Antoni B Chan

List of Publications by Year
in descending order

98 papers	6,029 citations	218592 26 h-index	138417 58 g-index
98 all docs	98 docs citations	98 times ranked	4168 citing authors

#	Article	IF	Citations
1	Clustering Hidden Markov Models With Variational Bayesian Hierarchical EM. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 1537-1551.	7.2	5
2	Single-Frame-Based Deep View Synchronization for Unsynchronized Multicamera Surveillance. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 10653-10667.	7.2	1
3	Kernel-Based Density Map Generation for Dense Object Counting. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 1357-1370.	9.7	57
4	On Diversity in Image Captioning: Metrics and Methods. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 1035-1049.	9.7	15
5	PRIMAL-GMM: PaRametrIc MAnifold Learning of Gaussian Mixture Models. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 3197-3211.	9.7	2
6	The effects of attentional and interpretation biases on later pain outcomes among younger and older adults: A prospective study. European Journal of Pain, 2022, 26, 181-196.	1.4	6
7	Accelerating Monte Carlo Bayesian Prediction via Approximating Predictive Uncertainty Over the Simplex. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 1492-1506.	7.2	3
8	Understanding children's attention to traumatic dental injuries using eyeâ€tracking. Dental Traumatology, 2022, 38, 410-416.	0.8	6
9	Eye movement analysis of childrenâ€™s attention for midline diastema. Scientific Reports, 2022, 12, 7462.	1.6	2
10	Wide-Area Crowd Counting: Multi-view Fusion Networks for Counting in Large Scenes. International Journal of Computer Vision, 2022, 130, 1938-1960.	10.9	7
11	Fine-Grained Crowd Counting. IEEE Transactions on Image Processing, 2021, 30, 2114-2126.	6.0	14
12	Tracking-by-Counting: Using Network Flows on Crowd Density Maps for Tracking Multiple Targets. IEEE Transactions on Image Processing, 2021, 30, 1439-1452.	6.0	47
13	Applying the Hidden Markov Model to Analyze Urban Mobility Patterns: An Interdisciplinary Approach. Chinese Geographical Science, 2021, 31, 1-13.	1.2	7
14	Eye movement analysis with hidden Markov models (EMHMM) with co-clustering. Behavior Research Methods, 2021, 53, 2473-2486.	2.3	23
15	Understanding the collinear masking effect in visual search through eye tracking. Psychonomic Bulletin and Review, 2021, 28, 1933-1943.	1.4	9
16	Do portrait artists have enhanced face processing abilities? Evidence from hidden Markov modeling of eye movements. Cognition, 2021, 211, 104616.	1.1	22
17	Meta-Graph Adaptation for Visual Object Tracking. , 2021, , .		2
18	Angular-Driven Feedback Restoration Networks for Imperfect Sketch Recognition. IEEE Transactions on Image Processing, 2021, 30, 5085-5095.	6.0	3

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19	A Generalized Loss Function for Crowd Counting and Localization. , 2021, , .		96
20	Progressive Unsupervised Learning for Visual Object Tracking. , 2021, , .		19
21	Eye movement analysis with switching hidden Markov models. Behavior Research Methods, 2020, 52, 1026-1043.	2.3	18
22	Interpretation biases and visual attention in the processing of ambiguous information in chronic pain. European Journal of Pain, 2020, 24, 1242-1256.	1.4	9
23	The interrelation between interpretation biases, threat expectancies and painâ€related attentional processing. European Journal of Pain, 2020, 24, 1956-1967.	1.4	8
24	Understanding visual attention to face emotions in social anxiety using hidden Markov models. Cognition and Emotion, 2020, 34, 1704-1710.	1.2	14
25	Incorporating Side Information by Adaptive Convolution. International Journal of Computer Vision, 2020, 128, 2897-2918.	10.9	16
26	Density-Preserving Hierarchical EM Algorithm: Simplifying Gaussian Mixture Models for Approximate Inference. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 1323-1337.	9.7	23
27	Beyond Counting: Comparisons of Density Maps for Crowd Analysis Tasksâ€"Counting, Detection, and Tracking. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 1408-1422.	5.6	105
28	Visual Tracking via Dynamic Memory Networks. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 43, 1-1.	9.7	28
29	Is that my hand? An egocentric dataset for hand disambiguation. Image and Vision Computing, 2019, 89, 131-143.	2.7	10
30	ButtonTips: Design Web Buttons with Suggestions. , 2019, , .		1
31	The Seventh Visual Object Tracking VOT2019 Challenge Results. , 2019, , .		216
32	Adaptive Density Map Generation for Crowd Counting. , 2019, , .		97
33	Wide-Area Crowd Counting via Ground-Plane Density Maps and Multi-View Fusion CNNs. , 2019, , .		76
34	Residual Regression With Semantic Prior for Crowd Counting. , 2019, , .		66
35	Describing Like Humans: On Diversity in Image Captioning. , 2019, , .		48
36	Individuals with insomnia misrecognize angry faces as fearful faces while missing the eyes: an eye-tracking study. Sleep, 2019, 42, .	0.6	27

