

Jianfei Cai

List of Publications by Year in descending order

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277
papers

11,461
citations

94433

37
h-index

48315

88
g-index

279
all docs

279
docs citations

279
times ranked

9318
citing authors

#	ARTICLE	IF	CITATIONS
1	Recent advances in convolutional neural networks. Pattern Recognition, 2018, 77, 354-377.	8.1	3,359
2	Auto-Encoding Scene Graphs for Image Captioning. , 2019, , .		459
3	When Gaussian Process Meets Big Data: A Review of Scalable GPs. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 4405-4423.	11.3	342
4	Joint source channel rate-distortion analysis for adaptive mode selection and rate control in wireless video coding. IEEE Transactions on Circuits and Systems for Video Technology, 2002, 12, 511-523.	8.3	326
5	Pluralistic Image Completion. , 2019, , .		301
6	3D Hand Shape and Pose Estimation From a Single RGB Image. , 2019, , .		270
7	A survey of adaptive sampling for global metamodeling in support of simulation-based complex engineering design. Structural and Multidisciplinary Optimization, 2018, 57, 393-416.	3.5	268
8	Look, Imagine and Match: Improving Textual-Visual Cross-Modal Retrieval with Generative Models. , 2018, , .		249
9	Exploiting Spatial-Temporal Relationships for 3D Pose Estimation via Graph Convolutional Networks. , 2019, , .		249
10	Beyond pixels: A comprehensive survey from bottom-up to semantic image segmentation and cosegmentation. Journal of Visual Communication and Image Representation, 2016, 34, 12-27.	2.8	178
11	Scene Graph Generation With External Knowledge and Image Reconstruction. , 2019, , .		168
12	Remarks on multi-output Gaussian process regression. Knowledge-Based Systems, 2018, 144, 102-121.	7.1	153
13	Weakly Supervised Fine-Grained Categorization With Part-Based Image Representation. IEEE Transactions on Image Processing, 2016, 25, 1713-1725.	9.8	140
14	Weakly-Supervised 3D Hand Pose Estimation from Monocular RGB Images. Lecture Notes in Computer Science, 2018, , 678-694.	1.3	140
15	Admission control in IEEE 802.11e wireless LANs. IEEE Network, 2005, 19, 6-13.	6.9	135
16	Large-Margin Multi-Modal Deep Learning for RGB-D Object Recognition. IEEE Transactions on Multimedia, 2015, 17, 1887-1898.	7.2	133
17	CNN-Based Real-Time Dense Face Reconstruction with Inverse-Rendered Photo-Realistic Face Images. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 1294-1307.	13.9	130
18	User-Friendly Interactive Image Segmentation Through Unified Combinatorial User Inputs. IEEE Transactions on Image Processing, 2010, 19, 2470-2479.	9.8	112

#	ARTICLE	IF	CITATIONS
19	Image Co-segmentation via Saliency Co-fusion. IEEE Transactions on Multimedia, 2016, 18, 1896-1909.	7.2	112
20	LETRIST: Locally Encoded Transform Feature Histogram for Rotation-Invariant Texture Classification. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1565-1579.	8.3	108
21	Deep Adaptive Attention for Joint Facial Action Unit Detection and Face Alignment. Lecture Notes in Computer Science, 2018, , 725-740.	1.3	107
22	Cross-Dimensional Perceptual Quality Assessment for Low Bit-Rate Videos. IEEE Transactions on Multimedia, 2008, 10, 1316-1324.	7.2	105
23	Robust Interactive Image Segmentation Using Convex Active Contours. IEEE Transactions on Image Processing, 2012, 21, 3734-3743.	9.8	105
24	Exploit Bounding Box Annotations for Multi-Label Object Recognition. , 2016, , .		100
25	CT volumetry of the liver: Where does it stand in clinical practice?. Clinical Radiology, 2014, 69, 887-895.	1.1	99
26	Unpaired Image Captioning via Scene Graph Alignments. , 2019, , .		86
27	An Empirical Study of Language CNN for Image Captioning. , 2017, , .		82
28	An adaptive sampling approach for Kriging metamodeling by maximizing expected prediction error. Computers and Chemical Engineering, 2017, 106, 171-182.	3.8	79
29	Action Recognition in Still Images With Minimum Annotation Efforts. IEEE Transactions on Image Processing, 2016, 25, 5479-5490.	9.8	70
30	Variational mesh decomposition. ACM Transactions on Graphics, 2012, 31, 1-14.	7.2	69
31	JÄA-Net: Joint Facial Action Unit Detection and Face Alignment Via Adaptive Attention. International Journal of Computer Vision, 2021, 129, 321-340.	15.6	68
32	Learning Meta-class Memory for Few-Shot Semantic Segmentation. , 2021, , .		66
33	HMM-Based Audio Keyword Generation. Lecture Notes in Computer Science, 2004, , 566-574.	1.3	62
34	Three Dimensional Scalable Video Adaptation via User-End Perceptual Quality Assessment. IEEE Transactions on Broadcasting, 2008, 54, 719-727.	3.2	62
35	Decoupled Spatial Neural Attention for Weakly Supervised Semantic Segmentation. IEEE Transactions on Multimedia, 2019, 21, 2930-2941.	7.2	58
36	MMSS: Multi-modal Sharable and Specific Feature Learning for RGB-D Object Recognition. , 2015, , .		57

