

# Soon Ki Jung

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7295338/publications.pdf>

Version: 2024-02-01

107  
papers

1,722  
citations

516710

16  
h-index

345221

36  
g-index

112  
all docs

112  
docs citations

112  
times ranked

1432  
citing authors

#	ARTICLE	IF	CITATIONS
1	Decomposition into low-rank plus additive matrices for background/foreground separation: A review for a comparative evaluation with a large-scale dataset. <i>Computer Science Review</i> , 2017, 23, 1-71.	15.3	259
2	Deep neural network concepts for background subtraction:A systematic review and comparative evaluation. <i>Neural Networks</i> , 2019, 117, 8-66.	5.9	250
3	Background“Foreground Modeling Based on Spatiotemporal Sparse Subspace Clustering. <i>IEEE Transactions on Image Processing</i> , 2017, 26, 5840-5854.	9.8	103
4	Handcrafted and Deep Trackers. <i>ACM Computing Surveys</i> , 2020, 52, 1-44.	23.0	91
5	In“Vehicle AR“HUD System to Provide Driving“Safety Information. <i>ETRI Journal</i> , 2013, 35, 1038-1047.	2.0	88
6	Moving Object Detection in Complex Scene Using Spatiotemporal Structured-Sparse RPCA. <i>IEEE Transactions on Image Processing</i> , 2019, 28, 1007-1022.	9.8	82
7	Spatiotemporal Low-Rank Modeling for Complex Scene Background Initialization. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2018, 28, 1315-1329.	8.3	68
8	Unsupervised deep context prediction for background estimation and foreground segmentation. <i>Machine Vision and Applications</i> , 2019, 30, 375-395.	2.7	52
9	Online Stochastic Tensor Decomposition for Background Subtraction in Multispectral Video Sequences. , 2015, , .		48
10	Background Subtraction via Superpixel-Based Online Matrix Decomposition with Structured Foreground Constraints. , 2015, , .		40
11	Automatic Integration of Facade Textures into 3D Building Models with a Projective Geometry Based Line Clustering. <i>Computer Graphics Forum</i> , 2002, 21, 511-519.	3.0	38
12	Photocatalytic decomposition of 4-nitrophenol over titanium silicalite (TS-1) catalysts. <i>Applied Catalysis A: General</i> , 2003, 239, 197-208.	4.3	31
13	Motion-Aware Graph Regularized RPCA for background modeling of complex scenes. , 2016, , .		28
14	Particle filter with analytical inference for human body tracking. , 0, , .		27
15	OR-PCA with dynamic feature selection for robust background subtraction. , 2015, , .		23
16	Stochastic Decomposition into Low Rank and Sparse Tensor for Robust Background Subtraction. , 2015, , .		21
17	A moving planar mirror based approach for cultural reconstruction. <i>Computer Animation and Virtual Worlds</i> , 2004, 15, 415-423.	1.2	20
18	Moving Object Detection on RGB-D Videos Using Graph Regularized Spatiotemporal RPCA. <i>Lecture Notes in Computer Science</i> , 2017, , 230-241.	1.3	20

#	ARTICLE	IF	CITATIONS
19	Efficient Visual Tracking With Stacked Channel-Spatial Attention Learning. IEEE Access, 2020, 8, 100857-100869.	4.2	20
20	Robust background subtraction to global illumination changes via multiple features-based online robust principal components analysis with Markov random field. Journal of Electronic Imaging, 2015, 24, 043011.	0.9	19
21	The Emerging Field of Graph Signal Processing for Moving Object Segmentation. Communications in Computer and Information Science, 2021, , 31-45.	0.5	18
22	Unsupervised Moving Object Detection in Complex Scenes Using Adversarial Regularizations. IEEE Transactions on Multimedia, 2021, 23, 2005-2018.	7.2	17
23	Tracking and Motion Estimation of the Articulated Object: a Hierarchical Kalman Filter Approach. Real Time Imaging, 1997, 3, 415-432.	1.6	15
24	Robust background subtraction via online robust PCA using image decomposition. , 2014, , .		15
25	Two-Phase Calibration for a Mirror Metaphor Augmented Reality System. Proceedings of the IEEE, 2014, 102, 196-203.	21.3	15
26	Depth extended online RPCA with spatiotemporal constraints for robust background subtraction. , 2015, , .		14
27	Panoramic Vision System to Eliminate Driver's Blind Spots using a Laser Sensor and Cameras. International Journal of Intelligent Transportation Systems Research, 2012, 10, 101-114.	1.1	12
28	OR-PCA with MRF for Robust Foreground Detection in Highly Dynamic Backgrounds. Lecture Notes in Computer Science, 2015, , 284-299.	1.3	11
29	Combining ARF and OR-PCA for Robust Background Subtraction of Noisy Videos. Lecture Notes in Computer Science, 2015, , 340-351.	1.3	11
30	A model-based 3-D tracking of rigid objects from a sequence of multiple perspective views. Pattern Recognition Letters, 1998, 19, 499-512.	4.2	10
31	Constructing cylindrical panoramic image using equidistant matching. Electronics Letters, 1999, 35, 1715.	1.0	10
32	Billboard sweep stereo for obstacle detection in road scenes. Electronics Letters, 2012, 48, 1528-1530.	1.0	10
33	Learning Soft Mask Based Feature Fusion with Channel and Spatial Attention for Robust Visual Object Tracking. Sensors, 2020, 20, 4021.	3.8	10
34	Calibration-free approach to 3D reconstruction using light stripe projections on a cube frame. , 0, , .		9
35	Practical modeling technique for large-scale 3D building models from ground images. Pattern Recognition Letters, 2009, 30, 861-869.	4.2	9
36	A projector-based full windshield HUD simulator to evaluate the visualization methods. , 2014, , .		9