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37	Parametric Manifold Learning of Gaussian Mixture Models. , 2019, , .		2
38	Eye-movement patterns in face recognition are associated with cognitive decline in older adults. Psychonomic Bulletin and Review, 2018, 25, 2200-2207.	1.4	39
39	Scanpath modeling and classification with hidden Markov models. Behavior Research Methods, 2018, 50, 362-379.	2.3	78
40	Fusing Crowd Density Maps and Visual Object Trackers for People Tracking in Crowd Scenes. , 2018, , .		17
41	Learning Dynamic Memory Networks for Object Tracking. Lecture Notes in Computer Science, 2018, , 153-169.	1.0	158
42	Eye Movement Patterns in Face Recognition are Associated with Cognitive Decline in Older Adults: An HMM Approach. Journal of Vision, 2018, 18, 231.	0.1	2
43	Does face-drawing experience enhance face processing abilities? Evidence from hidden Markov modeling of eye movements. Journal of Vision, 2018, 18, 561.	0.1	0
44	Martial Arts, Dancing and Sports dataset: A challenging stereo and multi-view dataset for 3D human pose estimation. Image and Vision Computing, 2017, 61, 22-39.	2.7	55
45	Efficient tree-structured SfM by RANSAC generalized Procrustes analysis. Computer Vision and Image Understanding, 2017, 157, 179-189.	3.0	14
46	Is having similar eye movement patterns during face learning and recognition beneficial for recognition performance? Evidence from hidden Markov modeling. Vision Research, 2017, 141, 204-216.	0.7	32
47	Hidden Markov model analysis reveals the advantage of analytic eye movement patterns in face recognition across cultures. Cognition, 2017, 169, 102-117.	1.1	42
48	Maximum-Margin Structured Learning with Deep Networks for 3D Human Pose Estimation. International Journal of Computer Vision, 2017, 122, 149-168.	10.9	16
49	Recurrent Filter Learning for Visual Tracking. , 2017, , .		57
50	Analytic eye movement patterns in face recognition are associated with enhanced face recognition performance and top-down control of visual attention. Journal of Vision, 2017, 17, 1144.	0.1	2
51	Directing user attention via visual flow on web designs. ACM Transactions on Graphics, 2016, 35, 1-11.	4.9	43
52	Counting People Crossing a Line Using Integer Programming and Local Features. IEEE Transactions on Circuits and Systems for Video Technology, 2016, 26, 1955-1969.	5.6	23
53	Small instance detection by integer programming on object density maps. , 2015, , .		36
54	FlexyFont: Learning Transferring Rules for Flexible Typeface Synthesis. Computer Graphics Forum, 2015, 34, 245-256.	1.8	27