#	ARTICLE	IF	CITATIONS
37	Facial Motion Prior Networks for Facial Expression Recognition. , 2019, , .		57
38	QoS-Aware Resource Allocation for Video Transcoding in Clouds. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 49-61.	8.3	56
39	Towards Efficient Resource Allocation for Heterogeneous Workloads in IaaS Clouds. IEEE Transactions on Cloud Computing, 2018, 6, 264-275.	4.4	56
40	Learning Progressive Joint Propagation for Human Motion Prediction. Lecture Notes in Computer Science, 2020, , 226-242.	1.3	56
41	A diffusion approach to seeded image segmentation. , 2010, , .		55
42	Facial Action Unit Detection Using Attention and Relation Learning. IEEE Transactions on Affective Computing, 2022, 13, 1274-1289.	8.3	54
43	Cope with diverse data structures in multi-fidelity modeling: A Gaussian process method. Engineering Applications of Artificial Intelligence, 2018, 67, 211-225.	8.1	53
44	Robust surface reconstruction via dictionary learning. ACM Transactions on Graphics, 2014, 33, 1-12.	7.2	46
45	VQA-E: Explaining, Elaborating, and Enhancing Your Answers for Visual Questions. Lecture Notes in Computer Science, 2018, , 570-586.	1.3	44
46	T ² Net: Synthetic-to-Realistic Translation for Solving Single-Image Depth Estimation Tasks. Lecture Notes in Computer Science, 2018, , 798-814.	1.3	43
47	Unpaired Image Captioning by Language Pivoting. Lecture Notes in Computer Science, 2018, , 519-535.	1.3	42
48	Modality and Component Aware Feature Fusion for RGB-D Scene Classification. , 2016, , .		41
49	MIML-FCN+: Multi-Instance Multi-Label Learning via Fully Convolutional Networks with Privileged Information. , 2017, , .		41
50	Shuffle-Then-Assemble: Learning Object-Agnostic Visual Relationship Features. Lecture Notes in Computer Science, 2018, , 38-54.	1.3	40
51	Quality-Guided Fusion-Based Co-Saliency Estimation for Image Co-Segmentation and Colocalization. IEEE Transactions on Multimedia, 2018, 20, 2466-2477.	7.2	39
52	Optimized Cross-Layer Design for Scalable Video Transmission Over the IEEE 802.11e Networks. IEEE Transactions on Circuits and Systems for Video Technology, 2007, 17, 1665-1678.	8.3	38
53	4-D Wavelet-Based Multiview Video Coding. IEEE Transactions on Circuits and Systems for Video Technology, 2006, 16, 1385-1396.	8.3	37
54	Object Co-skeletonization with Co-segmentation. , 2017, , .		35

