

# Soon Ki Jung

## List of Publications by Year in descending order

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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	Unsupervised moving object segmentation using background subtraction and optimal adversarial noise sample search. Pattern Recognition, 2022, 129, 108719.	8.1	6
2	Lightweight Encoder-Decoder Architecture for Foot Ulcer Segmentation. Communications in Computer and Information Science, 2022, , 242-253.	0.5	2
3	Unsupervised Moving Object Detection in Complex Scenes Using Adversarial Regularizations. IEEE Transactions on Multimedia, 2021, 23, 2005-2018.	7.2	17
4	Challenges and Applications of Face Deepfake. Communications in Computer and Information Science, 2021, , 131-156.	0.5	2
5	Robust Tracking via Feature Enrichment and Overlap Maximization. Communications in Computer and Information Science, 2021, , 17-30.	0.5	0
6	The Emerging Field of Graph Signal Processing for Moving Object Segmentation. Communications in Computer and Information Science, 2021, , 31-45.	0.5	18
7	Multi-modality Based Affective Video Summarization for Game Players. Communications in Computer and Information Science, 2021, , 59-69.	0.5	0
8	Robust Foreground Segmentation in RGBD Data from Complex Scenes Using Adversarial Networks. Communications in Computer and Information Science, 2021, , 3-16.	0.5	0
9	4G-VOS: Video Object Segmentation using guided context embedding. Knowledge-Based Systems, 2021, 231, 107401.	7.1	5
10	Multi-Modal Data Analysis Based Game Player Experience Modeling Using LSTM-DNN. Computers, Materials and Continua, 2021, 68, 4087-4108.	1.9	1
11	Background/Foreground Separation: Guided Attention based Adversarial Modeling (GAAM) versus Robust Subspace Learning Methods. , 2021, , .		1
12	Handcrafted and Deep Trackers. ACM Computing Surveys, 2020, 52, 1-44.	23.0	91
13	Siamese High-Level Feature Refine Network for Visual Object Tracking. Electronics (Switzerland), 2020, 9, 1918.	3.1	5
14	Learning Soft Mask Based Feature Fusion with Channel and Spatial Attention for Robust Visual Object Tracking. Sensors, 2020, 20, 4021.	3.8	10
15	Improving Object Tracking by Added Noise and Channel Attention. Sensors, 2020, 20, 3780.	3.8	8
16	Dynamic Background Subtraction Using Least Square Adversarial Learning. , 2020, , .		6
17	Efficient Visual Tracking With Stacked Channel-Spatial Attention Learning. IEEE Access, 2020, 8, 100857-100869.	4.2	20
18	The 8th International Conference on Orange Technology [Front matter]. , 2020, , .		0

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19	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
20	Unsupervised Adversarial Learning for Dynamic Background Modeling. Communications in Computer and Information Science, 2020, , 248-261.	0.5	4
21	Early Wildfire Detection Using Convolutional Neural Network. Communications in Computer and Information Science, 2020, , 18-30.	0.5	5
22	Deep Learning based Effective Surveillance System for Low-Illumination Environments. , 2019, , .		6
23	Deep neural network concepts for background subtraction:A systematic review and comparative evaluation. Neural Networks, 2019, 117, 8-66.	5.9	250
24	Convolutional neural network with structural input for visual object tracking. , 2019, , .		6
25	Deep Siamese Networks toward Robust Visual Tracking. , 2019, , .		5
26	Complete Moving Object Detection in the Context of Robust Subspace Learning. , 2019, , .		4
27	Unsupervised deep context prediction for background estimation and foreground segmentation. Machine Vision and Applications, 2019, 30, 375-395.	2.7	52
28	Moving Object Detection in Complex Scene Using Spatiotemporal Structured-Sparse RPCA. IEEE Transactions on Image Processing, 2019, 28, 1007-1022.	9.8	82
29	Spatiotemporal Low-Rank Modeling for Complex Scene Background Initialization. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1315-1329.	8.3	68
30	A prototype of a self-motion training system based on deep convolutional neural network and multiple FAMirror. , 2018, , .		0
31	Focused augmented mirror based on human visual perception. Visual Computer, 2017, 33, 625-636.	3.5	3
32	Decomposition into low-rank plus additive matrices for background/foreground separation: A review for a comparative evaluation with a large-scale dataset. Computer Science Review, 2017, 23, 1-71.	15.3	259
33	Background“Foreground Modeling Based on Spatiotemporal Sparse Subspace Clustering. IEEE Transactions on Image Processing, 2017, 26, 5840-5854.	9.8	103
34	Moving Object Detection on RGB-D Videos Using Graph Regularized Spatiotemporal RPCA. Lecture Notes in Computer Science, 2017, , 230-241.	1.3	20
35	Reduced keyframes for fast bundle adjustment using point and line features in monoslam. , 2017, , .		0
36	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

