

Hanspeter Pfister

List of Publications by Year in descending order

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Version: 2024-02-01

225
papers

15,349
citations

34016

52
h-index

30848

102
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243
all docs

243
docs citations

243
times ranked

14157
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|------|-----------|
| 1 | TimeTubesX: A Query-Driven Visual Exploration of Observable, Photometric, and Polarimetric Behaviors of Blazars. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1917-1929. | 2.9 | 2 |
| 2 | GenNI: Human-AI Collaboration for Data-Backed Text Generation. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1106-1116. | 2.9 | 5 |
| 3 | Scope2Screen: Focus+Context Techniques for Pathology Tumor Assessment in Multivariate Image Data. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 259-269. | 2.9 | 9 |
| 4 | Narrative online guides for the interpretation of digital-pathology images and tissue-atlas data. Nature Biomedical Engineering, 2022, 6, 515-526. | 11.6 | 17 |
| 5 | When and how convolutional neural networks generalize to out-of-distribution category“viewpoint combinations. Nature Machine Intelligence, 2022, 4, 146-153. | 8.3 | 7 |
| 6 | The Pattern is in the Details: An Evaluation of Interaction Techniques for Locating, Searching, and Contextualizing Details in Multivariate Matrix Visualizations. , 2022, , . | | 4 |
| 7 | Diagnosing Ensemble Few-Shot Classifiers. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 3292-3306. | 2.9 | 9 |
| 8 | Edge-colored directed subgraph enumeration on the connectome. Scientific Reports, 2022, 12, . | 1.6 | 4 |
| 9 | A Generic Framework and Library for Exploration of Small Multiples through Interactive Piling. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 358-368. | 2.9 | 10 |
| 10 | Embodied Navigation in Immersive Abstract Data Visualization: Is Overview+Detail or Zooming Better for 3D Scatterplots?. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1214-1224. | 2.9 | 32 |
| 11 | Objective Observer-Relative Flow Visualization in Curved Spaces for Unsteady 2D Geophysical Flows. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 283-293. | 2.9 | 8 |
| 12 | Visualization Design Sprints for Online and On-Campus Courses. IEEE Computer Graphics and Applications, 2021, 41, 37-47. | 1.0 | 4 |
| 13 | NucMM Dataset: 3D Neuronal Nuclei Instance Segmentation at Sub-Cubic Millimeter Scale. Lecture Notes in Computer Science, 2021, , 164-174. | 1.0 | 14 |
| 14 | Visualizing and Interacting with Geospatial Networks: A Survey and Design Space. Computer Graphics Forum, 2021, 40, 5-33. | 1.8 | 32 |
| 15 | Parsing and Summarizing Infographics with Synthetically Trained Icon Detection. , 2021, , . | | 4 |
| 16 | Genome-wide enhancer maps link risk variants to disease genes. Nature, 2021, 593, 238-243. | 18.7 | 332 |
| 17 | Consistent Recurrent Neural Networks For 3d Neuron Segmentation. , 2021, , . | | 3 |
| 18 | Ask Me or Tell Me? Enhancing the Effectiveness of Crowdsourced Design Feedback. , 2021, , . | | 5 |

