

Shi-Min Hu

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

82
papers

2,986
citations

21
h-index

53
g-index

102
ext. papers

4,017
ext. citations

4.5
avg, IF

5.66
L-index

#	Paper	IF	Citations
82	Hybrid Static-Dynamic Analysis of Data Races Caused by Inconsistent Locking Discipline in Device Drivers. <i>IEEE Transactions on Software Engineering</i> , 2022 , 1-1	3.5	
81	Subdivision-based Mesh Convolution Networks. <i>ACM Transactions on Graphics</i> , 2022 , 41, 1-16	7.6	5
80	PCT: Point cloud transformer. <i>Computational Visual Media</i> , 2021 , 7, 187-199	3.9	125
79	Can attention enable MLPs to catch up with CNNs?. <i>Computational Visual Media</i> , 2021 , 7, 283-288	3.9	3
78	Prominent Structures for Video Analysis and Editing. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021 , 27, 3305-3317	4	1
77	High-Quality Textured 3D Shape Reconstruction with Cascaded Fully Convolutional Networks. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021 , 27, 83-97	4	7
76	Hierarchical Generation of Human Pose With Part-Based Layer Representation. <i>IEEE Transactions on Image Processing</i> , 2021 , 30, 7856-7866	8.7	1
75	Jittor-GAN: A fast-training generative adversarial network model zoo based on Jittor. <i>Computational Visual Media</i> , 2021 , 7, 153-157	3.9	2
74	ClusterSLAM: A SLAM backend for simultaneous rigid body clustering and motion estimation. <i>Computational Visual Media</i> , 2021 , 7, 87-101	3.9	3
73	Supervoxel Convolution for Online 3D Semantic Segmentation. <i>ACM Transactions on Graphics</i> , 2021 , 40, 1-15	7.6	3
72	LinkNet: 2D-3D linked multi-modal network for online semantic segmentation of RGB-D videos. <i>Computers and Graphics</i> , 2021 , 98, 37-47	1.8	1
71	Transitioning360: Content-aware NFoV Virtual Camera Paths for 360° Video Playback 2020 ,		2
70	Effective Detection of Sleep-in-atomic-context Bugs in the Linux Kernel. <i>ACM Transactions on Computer Systems</i> , 2020 , 36, 1-30	1.1	0
69	ClusterVO: Clustering Moving Instances and Estimating Visual Odometry for Self and Surroundings 2020 ,		21
68	Lidar-Monocular Visual Odometry using Point and Line Features 2020 ,		11
67	Jittor: a novel deep learning framework with meta-operators and unified graph execution. <i>Science China Information Sciences</i> , 2020 , 63, 1	3.4	24
66	A Divergence-free Mixture Model for Multiphase Fluids. <i>Computer Graphics Forum</i> , 2020 , 39, 69-77	2.4	1

