

# Antonio Torralba

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12102529/publications.pdf>

Version: 2024-02-01

84  
papers

36,095  
citations

71102

41  
h-index

182427

51  
g-index

85  
all docs

85  
docs citations

85  
times ranked

20882  
citing authors

#	ARTICLE	IF	CITATIONS
1	Learning Deep Features for Discriminative Localization. , 2016, , .		5,267
2	Modeling the Shape of the Scene: A Holistic Representation of the Spatial Envelope. International Journal of Computer Vision, 2001, 42, 145-175.	15.6	5,192
3	LabelMe: A Database and Web-Based Tool for Image Annotation. International Journal of Computer Vision, 2008, 77, 157-173.	15.6	2,723
4	Places: A 10 Million Image Database for Scene Recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 1452-1464.	13.9	1,833
5	SUN database: Large-scale scene recognition from abbey to zoo. , 2010, , .		1,661
6	Scene Parsing through ADE20K Dataset. , 2017, , .		1,396
7	80 Million Tiny Images: A Large Data Set for Nonparametric Object and Scene Recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 1958-1970.	13.9	1,376
8	Contextual guidance of eye movements and attention in real-world scenes: The role of global features in object search.. Psychological Review, 2006, 113, 766-786.	3.8	1,352
9	Unbiased look at dataset bias. , 2011, , .		1,227
10	Chapter 2 Building the gist of a scene: the role of global image features in recognition. Progress in Brain Research, 2006, 155, 23-36.	1.4	1,059
11	Recognizing indoor scenes. , 2009, , .		898
12	The role of context in object recognition. Trends in Cognitive Sciences, 2007, 11, 520-527.	7.8	770
13	Learning the signatures of the human grasp using a scalable tactile glove. Nature, 2019, 569, 698-702.	27.8	697
14	Semantic Understanding of Scenes Through the ADE20K Dataset. International Journal of Computer Vision, 2019, 127, 302-321.	15.6	649
15	Contextual Priming for Object Detection. International Journal of Computer Vision, 2003, 53, 169-191.	15.6	610
16	Network Dissection: Quantifying Interpretability of Deep Visual Representations. , 2017, , .		593
17	Sharing Visual Features for Multiclass and Multiview Object Detection. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2007, 29, 854-869.	13.9	567
18	Statistics of natural image categories. Network: Computation in Neural Systems, 2003, 14, 391-412.	3.6	538

#	ARTICLE	IF	CITATIONS
19	Small codes and large image databases for recognition. , 2008, , .		483
20	SUN3D: A Database of Big Spaces Reconstructed Using SfM and Object Labels. , 2013, , .		482
21	What Do Different Evaluation Metrics Tell Us About Saliency Models?. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 740-757.	13.9	418
22	SIFT Flow: Dense Correspondence across Different Scenes. Lecture Notes in Computer Science, 2008, , 28-42.	1.3	311
23	Nonparametric Scene Parsing via Label Transfer. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2011, 33, 2368-2382.	13.9	278
24	Modelling search for people in 900 scenes: A combined source model of eye guidance. Visual Cognition, 2009, 17, 945-978.	1.6	271
25	What makes an image memorable?. , 2011, , .		264
26	Statistics of natural image categories. Network: Computation in Neural Systems, 2003, 14, 391-412.	3.6	261
27	Specular reflections and the perception of shape. Journal of Vision, 2004, 4, 10.	0.3	249
28	Undoing the Damage of Dataset Bias. Lecture Notes in Computer Science, 2012, , 158-171.	1.3	227
29	LabelMe: Online Image Annotation and Applications. Proceedings of the IEEE, 2010, 98, 1467-1484.	21.3	213
30	SUN Database: Exploring a Large Collection of Scene Categories. International Journal of Computer Vision, 2016, 119, 3-22.	15.6	208
31	Modeling global scene factors in attention. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 2003, 20, 1407.	1.5	202
32	Visually Indicated Sounds. , 2016, , .		197
33	What Makes a Photograph Memorable?. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2014, 36, 1469-1482.	13.9	191
34	HOGgles: Visualizing Object Detection Features. , 2013, , .		182
35	Understanding the role of individual units in a deep neural network. Proceedings of the National Academy of Sciences of the United States of America, 2020, 117, 30071-30078.	7.1	176
36	Learning humanâ€“environment interactions using conformal tactile textiles. Nature Electronics, 2021, 4, 193-201.	26.0	172