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55	M2E-Try On Net. , 2019, , .		35
56	CATS: Co-saliency Activated Tracklet Selection for Video Co-localization. Lecture Notes in Computer Science, 2016, , 187-202.	1.3	35
57	On the Selection of Transmission Range in Underwater Acoustic Sensor Networks. Sensors, 2012, 12, 4715-4729.	3.8	33
58	Toward Transcoding as a Service in a Multimedia Cloud: Energy-Efficient Job-Dispatching Algorithm. IEEE Transactions on Vehicular Technology, 2014, 63, 2002-2012.	6.3	33
59	Optimal solution for the index coding problem using network coding over GF(2). , 2012, , .		31
60	Automatic image co-segmentation using geometric mean saliency. , 2014, , .		31
61	Compact Representation for Image Classification: To Choose or to Compress?. , 2014, , .		31
62	Mesh Snapping: Robust Interactive Mesh Cutting Using Fast Geodesic Curvature Flow. Computer Graphics Forum, 2010, 29, 517-526.	3.0	29
63	Content-Based Image Compression for Arbitrary-Resolution Display Devices. IEEE Transactions on Multimedia, 2012, 14, 1127-1139.	7.2	29
64	Cosegmentation of multiple image groups. Computer Vision and Image Understanding, 2016, 146, 67-76.	4.7	29
65	Improving Multi-label Learning with Missing Labels by Structured Semantic Correlations. Lecture Notes in Computer Science, 2016, , 835-851.	1.3	29
66	Alive Caricature from 2D to 3D. , 2018, , .		29
67	Interactive Mesh Cutting Using Constrained Random Walks. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 357-367.	4.4	28
68	Optimizing Quality of Experience for Adaptive Bitrate Streaming via Viewer Interest Inference. IEEE Transactions on Multimedia, 2018, 20, 3399-3413.	7.2	28
69	Robust joint source-channel coding for image transmission over wireless channels. IEEE Transactions on Circuits and Systems for Video Technology, 2000, 10, 962-966.	8.3	27
70	Improving WLAN VoIP Capacity Through Service Differentiation. IEEE Transactions on Vehicular Technology, 2008, 57, 465-474.	6.3	27
71	Efficient quadtree based block-shift filtering for deblocking and deringing. Journal of Visual Communication and Image Representation, 2009, 20, 595-607.	2.8	26
72	3D Hand Pose Estimation Using Synthetic Data and Weakly Labeled RGB Images. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 3739-3753.	13.9	26

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73	Improving TCP Performance during Soft Vertical Handoff. , 0, , .		25
74	An Exemplar-Based Multi-View Domain Generalization Framework for Visual Recognition. IEEE Transactions on Neural Networks and Learning Systems, 2018, 29, 259-272.	11.3	25
75	Splitting Vs. Merging: Mining Object Regions with Discrepancy and Intersection Loss for Weakly Supervised Semantic Segmentation. Lecture Notes in Computer Science, 2020, , 663-679.	1.3	25
76	Robust Transmission of JPEG2000 Encoded Images Over Packet Loss Channels. , 2007, , .		24
77	Multi-modal Unsupervised Feature Learning for RGB-D Scene Labeling. Lecture Notes in Computer Science, 2014, , 453-467.	1.3	24
78	Admission Control Based on Rate-Variance Envelop for VBR Traffic Over IEEE 802.11e HCCA WLANs. IEEE Transactions on Vehicular Technology, 2008, 57, 1778-1788.	6.3	23
79	Unsupervised Joint Feature Learning and Encoding for RGB-D Scene Labeling. IEEE Transactions on Image Processing, 2015, 24, 4459-4473.	9.8	23
80	An efficient network coding based retransmission algorithm for wireless multicast. , 2009, , .		22
81	Semi-supervised manifold-embedded hashing with joint feature representation and classifier learning. Pattern Recognition, 2017, 68, 99-110.	8.1	22
82	Zero-Shot Learning via Category-Specific Visual-Semantic Mapping and Label Refinement. IEEE Transactions on Image Processing, 2019, 28, 965-979.	9.8	22
83	Efficient Video Object Co-Localization With Co-Saliency Activated Tracklets. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 744-755.	8.3	22
84	Surveillance video coding via low-rank and sparse decomposition. , 2012, , .		21
85	Seam carving extension. , 2009, , .		20
86	Natural and Seamless Image Composition With Color Control. IEEE Transactions on Image Processing, 2009, 18, 2584-2592.	9.8	20
87	An adaptive RBF-HDMR modeling approach under limited computational budget. Structural and Multidisciplinary Optimization, 2018, 57, 1233-1250.	3.5	20
88	Conditional adversarial synthesis of 3D facial action units. Neurocomputing, 2019, 355, 200-208.	5.9	20
89	Watch It Twice. , 2019, , .		20
90	Disentangled Human Body Embedding Based on Deep Hierarchical Neural Network. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2560-2575.	4.4	20