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55	Maximum-Margin Structured Learning with Deep Networks for 3D Human Pose Estimation. , 2015, , .		125
56	An SVD-based Multimodal Clustering method for Social Event Detection. , 2015, , .		3
57	Enhanced Figure-Ground Classification With Background Prior Propagation. IEEE Transactions on Image Processing, 2015, 24, 873-885.	6.0	5
58	Heterogeneous Multi-task Learning for Human Pose Estimation with Deep Convolutional Neural Network. International Journal of Computer Vision, 2015, 113, 19-36.	10.9	89
59	Leveraging Long-Term Predictions and Online Learning in Agent-Based Multiple Person Tracking. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 399-410.	5.6	19
60	A Scalable and Accurate Descriptor for Dynamic Textures Using Bag of System Trees. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2015, 37, 697-712.	9.7	24
61	3D Human Pose Estimation from Monocular Images with Deep Convolutional Neural Network. Lecture Notes in Computer Science, 2015, , 332-347.	1.0	128
62	Global and Local Priming Evoke Different Face Processing Strategies: Evidence From An Eye Movement Study. Journal of Vision, 2015, 15, 154.	0.1	5
63	Look Closely: Learning Exemplar Patches for Recognizing Textiles from Product Images. Lecture Notes in Computer Science, 2015, , 461-476.	1.0	0
64	Understanding eye movements in face recognition using hidden Markov models. Journal of Vision, 2014, 14, 8-8.	0.1	97
65	Look over here. ACM Transactions on Graphics, 2014, 33, 1-11.	4.9	31
66	A Robust Panel Extraction Method for Manga. , 2014, , .		36
67	A Robust Likelihood Function for 3D Human Pose Tracking. IEEE Transactions on Image Processing, 2014, 23, 5374-5389.	6.0	19
68	Joint Motion Segmentation and Background Estimation in Dynamic Scenes. , 2014, , .		16
69	Heterogeneous Multi-task Learning for Human Pose Estimation with Deep Convolutional Neural Network. , 2014, , .		83
70	Clustering Dynamic Textures with the Hierarchical EM Algorithm for Modeling Video. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2013, 35, 1606-1621.	9.7	48
71	A Bag of Systems Representation for Music Auto-Tagging. IEEE Transactions on Audio Speech and Language Processing, 2013, 21, 2554-2569.	3.8	13
72	Crossing the Line: Crowd Counting by Integer Programming with Local Features. , 2013, , .		69

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73	Surveillance of Crowded Environments: Modeling the Crowd by Its Global Properties. The Kluwer International Series in Video Computing, 2013, , 295-324.	0.7	0
74	Growing a bag of systems tree for fast and accurate classification. , 2012, , .		11
75	Automatic stylistic manga layout. ACM Transactions on Graphics, 2012, 31, 1-10.	4.9	50
76	Adaptive figure-ground classification. , 2012, , .		3
77	Counting People With Low-Level Features and Bayesian Regression. IEEE Transactions on Image Processing, 2012, 21, 2160-2177.	6.0	374
78	Time Series Models for Semantic Music Annotation. IEEE Transactions on Audio Speech and Language Processing, 2011, 19, 1343-1359.	3.8	41
79	Generalized Staufferâ€“Grimson background subtraction for dynamic scenes. Machine Vision and Applications, 2011, 22, 751-766.	1.7	61
80	Generalized Gaussian process models. , 2011, , .		15
81	Genre Classification and the Invariance of MFCC Features to Key and Tempo. Lecture Notes in Computer Science, 2011, , 317-327.	1.0	24
82	Modeling Music as a Dynamic Texture. IEEE Transactions on Audio Speech and Language Processing, 2010, 18, 602-612.	3.8	34
83	Clustering dynamic textures with the hierarchical EM algorithm. , 2010, , .		19
84	Variational layered dynamic textures. , 2009, , .		19
85	Dynamic texture models of music. , 2009, , .		4
86	Bayesian Poisson regression for crowd counting. , 2009, , .		292
87	Layered Dynamic Textures. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2009, 31, 1862-1879.	9.7	64
88	Variational layered dynamic textures. , 2009, , .		3
89	Modeling, Clustering, and Segmenting Video with Mixtures of Dynamic Textures. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 909-926.	9.7	349
90	Privacy preserving crowd monitoring: Counting people without people models or tracking. , 2008, , .		764

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91	Direct convex relaxations of sparse SVM. , 2007, , .		45
92	Audio Information Retrieval using Semantic Similarity. , 2007, , .		47
93	Supervised Learning of Semantic Classes for Image Annotation and Retrieval. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2007, 29, 394-410.	9.7	731
94	Classifying Video with Kernel Dynamic Textures. , 2007, , .		112
95	On measuring the change in size of pulmonary nodules. IEEE Transactions on Medical Imaging, 2006, 25, 435-450.	5.4	186
96	Mixtures of dynamic textures. , 2005, , .		60
97	Classification and retrieval of traffic video using auto-regressive stochastic processes. , 2005, , .		54
98	Probabilistic Kernels for the Classification of Auto-Regressive Visual Processes. , 0, , .		106