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37	Nonparametric scene parsing: Label transfer via dense scene alignment. , 2009, , .		166
38	Intrinsic and extrinsic effects on image memorability. Vision Research, 2015, 116, 165-178.	1.4	164
39	Parsing IKEA Objects: Fine Pose Estimation. , 2013, , .		163
40	Ambient Sound Provides Supervision for Visual Learning. Lecture Notes in Computer Science, 2016, , 801-816.	1.3	159
41	Interpreting Deep Visual Representations via Network Dissection. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 2131-2145.	13.9	140
42	Describing Visual Scenes Using Transformed Objects and Parts. International Journal of Computer Vision, 2008, 77, 291-330.	15.6	122
43	Interpretable Basis Decomposition for Visual Explanation. Lecture Notes in Computer Science, 2018, , 122-138.	1.3	114
44	A Tree-Based Context Model for Object Recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2012, 34, 240-252.	13.9	109
45	DatasetGAN: Efficient Labeled Data Factory with Minimal Human Effort. , 2021, , .		101
46	How many pixels make an image?. Visual Neuroscience, 2009, 26, 123-131.	1.0	99
47	Object Detection and Localization Using Local and Global Features. Lecture Notes in Computer Science, 2006, , 382-400.	1.3	96
48	Context models and out-of-context objects. Pattern Recognition Letters, 2012, 33, 853-862.	4.2	85
49	Turning Corners into Cameras: Principles and Methods. , 2017, , .		82
50	SegICP: Integrated deep semantic segmentation and pose estimation. , 2017, , .		79
51	Modifying the Memorability of Face Photographs. , 2013, , .		76
52	Recognizing scene viewpoint using panoramic place representation. , 2012, , .		75
53	Fixations on low-resolution images. Journal of Vision, 2011, 11, 14-14.	0.3	64
54	Building a database of 3D scenes from user annotations. , 2009, , .		59

#	ARTICLE	IF	CITATIONS
55	Semantic Label Sharing for Learning with Many Categories. Lecture Notes in Computer Science, 2010, , 762-775.	1.3	58
56	Revealing hidden scenes by photon-efficient occlusion-based opportunistic active imaging. Optics Express, 2018, 26, 9945.	3.4	56
57	Looking Beyond the Visible Scene. , 2014, , .		52
58	Evaluation of image features using a photorealistic virtual world. , 2011, , .		51
59	Exploiting Occlusion in Non-Line-of-Sight Active Imaging. IEEE Transactions on Computational Imaging, 2018, 4, 419-431.	4.4	50
60	Open Vocabulary Scene Parsing. , 2017, , .		49
61	Scene-Centered Description from Spatial Envelope Properties. Lecture Notes in Computer Science, 2002, , 263-272.	1.3	46
62	A Data-Driven Approach for Event Prediction. Lecture Notes in Computer Science, 2010, , 707-720.	1.3	44
63	FPM: Fine Pose Parts-Based Model with 3D CAD Models. Lecture Notes in Computer Science, 2014, , 478-493.	1.3	43
64	Learning Sight from Sound: Ambient Sound Provides Supervision for Visual Learning. International Journal of Computer Vision, 2018, 126, 1120-1137.	15.6	40
65	Next-generation deep learning based on simulators and synthetic data. Trends in Cognitive Sciences, 2022, 26, 174-187.	7.8	40
66	Creating and exploring a large photorealistic virtual space. , 2008, , .		39
67	Self-powered sensing systems with learning capability. Joule, 2022, 6, 1475-1500.	24.0	38
68	Image memorability and visual inception. , 2012, , .		32
69	Intelligent Carpet: Inferring 3D Human Pose from Tactile Signals. , 2021, , .		29
70	SIFT Flow: Dense Correspondence Across Scenes and Its Applications. , 2016, , 15-49.		28
71	Accidental Pinhole and Pinspeck Cameras. International Journal of Computer Vision, 2014, 110, 92-112.	15.6	27
72	Visualizing Object Detection Features. International Journal of Computer Vision, 2016, 119, 145-158.	15.6	26

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73	Accidental pinhole and pinspeck cameras: Revealing the scene outside the picture. , 2012, , .		22
74	Infinite Images: Creating and Exploring a Large Photorealistic Virtual Space. Proceedings of the IEEE, 2010, 98, 1391-1407.	21.3	19
75	Contextual Influences on Saliency. , 2005, , 586-592.		18
76	3D Interpreter Networks for Viewer-Centered Wireframe Modeling. International Journal of Computer Vision, 2018, 126, 1009-1026.	15.6	17
77	Interpreting Visual Representations of Neural Networks via Network Dissection. Journal of Vision, 2018, 18, 1244.	0.3	10
78	What You Can Learn by Staring at a Blank Wall. , 2021, , .		10
79	Dynamic Modeling of Hand-Object Interactions via Tactile Sensing. , 2021, , .		9
80	How Little Do We Need for 3-D Shape Perception?. Perception, 2011, 40, 257-271.	1.2	4
81	Simultaneous detection and segmentation for generic objects. , 2011, , .		4
82	A boosting approach for the simultaneous detection and segmentation of generic objects. Pattern Recognition Letters, 2013, 34, 1490-1498.	4.2	3
83	Nonparametric Scene Parsing via Label Transfer. , 2016, , 207-236.		3
84	Scaling up instance annotation via label propagation. , 2021, , .		3