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91	Improving Deep Lesion Detection Using 3D Contextual and Spatial Attention. Lecture Notes in Computer Science, 2019, , 185-193.	1.3	20
92	Enriched Deep Recurrent Visual Attention Model for Multiple Object Recognition. , 2017, , .		19
93	Finding It at Another Side: A Viewpoint-Adapted Matching Encoder for Change Captioning. Lecture Notes in Computer Science, 2020, , 574-590.	1.3	19
94	Seeds-Based Part Segmentation by Seeds Propagation and Region Convexity Decomposition. IEEE Transactions on Multimedia, 2018, 20, 310-322.	7.2	18
95	Deconfounded Image Captioning: A Causal Retrospect. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, PP, 1-1.	13.9	18
96	Group saliency propagation for large scale and quick image co-segmentation. , 2015, , .		17
97	Compact Representation of High-Dimensional Feature Vectors for Large-Scale Image Recognition and Retrieval. IEEE Transactions on Image Processing, 2016, 25, 2407-2419.	9.8	17
98	vCache: Supporting Cost-Efficient Adaptive Bitrate Streaming. IEEE MultiMedia, 2017, 24, 19-27.	1.7	17
99	Understanding and comparing scalable Gaussian process regression for big data. Knowledge-Based Systems, 2019, 164, 324-335.	7.1	17
100	LT codes decoding: Design and analysis. , 2009, , .		16
101	Incremental low-rank and sparse decomposition for compressing videos captured by fixed cameras. Journal of Visual Communication and Image Representation, 2015, 26, 338-348.	2.8	16
102	Shading-Based Surface Detail Recovery Under General Unknown Illumination. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 423-436.	13.9	16
103	Background Subtraction Based on Deep Pixel Distribution Learning. , 2018, , .		16
104	Scalable Video Transmission over the IEEE 802.11e Networks Using Cross-Layer Rate Control. , 2007, , .		15
105	LT-W: Improving LT Decoding With Wiedemann Solver. IEEE Transactions on Information Theory, 2013, 59, 7887-7897.	2.4	15
106	Online XOR packet coding: Efficient single-hop wireless multicasting with low decoding delay. Computer Communications, 2014, 39, 65-77.	5.1	15
107	Visual Recognition by Learning From Web Data via Weakly Supervised Domain Generalization. IEEE Transactions on Neural Networks and Learning Systems, 2017, 28, 1985-1999.	11.3	15
108	Keypoint based weakly supervised human parsing. Image and Vision Computing, 2019, 91, 103801.	4.5	15

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109	Energy minimization via dynamic voltage scaling for real-time video encoding on mobile devices. , 2012, , .		14
110	GeoConv: Geodesic guided convolution for facial action unit recognition. Pattern Recognition, 2022, 122, 108355.	8.1	14
111	An MPEG-4-compatible stereoscopic/multiview video coding scheme. IEEE Transactions on Circuits and Systems for Video Technology, 2006, 16, 286-290.	8.3	13
112	Retry Limit Based ULP for Scalable Video Transmission over IEEE 802.11e WLANs. IEEE Communications Letters, 2007, 11, 498-500.	4.1	13
113	A color-guided, region-adaptive and depth-selective unified framework for Kinect depth recovery. , 2013, , .		13
114	Recovering Surface Details under General Unknown Illumination Using Shading and Coarse Multi-view Stereo. , 2014, , .		13
115	Kinect Depth Recovery Using a Color-Guided, Region-Adaptive, and Depth-Selective Framework. ACM Transactions on Intelligent Systems and Technology, 2015, 6, 1-19.	4.5	13
116	Video captioning with boundary-aware hierarchical language decoding and joint video prediction. Neurocomputing, 2020, 417, 347-356.	5.9	13
117	Hierarchical Scene Graph Encoder-Decoder for Image Paragraph Captioning. , 2020, , .		13
118	FEC-based video streaming over packet loss networks with pre-interleaving. , 0, , .		12
119	A novel frame-level bit allocation based on two-pass video encoding for low bit rate video streaming applications. Journal of Visual Communication and Image Representation, 2006, 17, 783-798.	2.8	12
120	Image error-concealment via Block-based Bilateral Filtering. , 2008, , .		12
121	QCCE: Quality constrained co-saliency estimation for common object detection. , 2015, , .		12
122	Real-Time and Temporal-Coherent Foreground Extraction With Commodity RGBD Camera. IEEE Journal on Selected Topics in Signal Processing, 2015, 9, 449-461.	10.8	12
123	Delay-Optimized File Retrieval under LT-Based Cloud Storage. IEEE Transactions on Cloud Computing, 2017, 5, 656-666.	4.4	12
124	Audio-Visual Automatic Group Affect Analysis. IEEE Transactions on Affective Computing, 2023, 14, 1056-1069.	8.3	12
125	Admission control with physical rate measurement for IEEE 802.11e controlled channel access. IEEE Communications Letters, 2005, 9, 694-696.	4.1	11
126	Registration of multiple RGBD cameras via local rigid transformations. , 2014, , .		11