#	ARTICLE	IF	CITATIONS
37	Improving OR-PCA via smoothed spatially-consistent low-rank modeling for background subtraction. , 2017, , .		8
38	SBMI-LTD. , 2017, , .		8
39	Motion-Aware Graph Regularized RPCA for background modeling of complex scenes. , 2016, , .		28
40	Online Stochastic Tensor Decomposition for Background Subtraction in Multispectral Video Sequences. , 2015, , .		48
41	Background Subtraction via Superpixel-Based Online Matrix Decomposition with Structured Foreground Constraints. , 2015, , .		40
42	Stochastic Decomposition into Low Rank and Sparse Tensor for Robust Background Subtraction. , 2015, , .		21
43	OR-PCA with MRF for Robust Foreground Detection in Highly Dynamic Backgrounds. Lecture Notes in Computer Science, 2015, , 284-299.	1.3	11
44	OR-PCA with dynamic feature selection for robust background subtraction. , 2015, , .		23
45	TLD based vehicle tracking system for AR-HUD using HOG and online SVM in EHMI. , 2015, , .		2
46	Depth extended online RPCA with spatiotemporal constraints for robust background subtraction. , 2015, , .		14
47	Real-time 3D cube detection and tracking using depth sensor for interactive augmented reality system. , 2015, , .		0
48	Combining ARF and OR-PCA for Robust Background Subtraction of Noisy Videos. Lecture Notes in Computer Science, 2015, , 340-351.	1.3	11
49	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
50	Development of augmented forward collision warning system for Head-Up Display. , 2014, , .		2
51	Robust background subtraction via online robust PCA using image decomposition. , 2014, , .		15
52	QR-code based online robot augmented reality system for education. , 2014, , .		3
53	Stixels estimation through stereo matching of road scenes. , 2014, , .		3
54	A projector-based full windshield HUD simulator to evaluate the visualization methods. , 2014, , .		9

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55	Two-Phase Calibration for a Mirror Metaphor Augmented Reality System. Proceedings of the IEEE, 2014, 102, 196-203.	21.3	15
56	Pedestrian detection of road scenes using depth and intensity features. , 2014, , .		0
57	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
58	Recognition of visual signals and firing positions for virtual military training systems. , 2013, , .		1
59	Pedestrian detection using labeled depth data. , 2013, , .		4
60	Foreground Object Detection and Tracking for Visual Surveillance System: A Hybrid Approach. , 2013, , .		3
61	Real-time vehicle detection using equi-height mosaicking image. , 2013, , .		6
62	Adaptive local color correction for stereoscopic three-dimensional displays. Journal of Electronic Imaging, 2013, 22, 033026.	0.9	0
63	Rotation estimation for visual odometry using 3D vector correspondence. , 2013, , .		0
64	Geometric feature selection for vehicle pose estimation on dynamic road scenes. , 2013, , .		1
65	Protecting Android applications with steganography-based software watermarking. , 2013, , .		7
66	Inâ€Vehicle ARâ€HUD System to Provide Drivingâ€Safety Information. ETRI Journal, 2013, 35, 1038-1047.	2.0	88
67	GPU-Based Real-Time Pedestrian Detection and Tracking Using Equi-Height Mosaicking Image. Lecture Notes in Computer Science, 2013, , 409-416.	1.3	2
68	Panoramic Vision System to Eliminate Driverâ€™s Blind Spots using a Laser Sensor and Cameras. International Journal of Intelligent Transportation Systems Research, 2012, 10, 101-114.	1.1	12
69	Billboard sweep stereo for obstacle detection in road scenes. Electronics Letters, 2012, 48, 1528-1530.	1.0	10
70	Adaptive and scalable color correction for stereoscopic 3D displays. , 2012, , .		0
71	RANSAC-based Or thogonal Vanishing Point Estimation in the Equirectangular Images. Journal of Korea Multimedia Society, 2012, 15, 1430-1441.	0.2	2
72	Estimation of Illuminants for Plausible Lighting in Augmented Reality. , 2011, , .		7