65	Poisson Vector Graphics (PVG). <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020 , 26, 1361-1371	4	8
64	Semantic Labeling and Instance Segmentation of 3D Point Clouds Using Patch Context Analysis and Multiscale Processing. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020 , 26, 2485-2498	4	19
63	HeteroFusion: Dense Scene Reconstruction Integrating Multi-Sensors. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020 , 26, 3217-3230	4	7
62	Temporally Coherent Video Harmonization Using Adversarial Networks. <i>IEEE Transactions on Image Processing</i> , 2020 , 29, 214-224	8.7	5
61	Detecting Data Races Caused by Inconsistent Lock Protection in Device Drivers 2019 ,		2
60	Two-Layer QR Codes. <i>IEEE Transactions on Image Processing</i> , 2019 , 28, 4413-4428	8.7	16
59	DCNS 2019 ,		3
58	A Large Chinese Text Dataset in the Wild. <i>Journal of Computer Science and Technology</i> , 2019 , 34, 509-521	11.7	23
57	Probabilistic Projective Association and Semantic Guided Relocalization for Dense Reconstruction 2019 ,		3
56	Write-a-video. <i>ACM Transactions on Graphics</i> , 2019 , 38, 1-13	7.6	12
55	Deep Portrait Image Completion and Extrapolation. <i>IEEE Transactions on Image Processing</i> , 2019 ,	8.7	13
54	A Metric for Video Blending Quality Assessment. <i>IEEE Transactions on Image Processing</i> , 2019 ,	8.7	4
53	Fuzzing Error Handling Code in Device Drivers Based on Software Fault Injection 2019 ,		3
52	Faithful Face Image Completion for HMD Occlusion Removal 2019 ,		3
51	Learning Explicit Smoothing Kernels for Joint Image Filtering. <i>Computer Graphics Forum</i> , 2019 , 38, 181-190	11.7	7
50	A Rigging-Skinning Scheme to Control Fluid Simulation. <i>Computer Graphics Forum</i> , 2019 , 38, 501-512	2.4	3
49	A Comparative Study of Algorithms for Realtime Panoramic Video Blending. <i>IEEE Transactions on Image Processing</i> , 2018 , 27, 2952-2965	8.7	18
48	Hyper-Lapse From Multiple Spatially-Overlapping Videos. <i>IEEE Transactions on Image Processing</i> , 2018 , 27, 1735-1747	8.7	10

47	PhotoRecomposer: Interactive Photo Recomposition by Cropping. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2018 , 24, 2728-2742	4	16
46	. <i>IEEE Transactions on Multimedia</i> , 2018 , 20, 1987-1999	6.6	11
45	Real-Time High-Fidelity Surface Flow Simulation. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2018 , 24, 2411-2423	4	4
44	BiggerSelfie: Selfie Video Expansion With Hand-Held Camera. <i>IEEE Transactions on Image Processing</i> , 2018 , 27, 5854-5865	8.7	9
43	Computational Design of Transforming Pop-up Books. <i>ACM Transactions on Graphics</i> , 2018 , 37, 1-14	7.6	3
42	Associating Inter-image Salient Instances for Weakly Supervised Semantic Segmentation. <i>Lecture Notes in Computer Science</i> , 2018 , 371-388	0.9	30
41	Learning to Reconstruct High-Quality 3D Shapes with Cascaded Fully Convolutional Networks. <i>Lecture Notes in Computer Science</i> , 2018 , 626-643	0.9	10
40	Deep Online Video Stabilization with Multi-Grid Warping Transformation Learning. <i>IEEE Transactions on Image Processing</i> , 2018 ,	8.7	28
39	Deep Video Stabilization Using Adversarial Networks. <i>Computer Graphics Forum</i> , 2018 , 37, 267-276	2.4	13
38	A Temporally Adaptive Material Point Method with Regional Time Stepping. <i>Computer Graphics Forum</i> , 2018 , 37, 195-204	2.4	15
37	Controllable Dendritic Crystal Simulation Using Orientation Field. <i>Computer Graphics Forum</i> , 2018 , 37, 485-495	2.4	4
36	High-speed video generation with an event camera. <i>Visual Computer</i> , 2017 , 33, 749-759	2.3	6
35	A unified particle system framework for multi-phase, multi-material visual simulations. <i>ACM Transactions on Graphics</i> , 2017 , 36, 1-13	7.6	27
34	Multiphase SPH simulation for interactive fluids and solids. <i>ACM Transactions on Graphics</i> , 2016 , 35, 1-11	7.6	32
33	Robust background identification for dynamic video editing. <i>ACM Transactions on Graphics</i> , 2016 , 35, 1-12	7.6	16
32	Mining and checking paired functions in device drivers using characteristic fault injection. <i>Information and Software Technology</i> , 2016 , 73, 122-133	3.4	4
31	PF-Miner: A practical paired functions mining method for Android kernel in error paths. <i>Journal of Systems and Software</i> , 2016 , 121, 234-246	3.3	5
30	Fast SPH simulation for gaseous fluids. <i>Visual Computer</i> , 2016 , 32, 523-534	2.3	9