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127	Hybrid Collision-Free Medium Access (HCFMA) Protocol for Underwater Acoustic Networks: Design and Performance Evaluation. IEEE Journal of Oceanic Engineering, 2015, 40, 292-302.	3.8	11
128	A Generative Model for Depth-Based Robust 3D Facial Pose Tracking. , 2017, , .		11
129	Exploiting Web Images for Weakly Supervised Object Detection. IEEE Transactions on Multimedia, 2019, 21, 1135-1146.	7.2	11
130	Scalable Multiview Video Coding Using Wavelet. , 0, , .		10
131	A benchmark for semantic image segmentation. , 2013, , .		10
132	Flexible Image Similarity Computation Using Hyper-Spatial Matching. IEEE Transactions on Image Processing, 2014, 23, 4112-4125.	9.8	10
133	Wordfence: Text detection in natural images with border awareness. , 2017, , .		10
134	Image Co-Skeletonization via Co-Segmentation. IEEE Transactions on Image Processing, 2021, 30, 2784-2797.	9.8	10
135	Load-sharing in wireless multi-homed systems. , 0, , .		9
136	Collision Codes: Decoding Superimposed BPSK Modulated Wireless Transmissions. , 2010, , .		9
137	Performance Evaluation of IPTV Over Wireless Home Networks. IEEE Transactions on Multimedia, 2011, 13, 1116-1126.	7.2	9
138	Kinect Shadow Detection and Classification. , 2013, , .		9
139	A Low Complexity Interest Point Detector. IEEE Signal Processing Letters, 2015, 22, 172-176.	3.6	9
140	Multiple Human Identification and Cosegmentation: A Human-Oriented CRF Approach With Poselets. IEEE Transactions on Multimedia, 2016, 18, 1516-1530.	7.2	9
141	Robust real-time performance-driven 3D face tracking. , 2016, , .		9
142	Domain Adaptive Fisher Vector for Visual Recognition. Lecture Notes in Computer Science, 2016, , 550-566.	1.3	9
143	Large-Scale Heteroscedastic Regression via Gaussian Process. IEEE Transactions on Neural Networks and Learning Systems, 2021, 32, 708-721.	11.3	9
144	Multimedia Networking. Advances in Multimedia, 2007, 2007, 1-1.	0.4	8