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73	hSGM: Hierarchical Pyramid Based Stereo Matching Algorithm. Lecture Notes in Computer Science, 2011, , 693-701.	1.3	2
74	Localized Earth Mover's Distance for Robust Histogram Comparison. Lecture Notes in Computer Science, 2011, , 478-489.	1.3	0
75	Practical modeling technique for large-scale 3D building models from ground images. Pattern Recognition Letters, 2009, 30, 861-869.	4.2	9
76	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
77	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
78	Natural Image Matting Based on Neighbor Embedding. , 2007, , 449-460.		6
79	A Scalable Pipeline Data Processing Framework Using Database and Visualization Techniques. , 2007, , 334-344.		0
80	3D City Model Generation from Ground Images. Lecture Notes in Computer Science, 2006, , 630-638.	1.3	1
81	A Streaming Engine for PC-Based 3D Network Games onto Heterogeneous Mobile Platforms. Lecture Notes in Computer Science, 2006, , 797-800.	1.3	3
82	An Efficient Manipulation of Game Contents on Heterogeneous Platforms Using MR Interface. Lecture Notes in Computer Science, 2006, , 1193-1203.	1.3	0
83	Multiple path-based approach to image-based street walkthrough. Computer Animation and Virtual Worlds, 2005, 16, 85-95.	1.2	0
84	A moving planar mirror based approach for cultural reconstruction. Computer Animation and Virtual Worlds, 2004, 15, 415-423.	1.2	20
85	A hand-held approach to 3D reconstruction using light stripe projections onto a cube frame. Visual Computer, 2004, 20, 494-506.	3.5	2
86	Photocatalytic decomposition of 4-nitrophenol over titanium silicalite (TS-1) catalysts. Applied Catalysis A: General, 2003, 239, 197-208.	4.3	31
87	Computer Vision-Assisted Interaction in X3D Virtual Environment on WWW. Lecture Notes in Computer Science, 2003, , 332-341.	1.3	1
88	Automatic Integration of Facade Textures into 3D Building Models with a Projective Geometry Based Line Clustering. Computer Graphics Forum, 2002, 21, 511-519.	3.0	38
89	Delaunay Triangles Model for Image-Based Motion Retargeting. , 2001, , 158-168.		0
90	Robust multi-view correspondence of noisy 2D points using relaxation. Electronics Letters, 2000, 36, 719.	1.0	1

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91	Constructing cylindrical panoramic image using equidistant matching. Electronics Letters, 1999, 35, 1715.	1.0	10
92	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
93	Synthesis of Human Motion Using Kalman Filter. Lecture Notes in Computer Science, 1998, , 100-112.	1.3	9
94	3-D tracking and motion estimation using hierarchical Kalman filter. IET Computer Vision, 1997, 144, 293.	1.3	3
95	Exploiting temporally coherent visibility for accelerated walkthroughs. Computers and Graphics, 1997, 21, 507-517.	2.5	2
96	Tracking and Motion Estimation of the Articulated Object: a Hierarchical Kalman Filter Approach. Real Time Imaging, 1997, 3, 415-432.	1.6	15
97	<title>Real-time crowdedness measuring system for Taejon EXPO '93</title>. , 1994, 2347, 33.		0
98	Efficient 3-D object representation and recognition based on CAD. Pattern Recognition Letters, 1993, 14, 679-687.	4.2	0
99	Modeling of saccadic movements using neural networks. , 0, , .		1
100	Calibration-free approach to 3D reconstruction using light stripe projections on a cube frame. , 0, , .		9
101	Automatic pose estimation of complex 3D building models. , 0, , .		7
102	Integrating ground and aerial views for urban site modeling. , 0, , .		5
103	Capture configuration for image-based street walkthroughs. , 0, , .		2
104	Adaptive strip compression for panorama video streaming. , 0, , .		1
105	Visualization for a Multi-Sensor Data Analysis. , 0, , .		6
106	Particle filter with analytical inference for human body tracking. , 0, , .		27
107	Siamese-Based Attention Learning Networks for Robust Visual Object Tracking. Artificial Intelligence, 0, , .	2.3	0