation Using Keypoint Descriptors. <i>Lecture Notes in Electrical Engineering</i> , 2013, , 203-217.	0.4	2
158	3DMM for Accurate Reconstruction of Depth Data. <i>Lecture Notes in Computer Science</i> , 2019, , 532-543.	1.3	2
159	Vehicle Trajectories from Unlabeled Data Through Iterative Plane Registration. <i>Lecture Notes in Computer Science</i> , 2019, , 60-70.	1.3	2
160	(Compress and Restore) ^N : A Robust Defense Against Adversarial Attacks on Image Classification. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2023, 19, 1-16.	4.3	2
161	Contrastive Supervised Distillation for Continual Representation Learning. <i>Lecture Notes in Computer Science</i> , 2022, , 597-609.	1.3	2
162	A programming environment for imaging applications. <i>Pattern Recognition Letters</i> , 1993, 14, 817-824.	4.2	1

#	ARTICLE	IF	CITATIONS
163	<title>Mosaic-based query paradigm for content-based video retrieval</title>. , 2000, , .		1
164	<title>Semantic annotation for live and posterity logging of video documents</title>. , 2003, , .		1
165	Bringing the Wiki Collaboration Model to the Tabletop World. , 2006, , .		1
166	Learning Foveal Sensing Strategies in Unconstrained Surveillance Environments. , 2006, , .		1
167	3D Face Recognition by Spatial Arrangement of Iso-Geodesic Surfaces. , 2008, , .		1
168	Connecting artists and scientists in multimedia research. , 2008, , .		1
169	3D face retrieval using integral geometric shape information. , 2008, , .		1
170	Interactive video search and browsing systems. , 2011, , .		1
171	Preface: Internet multimedia computing and service. Multimedia Tools and Applications, 2012, 70, 599.	3.9	1
172	euTV. , 2013, , .		1
173	Special Issue on Large-Scale Computer Vision: Geometry, Inference, and Learning. International Journal of Computer Vision, 2014, 110, 241-242.	15.6	1
174	User Profiling for Urban Computing. , 2014, , .		1
175	Guest Editorial: Special Section on Socio-Mobile Media Analysis and Retrieval. IEEE Transactions on Multimedia, 2014, 16, 586-587.	7.2	1
176	Computing Local Binary Patterns on Discrete Manifolds. , 2014, , .		1
177	Multi-target Data Association Using Sparse Reconstruction. Lecture Notes in Computer Science, 2013, , 239-248.	1.3	1
178	Content Based Image Retrieval Using Active-Nets. , 2009, , 85-114.		1
179	Single view geometry and active camera networks made easy. , 2009, , .		1
180	Weakly Aligned Multi-part Bag-of-Poses for Action Recognition from Depth Cameras. Lecture Notes in Computer Science, 2013, , 446-455.	1.3	1

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181	Face Recognition Based on Manifold Learning and SVM Classification of 2D and 3D Geodesic Curves. , 0, , 62-81.		1
182	Special section on image technology in Italy. Machine Vision and Applications, 1995, 8, 315-316.	2.7	0
183	<title>Using positive and negative examples for precise image retrieval</title>. , 2000, , .		0
184	Semantic Annotation and Indexing of News and Sports Videos. Lecture Notes in Computer Science, 2002, , 115-131.	1.3	0
185	<title>Distributed collaborative environment with real-time tracking of 3D body postures</title>. , 2003, , .		0
186	Guest Editorial: Special Issue on Video Segmentation for Semantic Annotation and Transcoding. Multimedia Tools and Applications, 2005, 26, 255-257.	3.9	0
187	Behavior monitoring through automatic analysis of video sequences. , 2007, , .		0
188	Evolving tuis with smart objects for multi-context interaction. , 2008, , .		0
189	Introduction to the special section for the best papers of ACM multimedia 2008. ACM Transactions on Multimedia Computing, Communications and Applications, 2009, 5, 1-3.	4.3	0
190	Sensor Fusion for Cooperative Head Localization. , 2010, , .		0
191	Joint ACM workshop on human gesture and behavior understanding. , 2011, , .		0
192	Introduction to the special issue on intelligent multimedia systems and technology. ACM Transactions on Intelligent Systems and Technology, 2011, 2, 1-2.	4.5	0
193	Social and automatic annotation of videos for semantic profiling and content discovery. , 2012, , .		0
194	LIT: transcription, annotation, search and visualization tools for the Lexicon of the Italian Television. Multimedia Tools and Applications, 2012, 60, 327-346.	3.9	0
195	Special Issue on ICPR 2012 Awarded Papers. Pattern Recognition Letters, 2014, 43, 1-2.	4.2	0
196	Increasing 3D Resolution of Kinect Faces. Lecture Notes in Computer Science, 2015, , 639-653.	1.3	0
197	Interactive Visual Representations of Complex Information Structures. Communications in Computer and Information Science, 2010, , 101-112.	0.5	0
198	A Natural Interface for the Training of Medical Personnel in an Immersive and Virtual Reality System. Lecture Notes in Computer Science, 2013, , 763-772.	1.3	0

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199	Computer Vision for Natural Interfaces. Human-computer Interaction Series, 2017, , 19-39.	0.6	0
200	3D Indexing and Retrieval. , 0, , 87-138.		0