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145	Joint Unequal Loss Protection and LT Coding for Layer-Coded Media Delivery. , 2010, , .		8
146	Efficient object feature selection for action recognition. , 2016, , .		8
147	Exploring Bottom-Up and Top-Down Cues With Attentive Learning for Webly Supervised Object Detection. , 2020, , .		8
148	Unconstrained Facial Action Unit Detection via Latent Feature Domain. IEEE Transactions on Affective Computing, 2022, 13, 1111-1126.	8.3	8
149	Pluralistic Free-Form Image Completion. International Journal of Computer Vision, 2021, 129, 2786-2805.	15.6	8
150	Quadtree Convolutional Neural Networks. Lecture Notes in Computer Science, 2018, , 554-569.	1.3	8
151	Rate-reduction transcoding design for wireless video streaming. Wireless Communications and Mobile Computing, 2002, 2, 625-641.	1.2	7
152	Layered unequal loss protection with pre-interleaving for fast progressive image transmission over packet-loss channels. ACM Transactions on Multimedia Computing, Communications and Applications, 2005, 1, 338-353.	4.3	7
153	Physical Rate Based Admission Control for HCCA in IEEE 802.11e WLANs. , 0, , .		7
154	WLC19-6: Capacity Analysis of Supporting VoIP in IEEE 802.11e EDCA WLANs. IEEE Global Telecommunications Conference (GLOBECOM), 2006, , .	0.0	7
155	Segmentation-Based View-Dependent 3-D Graphics Model Transmission. IEEE Transactions on Multimedia, 2008, 10, 724-734.	7.2	7
156	DC-MAC: A data-centric multi-hop MAC protocol for underwater acoustic sensor networks. , 2011, , .		7
157	Object-Level Image Segmentation Using Low Level Cues. IEEE Transactions on Image Processing, 2013, 22, 4019-4027.	9.8	7
158	Compressive environment matting. Visual Computer, 2015, 31, 1587-1600.	3.5	7
159	Scalable Gaussian Process Classification With Additive Noise for Non-Gaussian Likelihoods. IEEE Transactions on Cybernetics, 2022, 52, 5842-5854.	9.5	7
160	Student-t Process Regression with Student-t Likelihood. , 2017, , .		7
161	Diagnosing state-of-the-art object proposal methods. , 2015, , .		7
162	On Multiple Image Group Cosegmentation. Lecture Notes in Computer Science, 2015, , 258-272.	1.3	7

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163	Constant Quality Aimed Bit Allocation for 3D Wavelet Based Video Coding. , 2006, , .		6
164	Adding network-layer intelligence to mobile receivers for solving spurious TCP timeout during vertical handoff. IEEE Network, 2006, 20, 24-31.	6.9	6
165	Single-Pass Rate-Smoothed Video Encoding With Quality Constraint. IEEE Signal Processing Letters, 2007, 14, 715-718.	3.6	6
166	Dense correspondence based prediction for image set compression. , 2015, , .		6
167	Real-time 3D Face-Eye Performance Capture of a Person Wearing VR Headset. , 2018, , .		6
168	Structure-Aware Multimodal Feature Fusion for RGB-D Scene Classification and Beyond. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-22.	4.3	6
169	Visibility Constrained Generative Model for Depth-Based 3D Facial Pose Tracking. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 1994-2007.	13.9	6
170	Optimal bit allocation for low bit rate video streaming applications. , 0, , .		5
171	Optimal Frame Selection with Adaptive Playout for Delivering Stored Video under Constrained Resources. , 2007, , .		5
172	An On-Off Queue Control Mechanism for Scalable Video Streaming over the IEEE 802.11e WLAN. , 2008, , .		5
173	Constrained active contours for boundary refinement in interactive image segmentation. , 2012, , .		5
174	Kinect-Based Easy 3D Object Reconstruction. Lecture Notes in Computer Science, 2012, , 476-483.	1.3	5
175	Interactive object segmentation from multi-view images. Journal of Visual Communication and Image Representation, 2013, 24, 477-485.	2.8	5
176	Kinect-based non-intrusive human gait analysis and visualization. , 2015, , .		5
177	Unsupervised Dense Light Field Reconstruction with Occlusion Awareness. Computer Graphics Forum, 2019, 38, 425-436.	3.0	5
178	Modeling Caricature Expressions by 3D Blendshape and Dynamic Texture. , 2020, , .		5
179	A high-performance and low-complexity video transcoding scheme for video streaming over wireless links. , 0, , .		4
180	Modeling Hop Length Distributions for Reactive Routing Protocols in One Dimensional MANETs. , 2007, , .		4

