

Thanh Phuong Nguyen

List of Publications by Year in descending order

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Version: 2024-02-01

46
papers

487
citations

759233

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752698

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49
all docs

49
docs citations

49
times ranked

303
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Weighted statistical binary patterns for facial feature representation. Applied Intelligence, 2022, 52, 1893-1912. | 5.3 | 8 |
| 2 | Reflection symmetry detection of shapes based on shape signatures. Pattern Recognition, 2022, 128, 108667. | 8.1 | 5 |
| 3 | Dynamic texture description using adapted bipolar-invariant and blurred features. Multidimensional Systems and Signal Processing, 2022, 33, 945-979. | 2.6 | 1 |
| 4 | Prominent Local Representation for Dynamic Textures Based on High-Order Gaussian-Gradients. IEEE Transactions on Multimedia, 2021, 23, 1367-1382. | 7.2 | 8 |
| 5 | 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 |
| 6 | Dynamic texture representation based on oriented magnitudes of Gaussian gradients. Journal of Visual Communication and Image Representation, 2021, 81, 103330. | 2.8 | 1 |
| 7 | Momental directional patterns for dynamic texture recognition. Computer Vision and Image Understanding, 2020, 194, 102882. | 4.7 | 12 |
| 8 | Rubik Gaussian-based patterns for dynamic texture classification. Pattern Recognition Letters, 2020, 135, 180-187. | 4.2 | 12 |
| 9 | A Projection-Based Method for Shape Measurement. Journal of Mathematical Imaging and Vision, 2020, 62, 489-504. | 1.3 | 4 |
| 10 | Dynamic Texture Representation Based on Hierarchical Local Patterns. Lecture Notes in Computer Science, 2020, , 277-289. | 1.3 | 8 |
| 11 | Directional dense trajectory-based patterns for dynamic texture recognition. IET Computer Vision, 2020, 14, 162-176. | 2.0 | 12 |
| 12 | Projection Based Approach for Reflection Symmetry Detection. , 2019, , . | | 3 |
| 13 | Smooth-Invariant Gaussian Features for Dynamic Texture Recognition. , 2019, , . | | 9 |
| 14 | Hierarchical Gaussian descriptor based on local pooling for action recognition. Machine Vision and Applications, 2019, 30, 321-343. | 2.7 | 4 |
| 15 | Volumes of Blurred-Invariant Gaussians for Dynamic Texture Classification. Lecture Notes in Computer Science, 2019, , 155-167. | 1.3 | 9 |
| 16 | Action recognition in depth videos using hierarchical gaussian descriptor. Multimedia Tools and Applications, 2018, 77, 21617-21652. | 3.9 | 10 |
| 17 | Statistical binary patterns and post-competitive representation for pattern recognition. International Journal of Machine Learning and Cybernetics, 2018, 9, 1023-1038. | 3.6 | 4 |
| 18 | Local derivative pattern for action recognition in depth images. Multimedia Tools and Applications, 2018, 77, 8531-8549. | 3.9 | 11 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Directional Beams of Dense Trajectories for Dynamic Texture Recognition. Lecture Notes in Computer Science, 2018, , 74-86. | 1.3 | 13 |
| 20 | Shape measurement using LIP-signature. Computer Vision and Image Understanding, 2018, 171, 83-94. | 4.7 | 4 |
| 21 | 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 |
| 22 | Completed local structure patterns on three orthogonal planes for dynamic texture recognition. , 2017, , . | | 13 |
| 23 | 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 |
| 24 | Effective surface normals based action recognition in depth images. , 2016, , . | | 1 |
| 25 | Topological Attribute Patterns for texture recognition. Pattern Recognition Letters, 2016, 80, 91-97. | 4.2 | 17 |
| 26 | Improving surface normals based action recognition in depth images. , 2016, , . | | 1 |
| 27 | Statistical binary patterns for rotational invariant texture classification. Neurocomputing, 2016, 173, 1565-1577. | 5.9 | 56 |
| 28 | Action-centric Polar Representation of Motion Trajectories for Online Action Recognition. , 2016, , . | | 1 |
| 29 | Noise tolerant descriptor for texture classification. , 2015, , . | | 0 |
| 30 | Projection-Based Polygonality Measurement. IEEE Transactions on Image Processing, 2015, 24, 305-315. | 9.8 | 11 |
| 31 | Impact of Topology-Related Attributes from Local Binary Patterns on Texture Classification. Lecture Notes in Computer Science, 2015, , 80-93. | 1.3 | 2 |
| 32 | SPATIAL MOTION PATTERNS: ACTION MODELS FROM SEMI-DENSE TRAJECTORIES. International Journal of Pattern Recognition and Artificial Intelligence, 2014, 28, 1460011. | 1.2 | 7 |
| 33 | Improving texture categorization with biologically-inspired filtering. Image and Vision Computing, 2014, 32, 424-436. | 4.5 | 20 |
| 34 | Action recognition using bag of features extracted from a beam of trajectories. , 2013, , . | | 5 |
| 35 | Motion Trend Patterns for Action Modelling and Recognition. Lecture Notes in Computer Science, 2013, , 360-367. | 1.3 | 2 |
| 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 discrete geometry approach for dominant point detection. Pattern Recognition, 2011, 44, 32-44. | 8.1 | 66 |
| 38 | Arc Segmentation in Linear Time. Lecture Notes in Computer Science, 2011, , 84-92. | 1.3 | 8 |
| 39 | Circular Arc Reconstruction of Digital Contours with Chosen Hausdorff Error. Lecture Notes in Computer Science, 2011, , 247-259. | 1.3 | 1 |
| 40 | A Multi-scale Approach to Decompose a Digital Curve into Meaningful Parts. , 2010, , . | | 2 |
| 41 | Circularity Measuring in Linear Time. , 2010, , . | | 5 |
| 42 | Unsupervised, Fast and Precise Recognition of Digital Arcs in Noisy Images. Lecture Notes in Computer Science, 2010, , 59-68. | 1.3 | 5 |
| 43 | Fast and robust dominant points detection on digital curves. , 2009, , . | | 6 |
| 44 | ON THE LOCAL PROPERTIES OF DIGITAL CURVES. International Journal of Shape Modeling, 2008, 14, 105-125. | 0.2 | 17 |
| 45 | Curvature and Torsion Estimators for 3D Curves. Lecture Notes in Computer Science, 2008, , 688-699. | 1.3 | 8 |
| 46 | Curvature Estimation in Noisy Curves. Lecture Notes in Computer Science, 2007, , 474-481. | 1.3 | 24 |