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| 19 | VICE: Visual Identification and Correction of Neural Circuit Errors. Computer Graphics Forum, 2021, 40, 447-458. | 1.8 | 5 |
| 20 | PhotoApp. ACM Transactions on Graphics, 2021, 40, 1-16. | 4.9 | 5 |
| 21 | PhotoApp. ACM Transactions on Graphics, 2021, 40, 1-16. | 4.9 | 0 |
| 22 | The Wood Image Analysis and Dataset (WIAD): Open-access visual analysis tools to advance the ecological data revolution. Methods in Ecology and Evolution, 2021, 12, 2379-2387. | 2.2 | 6 |
| 23 | Developmental Stage Classification of Embryos Using Two-Stream Neural Network with Linear-Chain Conditional Random Field. Lecture Notes in Computer Science, 2021, 12908, 363-372. | 1.0 | 4 |
| 24 | Monocular Reconstruction of Neural Face Reflectance Fields. , 2021, , . | | 3 |
| 25 | Facetto: Combining Unsupervised and Supervised Learning for Hierarchical Phenotype Analysis in Multi-Channel Image Data. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 227-237. | 2.9 | 32 |
| 26 | P<sc>eas</sc>: Interactive Visual Pattern Search in Sequential Data Using Unsupervised Deep Representation Learning. Computer Graphics Forum, 2020, 39, 167-179. | 1.8 | 20 |
| 27 | A Topological Nomenclature for 3D Shape Analysis in Connectomics. , 2020, , . | | 2 |
| 28 | The Human Tumor Atlas Network: Charting Tumor Transitions across Space and Time at Single-Cell Resolution. Cell, 2020, 181, 236-249. | 13.5 | 334 |
| 29 | Automated Measurements of Key Morphological Features of Human Embryos for IVF. Lecture Notes in Computer Science, 2020, 12265, 25-35. | 1.0 | 12 |
| 30 | MitoEM Dataset: Large-Scale 3D Mitochondria Instance Segmentation from EM Images. Lecture Notes in Computer Science, 2020, 12265, 66-76. | 1.0 | 52 |
| 31 | Exploring Visual Information Flows in Infographics. , 2020, , . | | 28 |
| 32 | ICONATE: Automatic Compound Icon Generation and Ideation. , 2020, , . | | 22 |
| 33 | Minerva: a light-weight, narrative image browser for multiplexed tissue images. Journal of Open Source Software, 2020, 5, 2579. | 2.0 | 22 |
| 34 | Channel Embedding for Informative Protein Identification from Highly Multiplexed Images. Lecture Notes in Computer Science, 2020, 12265, 3-13. | 1.0 | 3 |
| 35 | Two Stream Active Query Suggestion for Active Learning in Connectomics. Lecture Notes in Computer Science, 2020, 12363, 103-120. | 1.0 | 8 |
| 36 | Commercial Visual Analytics Systems – Advances in the Big Data Analytics Field. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3011-3031. | 2.9 | 36 |

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| 37 | DXR: A Toolkit for Building Immersive Data Visualizations. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 715-725. | 2.9 | 107 |
| 38 | DataSelfie. , 2019, , . | | 26 |
| 39 | Bird'sâ€Eye â€•Largeâ€Scale Visual Analytics of City Dynamics using Social Location Data. Computer Graphics Forum, 2019, 38, 595-607. | 1.8 | 8 |
| 40 | Visual Interaction with Deep Learning Models through Collaborative Semantic Inference. IEEE Transactions on Visualization and Computer Graphics, 2019, 26, 1-1. | 2.9 | 26 |
| 41 | DataToon. , 2019, , . | | 44 |
| 42 | Pattern-Driven Navigation in 2D Multiscale Visualizations with Scalable Insets. IEEE Transactions on Visualization and Computer Graphics, 2019, 26, 1-1. | 2.9 | 11 |
| 43 | FDive: Learning Relevance Models Using Pattern-based Similarity Measures. , 2019, , . | | 11 |
| 44 | Biologically-Constrained Graphs for Global Connectomics Reconstruction. , 2019, , . | | 13 |
| 45 | Developmental Rewiring between Cerebellar Climbing Fibers and Purkinje Cells Begins with Positive Feedback Synapse Addition. Cell Reports, 2019, 29, 2849-2861.e6. | 2.9 | 31 |
| 46 | GUIRO: User-Guided Matrix Reordering. IEEE Transactions on Visualization and Computer Graphics, 2019, , 1-1. | 2.9 | 3 |
| 47 | Evaluating â€Graphical Perceptionâ€™ with CNNs. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 641-650. | 2.9 | 35 |
| 48 | Culling for Extreme-Scale Segmentation Volumes: A Hybrid Deterministic and Probabilistic Approach. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1132-1141. | 2.9 | 9 |
| 49 | Seq2seq-Vis: A Visual Debugging Tool for Sequence-to-Sequence Models. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 353-363. | 2.9 | 142 |
| 50 | Detecting Synapse Location and Connectivity by Signed Proximity Estimation and Pruning with Deep Nets. Lecture Notes in Computer Science, 2019, , 354-364. | 1.0 | 4 |
| 51 | Synapse-Aware Skeleton Generation for Neural Circuits. Lecture Notes in Computer Science, 2019, , 227-235. | 1.0 | 4 |
| 52 | HiPiler: Visual Exploration of Large Genome Interaction Matrices with Interactive Small Multiples. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 522-531. | 2.9 | 37 |
| 53 | <i>SparseLeap</i>: Efficient Empty Space Skipping for Large-Scale Volume Rendering. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 974-983. | 2.9 | 35 |
| 54 | Deblurring Images via Dark Channel Prior. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 2315-2328. | 9.7 | 174 |