#	ARTICLE	IF	CITATIONS
37	Synthesis of Human Motion Using Kalman Filter. Lecture Notes in Computer Science, 1998, , 100-112.	1.3	9
38	Improving Object Tracking by Added Noise and Channel Attention. Sensors, 2020, 20, 3780.	3.8	8
39	Improving OR-PCA via smoothed spatially-consistent low-rank modeling for background subtraction. , 2017, , .		8
40	SBMI-LTD. , 2017, , .		8
41	Automatic pose estimation of complex 3D building models. , 0, , .		7
42	Estimation of Illuminants for Plausible Lighting in Augmented Reality. , 2011, , .		7
43	Protecting Android applications with steganography-based software watermarking. , 2013, , .		7
44	Visualization for a Multi-Sensor Data Analysis. , 0, , .		6
45	Natural Image Matting Based on Neighbor Embedding. , 2007, , 449-460.		6
46	Real-time vehicle detection using equi-height mosaicking image. , 2013, , .		6
47	Deep Learning based Effective Surveillance System for Low-Illumination Environments. , 2019, , .		6
48	Convolutional neural network with structural input for visual object tracking. , 2019, , .		6
49	Dynamic Background Subtraction Using Least Square Adversarial Learning. , 2020, , .		6
50	Unsupervised moving object segmentation using background subtraction and optimal adversarial noise sample search. Pattern Recognition, 2022, 129, 108719.	8.1	6
51	Integrating ground and aerial views for urban site modeling. , 0, , .		5
52	Deep Siamese Networks toward Robust Visual Tracking. , 2019, , .		5
53	Siamese High-Level Feature Refine Network for Visual Object Tracking. Electronics (Switzerland), 2020, 9, 1918.	3.1	5
54	4G-VOS: Video Object Segmentation using guided context embedding. Knowledge-Based Systems, 2021, 231, 107401.	7.1	5

#	ARTICLE	IF	CITATIONS
55	Local binary pattern variants-based adaptive texture features analysis for posed and nonposed facial expression recognition. Journal of Electronic Imaging, 2017, 26, 1.	0.9	5
56	Early Wildfire Detection Using Convolutional Neural Network. Communications in Computer and Information Science, 2020, , 18-30.	0.5	5
57	Pedestrian detection using labeled depth data. , 2013, , .		4
58	Complete Moving Object Detection in the Context of Robust Subspace Learning. , 2019, , .		4
59	Unsupervised Adversarial Learning for Dynamic Background Modeling. Communications in Computer and Information Science, 2020, , 248-261.	0.5	4
60	3-D tracking and motion estimation using hierarchical Kalman filter. IET Computer Vision, 1997, 144, 293.	1.3	3
61	Foreground Object Detection and Tracking for Visual Surveillance System: A Hybrid Approach. , 2013, , .		3
62	QR-code based online robot augmented reality system for education. , 2014, , .		3
63	Stixels estimation through stereo matching of road scenes. , 2014, , .		3
64	Focused augmented mirror based on human visual perception. Visual Computer, 2017, 33, 625-636.	3.5	3
65	A Streaming Engine for PC-Based 3D Network Games onto Heterogeneous Mobile Platforms. Lecture Notes in Computer Science, 2006, , 797-800.	1.3	3
66	Exploiting temporally coherent visibility for accelerated walkthroughs. Computers and Graphics, 1997, 21, 507-517.	2.5	2
67	Capture configuration for image-based street walkthroughs. , 0, , .		2
68	A hand-held approach to 3D reconstruction using light stripe projections onto a cube frame. Visual Computer, 2004, 20, 494-506.	3.5	2
69	Development of augmented forward collision warning system for Head-Up Display. , 2014, , .		2
70	TLD based vehicle tracking system for AR-HUD using HOG and online SVM in EHMI. , 2015, , .		2
71	Challenges and Applications of Face Deepfake. Communications in Computer and Information Science, 2021, , 131-156.	0.5	2
72	hSGM: Hierarchical Pyramid Based Stereo Matching Algorithm. Lecture Notes in Computer Science, 2011, , 693-701.	1.3	2

