Thanh Phuong Nguyen

List of Publications by Year
in descending order

46 papers	487 citations	759233 12 h-index	752698 20 g-index
49 all docs	49 docs citations	49 times ranked	303 citing authors

#	ARTICLE	IF	CITATIONS
1	A discrete geometry approach for dominant point detection. Pattern Recognition, 2011, 44, 32-44.	8.1	66
2	Statistical binary patterns for rotational invariant texture classification. Neurocomputing, 2016, 173, 1565-1577.	5.9	56
3	Line and circle detection using dense one-to-one Hough transforms on greyscale images. Eurasip Journal on Image and Video Processing, 2016, 2016, .	2.6	28
4	Curvature Estimation in Noisy Curves. Lecture Notes in Computer Science, 2007, , 474-481.	1.3	24
5	Improving texture categorization with biologically-inspired filtering. Image and Vision Computing, 2014, 32, 424-436.	4.5	20
6	ON THE LOCAL PROPERTIES OF DIGITAL CURVES. International Journal of Shape Modeling, 2008, 14, 105-125.	0.2	17
7	Topological Attribute Patterns for texture recognition. Pattern Recognition Letters, 2016, 80, 91-97.	4.2	17
8	Completed statistical adaptive patterns on three orthogonal planes for recognition of dynamic textures and scenes. Journal of Electronic Imaging, 2018, 27, 1.	0.9	15
9	Completed local structure patterns on three orthogonal planes for dynamic texture recognition. , 2017, , .		13
10	Directional Beams of Dense Trajectories for Dynamic Texture Recognition. Lecture Notes in Computer Science, 2018, , 74-86.	1.3	13
11	Momental directional patterns for dynamic texture recognition. Computer Vision and Image Understanding, 2020, 194, 102882.	4.7	12
12	Rubik Gaussian-based patterns for dynamic texture classification. Pattern Recognition Letters, 2020, 135, 180-187.	4.2	12
13	Directional dense‐trajectory‐based patterns for dynamic texture recognition. IET Computer Vision, 2020, 14, 162-176.	2.0	12
14	Projection-Based Polygonality Measurement. IEEE Transactions on Image Processing, 2015, 24, 305-315.	9.8	11
15	Local derivative pattern for action recognition in depth images. Multimedia Tools and Applications, 2018, 77, 8531-8549.	3.9	11
16	Action recognition in depth videos using hierarchical gaussian descriptor. Multimedia Tools and Applications, 2018, 77, 21617-21652.	3.9	10
17	Smooth-Invariant Gaussian Features for Dynamic Texture Recognition. , 2019, , .		9
18	Volumes of Blurred-Invariant Gaussians for Dynamic Texture Classification. Lecture Notes in Computer Science, 2019, , 155-167.	1.3	9

#	Article	IF	Citations
19	Prominent Local Representation for Dynamic Textures Based on High-Order Gaussian-Gradients. IEEE Transactions on Multimedia, 2021, 23, 1367-1382.	7.2	8
20	Weighted statistical binary patterns for facial feature representation. Applied Intelligence, 2022, 52, 1893-1912.	5.3	8
21	Dynamic Texture Representation Based on Hierarchical Local Patterns. Lecture Notes in Computer Science, 2020, , 277-289.	1.3	8
22	Curvature and Torsion Estimators for 3D Curves. Lecture Notes in Computer Science, 2008, , 688-699.	1.3	8
23	Arc Segmentation in Linear Time. Lecture Notes in Computer Science, 2011, , 84-92.	1.3	8
24	SPATIAL MOTION PATTERNS: ACTION MODELS FROM SEMI-DENSE TRAJECTORIES. International Journal of Pattern Recognition and Artificial Intelligence, 2014, 28, 1460011.	1.2	7
25	Fast and robust dominant points detection on digital curves. , 2009, , .		6
26	A novel filtering kernel based on difference of derivative Gaussians with applications to dynamic texture representation. Signal Processing: Image Communication, 2021, 98, 116394.	3.2	6
27	Circularity Measuring in Linear Time. , 2010, , .		5
28	Action recognition using bag of features extracted from a beam of trajectories. , 2013, , .		5
29	Unsupervised, Fast and Precise Recognition of Digital Arcs in Noisy Images. Lecture Notes in Computer Science, 2010, , 59-68.	1.3	5
30	Reflection symmetry detection of shapes based on shape signatures. Pattern Recognition, 2022, 128, 108667.	8.1	5
31	Statistical binary patterns and post-competitive representation for pattern recognition. International Journal of Machine Learning and Cybernetics, 2018, 9, 1023-1038.	3.6	4
32	Shape measurement using LIP-signature. Computer Vision and Image Understanding, 2018, 171, 83-94.	4.7	4
33	Hierarchical Gaussian descriptor based on local pooling for action recognition. Machine Vision and Applications, 2019, 30, 321-343.	2.7	4
34	A Projection-Based Method for Shape Measurement. Journal of Mathematical Imaging and Vision, 2020, 62, 489-504.	1.3	4
35	Projection Based Approach for Reflection Symmetry Detection. , 2019, , .		3
36	Revisiting LBP-Based Texture Models for Human Action Recognition. Lecture Notes in Computer Science, 2013, , 286-293.	1.3	3

#	Article	IF	Citations
37	A Multi-scale Approach to Decompose a Digital Curve into Meaningful Parts. , 2010, , .		2
38	Motion Trend Patterns for Action Modelling and Recognition. Lecture Notes in Computer Science, 2013, , 360-367.	1.3	2
39	Impact of Topology-Related Attributes from Local Binary Patterns on Texture Classification. Lecture Notes in Computer Science, 2015, , 80-93.	1.3	2
40	Effective surface normals based action recognition in depth images. , 2016, , .		1
41	Improving surface normals based action recognition in depth images. , 2016, , .		1
42	Dynamic texture representation based on oriented magnitudes of Gaussian gradients. Journal of Visual Communication and Image Representation, 2021, 81, 103330.	2.8	1
43	Circular Arc Reconstruction of Digital Contours with Chosen Hausdorff Error. Lecture Notes in Computer Science, 2011, , 247-259.	1.3	1
44	Action-centric Polar Representation of Motion Trajectories for Online Action Recognition. , 2016, , .		1
45	Dynamic texture description using adapted bipolar-invariant and blurred features. Multidimensional Systems and Signal Processing, 2022, 33, 945-979.	2.6	1
46	Noise tolerant descriptor for texture classification. , 2015, , .		0