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| 55 | Visualizing Nonlinear Narratives with Story Curves. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 595-604. | 2.9 | 34 |
| 56 | Abstractocyte: A Visual Tool for Exploring Nanoscale Astroglial Cells. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 853-861. | 2.9 | 36 |
| 57 | LSTMVis: A Tool for Visual Analysis of Hidden State Dynamics in Recurrent Neural Networks. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 667-676. | 2.9 | 199 |
| 58 | The Hologram in My Hand: How Effective is Interactive Exploration of 3D Visualizations in Immersive Tangible Augmented Reality?. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 457-467. | 2.9 | 153 |
| 59 | Visual Pattern-Driven Exploration of Big Data. , 2018, 2018, . | | 2 |
| 60 | Guided Proofreading of Automatic Segmentations for Connectomics. , 2018, , . | | 15 |
| 61 | Quality Metrics for Information Visualization. Computer Graphics Forum, 2018, 37, 625-662. | 1.8 | 86 |
| 62 | ProteomeVis: a web app for exploration of protein properties from structure to sequence evolution across organismsâ€™ proteomes. Bioinformatics, 2018, 34, 3557-3565. | 1.8 | 7 |
| 63 | HiGlass: web-based visual exploration and analysis of genome interaction maps. Genome Biology, 2018, 19, 125. | 3.8 | 950 |
| 64 | Debugging Sequence-to-Sequence Models with Seq2Seq-Vis. , 2018, , . | | 7 |
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| 70 | Learning Visual Importance for Graphic Designs and Data Visualizations. , 2017, , . | | 102 |
| 71 | BubbleView. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-40. | 4.6 | 61 |
| 72 | Data-Driven Guides: Supporting Expressive Design for Information Graphics. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 491-500. | 2.9 | 86 |

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| 73 | Screenit: Visual Analysis of Cellular Screens. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 591-600. | 2.9 | 8 |
| 74 | Learning to Super-Resolve Blurry Face and Text Images. , 2017, , . | | 152 |
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| 78 | Criteria Sliders: Learning Continuous Database Criteria via Interactive Ranking. , 2017, , . | | 1 |
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| 81 | Blind Image Deblurring Using Dark Channel Prior. , 2016, , . | | 478 |
| 82 | Pathfinder: Visual Analysis of Paths in Graphs. Computer Graphics Forum, 2016, 35, 71-80. | 1.8 | 26 |
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| 87 | NeuroBlocks – Visual Tracking of Segmentation and Proofreading for Large Connectomics Projects. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 738-746. | 2.9 | 34 |
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| 94 | Generalizing wave gestures from sparse examples for real-time character control. ACM Transactions on Graphics, 2015, 34, 1-12. | 4.9 | 24 |
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| 101 | Joint 5D Pen Input for Light Field Displays. , 2015, , . | | 9 |
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| 103 | Time-Lapse Photometric Stereo and Applications. Computer Graphics Forum, 2014, 33, 359-367. | 1.8 | 10 |
| 104 | ConTour: Data-Driven Exploration of Multi-Relational Datasets for Drug Discovery. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1883-1892. | 2.9 | 18 |
| 105 | NeuroLines: A Subway Map Metaphor for Visualizing Nanoscale Neuronal Connectivity. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 2369-2378. | 2.9 | 49 |
| 106 | Interactive intrinsic video editing. ACM Transactions on Graphics, 2014, 33, 1-10. | 4.9 | 62 |
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| 119 | Visualization in Connectomics. Mathematics and Visualization, 2014, , 221-245. | 0.4 | 13 |
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| 141 | Display-aware image editing. , 2011, , . | | 4 |
| 142 | Distributed terascale volume visualization using distributed shared virtual memory. , 2011, , . | | 4 |
| 143 | Segmentation fusion for connectomics. , 2011, , . | | 49 |
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| 145 | The connectome project. Xrds, 2011, 18, 8-13. | 0.2 | 2 |
| 146 | CG2Real: Improving the Realism of Computer Generated Images Using a Large Collection of Photographs. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1273-1285. | 2.9 | 59 |
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| 149 | Video face replacement. , 2011, , . | | 50 |
| 150 | Demand-driven volume rendering of terascale EM data. , 2011, , . | | 4 |
| 151 | Video face replacement. ACM Transactions on Graphics, 2011, 30, 1-10. | 4.9 | 111 |
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