29	Global Contrast Based Salient Region Detection. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2015 , 37, 569-82	13.3	1460
28	A response time model for abrupt changes in binocular disparity. <i>Visual Computer</i> , 2015 , 31, 675-687	2.3	10
27	Panorama completion for street views. <i>Computational Visual Media</i> , 2015 , 1, 49-57	3.9	7
26	3D indoor scene modeling from RGB-D data: a survey. <i>Computational Visual Media</i> , 2015 , 1, 267-278	3.9	50
25	Fast multiple-fluid simulation using Helmholtz free energy. <i>ACM Transactions on Graphics</i> , 2015 , 34, 1-11	7.6	25
24	Multiple-Fluid SPH Simulation Using a Mixture Model. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-11	7.6	62
23	Stereoscopic image completion and depth recovery. <i>Visual Computer</i> , 2014 , 30, 833-843	2.3	16
22	BiggerPicture. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-13	7.6	20
21	Automatic semantic modeling of indoor scenes from low-quality RGB-D data using contextual information. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-12	7.6	76
20	Motion-aware gradient domain video composition. <i>IEEE Transactions on Image Processing</i> , 2013 , 22, 2532-2544	7.6	17
19	Timeline editing of objects in video. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2013 , 19, 1218-27	4	19
18	A Data-Driven Approach to Realistic Shape Morphing. <i>Computer Graphics Forum</i> , 2013 , 32, 449-457	2.4	24
17	Data-Driven Object Manipulation in Images. <i>Computer Graphics Forum</i> , 2012 , 31, 265-274	2.4	29
16	Serialdriver: improving the reliability of device drivers through serialization. <i>IEEE Transactions on Consumer Electronics</i> , 2012 , 58, 1070-1076	4.8	1
15	Structure recovery by part assembly. <i>ACM Transactions on Graphics</i> , 2012 , 31, 1-11	7.6	91
14	FDTL: a unified flash memory and hard disk translation layer. <i>IEEE Transactions on Consumer Electronics</i> , 2011 , 57, 1719-1727	4.8	7
13	Bridging the information gap between buffer and flash translation layer for flash memory. <i>IEEE Transactions on Consumer Electronics</i> , 2011 , 57, 1765-1773	4.8	7
12	RepFinder. <i>ACM Transactions on Graphics</i> , 2010 , 29, 1-8	7.6	80

11	Guest Editorial Solid and Physical Modeling. <i>IEEE Transactions on Automation Science and Engineering</i> , 2009 , 6, 397-398	4.9	
10	Evaluation for Small Visual Difference Between Conforming Meshes on Strain Field. <i>Journal of Computer Science and Technology</i> , 2009 , 24, 65-75	1.7	28
9	Simulating Gaseous Fluids with Low and High Speeds. <i>Computer Graphics Forum</i> , 2009 , 28, 1845-1852	2.4	14
8	Handling degenerate cases in exact geodesic computation on triangle meshes. <i>Visual Computer</i> , 2007 , 23, 661-668	2.3	18
7	3D Morphing Using Strain Field Interpolation. <i>Journal of Computer Science and Technology</i> , 2007 , 22, 147-155	1.7	16
6	Developable Strip Approximation of Parametric Surfaces with Global Error Bounds 2007 ,		2
5	Geometry and Convergence Analysis of Algorithms for Registration of 3D Shapes. <i>International Journal of Computer Vision</i> , 2006 , 67, 277-296	10.6	137
4	Tolerances in Geometric Constraint Problems. <i>Reliable Computing</i> , 2005 , 11, 235-251		6
3	Adaptive tree similarity learning for image retrieval. <i>Multimedia Systems</i> , 2003 , 9, 131-143	2.2	9
2	Direct manipulation of FFD: efficient explicit solutions and decomposable multiple point constraints. <i>Visual Computer</i> , 2001 , 17, 370-379	2.3	54
1	Attention mechanisms in computer vision: A survey. <i>Computational Visual Media</i> , 1	3.9	72