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181	MAC-Layer QoS Management for Streaming Rate-Adaptive VBR Video over IEEE 802.11e HCCA WLANs. <i>Advances in Multimedia</i> , 2007, 2007, 1-11.	0.4	4
182	Improving Videophone Transmission over Multi-Rate IEEE 802.11e Networks. , 2008, , .		4
183	Solving the out-of-gamut problem in image composition. , 2010, , .		4
184	Accurate playfield detection using Area-of-Coverage. , 2010, , .		4
185	Mobile media communication, processing, and analysis: A review of recent advances. , 2013, , .		4
186	Fast and automatic body circular measurement based on a single kinect. , 2014, , .		4
187	Multiple consumer-grade depth camera registration using everyday objects. <i>Image and Vision Computing</i> , 2017, 62, 1-7.	4.5	4
188	FaceCollage. , 2017, , .		4
189	Shading-Based Surface Recovery Using Subdivision-Based Representation. <i>Computer Graphics Forum</i> , 2019, 38, 417-428.	3.0	4
190	Operational rate-distortion design for joint source-channel coding over noisy channels. , 0, , .		3
191	Two-pass video encoding for low-bit-rate streaming applications. , 2002, , .		3
192	MPEG-4 based stereoscopic and multiview video coding. , 0, , .		3
193	Wireless FGS video transmission using adaptive mode selection and unequal error protection. , 2004, , .		3
194	MPEG-4 video streaming quality evaluation in IEEE 802.11e WLANs. , 2005, , .		3
195	Joint source-channel coding of GCD sources with allpass filtering source reshaping. <i>Journal of Visual Communication and Image Representation</i> , 2005, 16, 19-37.	2.8	3
196	Dynamic Programming-Based Reverse Frame Selection for VBR Video Delivery Under Constrained Resources. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2006, 16, 1362-1375.	8.3	3
197	An Event-Driven Sports Video Adaptation for the MPEG-21 DIA Framework. , 2006, , .		3
198	Illumination and view dependent progressive transmission of semi-regular meshes with subdivision connectivity. , 2007, , .		3

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199	Converting 2D soccer video to 3D cartoon. , 2008, , .		3
200	Image deringing using quadtree based block-shift filtering. , 2008, , .		3
201	Gamut fitting for image composition applications. , 2009, , .		3
202	Distributed routing algorithm for low-latency broadcasting in multi-rate wireless mesh network. , 2009, , .		3
203	Scalable data dissemination protocol for wireless sensor networks. , 2012, , .		3
204	Maximum Multipath Routing Throughput in Multirate Wireless Mesh Networks. , 2014, , .		3
205	Using 3D face priors for depth recovery. Journal of Visual Communication and Image Representation, 2017, 48, 16-29.	2.8	3
206	Task-in-all Domain Adaptation for Semantic Segmentation. , 2019, , .		3
207	Half-body Portrait Relighting with Overcomplete Lighting Representation. Computer Graphics Forum, 2021, 40, 371-381.	3.0	3
208	Visiting the Invisible: Layer-by-Layer Completed Scene Decomposition. International Journal of Computer Vision, 2021, 129, 3195-3215.	15.6	3
209	Multi-class Cosegmentation with Pairwise Active Learning. Lecture Notes in Computer Science, 2013, , 69-78.	1.3	3
210	Uniform threshold TCQ with block classification for image transmission over noisy channels. IEEE Transactions on Circuits and Systems for Video Technology, 2001, 11, 105-110.	8.3	2
211	Video streaming: an FEC-based novel approach. , 0, , .		2
212	Use of pre-interleaving for video streaming over wireless access networks. , 0, , .		2
213	Lowpass filtering of rate-distortion functions for quality smoothing for real-time video recording and streaming. , 0, , .		2
214	Optimal retransmission timeout selection for delay-constrained multimedia communications. , 0, , .		2
215	Layered unequal loss protection for progressive image transmission over packet loss channels. , 2004, , .		2
216	View-Based 3D Model Transmission via Mesh Segmentation. , 2007, , .		2

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217	Rate-distortion analysis of leaky prediction based FGS video for constant quality constrained rate adaptation. Journal of Visual Communication and Image Representation, 2007, 18, 45-58.	2.8	2
218	Content-Based Image Compression for Arbitrary-Resolution Display Devices. , 2011, , .		2
219	Flexible and Accurate Transparent-Object Matting and Compositing Using Refractive Vector Field. Computer Graphics Forum, 2011, 30, 1812-1824.	3.0	2
220	Cooperative Retransmissions through Collisions. , 2011, , .		2
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