#	ARTICLE	IF	CITATIONS
73	Timed Automata-Based Rehabilitation Training Game Design for the Affected Lower Extremity of Hemiparetic Patient. Lecture Notes in Computer Science, 2008, , 17-27.	1.3	2
74	RANSAC-based Orthogonal Vanishing Point Estimation in the Equirectangular Images. Journal of Korea Multimedia Society, 2012, 15, 1430-1441.	0.2	2
75	GPU-Based Real-Time Pedestrian Detection and Tracking Using Equi-Height Mosaicking Image. Lecture Notes in Computer Science, 2013, , 409-416.	1.3	2
76	Dynamic Obstacle Detection of Road Scenes using Equi-Height Mosaicking Image. Electronic Letters on Computer Vision and Image Analysis, 2014, 13, 13.	0.6	2
77	Lightweight Encoder-Decoder Architecture for Foot Ulcer Segmentation. Communications in Computer and Information Science, 2022, , 242-253.	0.5	2
78	Modeling of saccadic movements using neural networks. , 0, , .		1
79	Robust multi-view correspondence of noisy 2D points using relaxation. Electronics Letters, 2000, 36, 719.	1.0	1
80	Adaptive strip compression for panorama video streaming. , 0, , .		1
81	Recognition of visual signals and firing positions for virtual military training systems. , 2013, , .		1
82	Geometric feature selection for vehicle pose estimation on dynamic road scenes. , 2013, , .		1
83	Multi-Modal Data Analysis Based Game Player Experience Modeling Using LSTM-DNN. Computers, Materials and Continua, 2021, 68, 4087-4108.	1.9	1
84	3D City Model Generation from Ground Images. Lecture Notes in Computer Science, 2006, , 630-638.	1.3	1
85	Localization of Unmanned Ground Vehicle using 3D Registration of DSM and Multiview Range Images: Application in Virtual Environment. Journal of Institute of Control, Robotics and Systems, 2009, 15, 700-710.	0.2	1
86	Computer Vision-Assisted Interaction in X3D Virtual Environment on WWW. Lecture Notes in Computer Science, 2003, , 332-341.	1.3	1
87	Detection of Speech Impairments in Parkinson Disease Using Handcrafted Feature-Based Model on Spanish Speech Corpus. Communications in Computer and Information Science, 2020, , 54-65.	0.5	1
88	Background/Foreground Separation: Guided Attention based Adversarial Modeling (GAAM) versus Robust Subspace Learning Methods. , 2021, , .		1
89	Efficient 3-D object representation and recognition based on CAD. Pattern Recognition Letters, 1993, 14, 679-687.	4.2	0
90	<title>Real-time crowdedness measuring system for Taejon EXPO '93</title>. , 1994, 2347, 33.		0

#	ARTICLE	IF	CITATIONS
91	Multiple path-based approach to image-based street walkthrough. Computer Animation and Virtual Worlds, 2005, 16, 85-95.	1.2	0
92	Adaptive and scalable color correction for stereoscopic 3D displays. , 2012, , .		0
93	Adaptive local color correction for stereoscopic three-dimensional displays. Journal of Electronic Imaging, 2013, 22, 033026.	0.9	0
94	Rotation estimation for visual odometry using 3D vector correspondence. , 2013, , .		0
95	Pedestrian detection of road scenes using depth and intensity features. , 2014, , .		0
96	Real-time 3D cube detection and tracking using depth sensor for interactive augmented reality system. , 2015, , .		0
97	Reduced keyframes for fast bundle adjustment using point and line features in monoslam. , 2017, , .		0
98	A prototype of a self-motion training system based on deep convolutional neural network and multiple FAMirror. , 2018, , .		0
99	Robust Tracking via Feature Enrichment and Overlap Maximization. Communications in Computer and Information Science, 2021, , 17-30.	0.5	0
100	Multi-modality Based Affective Video Summarization for Game Players. Communications in Computer and Information Science, 2021, , 59-69.	0.5	0
101	Robust Foreground Segmentation inÂRGBD Data from Complex Scenes UsingÂAdversarial Networks. Communications in Computer and Information Science, 2021, , 3-16.	0.5	0
102	Delaunay Triangles Model for Image-Based Motion Retargeting. , 2001, , 158-168.		0
103	An Efficient Manipulation of Game Contents on Heterogeneous Platforms Using MR Interface. Lecture Notes in Computer Science, 2006, , 1193-1203.	1.3	0
104	Localized Earth Moverâ€™s Distance for Robust Histogram Comparison. Lecture Notes in Computer Science, 2011, , 478-489.	1.3	0
105	The 8th International Conference on Orange Technology [Front matter]. , 2020, , .		0
106	A Scalable Pipeline Data Processing Framework Using Database and Visualization Techniques. , 2007, , 334-344.		0
107	Siamese-Based Attention Learning Networks for Robust Visual Object Tracking. Artificial Intelligence, 0, , .	2.3	0