Mikael Rousson

List of Publications by Year
in descending order

15 papers	**2,172** citations	623574 **14** h-index	1058333 **14** g-index
15 all docs	**15** docs citations	**15** times ranked	**1653** citing authors

#	Article	IF	Citations
1	A Review of Statistical Approaches to Level Set Segmentation: Integrating Color, Texture, Motion and Shape. International Journal of Computer Vision, 2007, 72, 195-215.	10.9	894
2	Shape Priors for Level Set Representations. Lecture Notes in Computer Science, 2002, , 78-92.	1.0	291
3	Statistics on the Manifold of Multivariate Normal Distributions: Theory and Application to Diffusion Tensor MRI Processing. Journal of Mathematical Imaging and Vision, 2006, 25, 423-444.	0.8	214
4	Non-rigid registration using distance functions. Computer Vision and Image Understanding, 2003, 89, 142-165.	3.0	119
5	Prior Knowledge, Level Set Representations & Visual Grouping. International Journal of Computer Vision, 2008, 76, 231-243.	10.9	95
6	Colour, texture, and motion in level set based segmentation and tracking. Image and Vision Computing, 2010, 28, 376-390.	2.7	89
7	Efficient Kernel Density Estimation of Shape and Intensity Priors for Level Set Segmentation. Lecture Notes in Computer Science, 2005, 8, 757-764.	1.0	76
8	Matching Distance Functions: A Shape-to-Area Variational Approach for Global-to-Local Registration. Lecture Notes in Computer Science, 2002, , 775-789.	1.0	72
9	Unsupervised Segmentation Incorporating Colour, Texture, and Motion. Lecture Notes in Computer Science, 2003, , 353-360.	1.0	71
10	Implicit Active Shape Models for 3D Segmentation in MR Imaging. Lecture Notes in Computer Science, 2004, , 209-216.	1.0	64
11	Efficient Segmentation of Piecewise Smooth Images. , 2007, , 709-720.		64
12	A Riemannian Approach to Diffusion Tensor Images Segmentation. Lecture Notes in Computer Science, 2005, 19, 591-602.	1.0	41
13	Level Set and Region Based Surface Propagation for Diffusion Tensor MRI Segmentation. Lecture Notes in Computer Science, 2004, , 123-134.	1.0	35
14	Segmentation of 3D Probability Density Fields by Surface Evolution: Application to Diffusion MRI. Lecture Notes in Computer Science, 2004, , 18-25.	1.0	25
15	Tensor Processing for Texture and Colour Segmentation. Lecture Notes in Computer Science, 2005, , 1117-1127.	1.0	22