

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	Next-generation deep learning based on simulators and synthetic data. Trends in Cognitive Sciences, 2022, 26, 174-187.	7.8	40
2	Self-powered sensing systems with learning capability. Joule, 2022, 6, 1475-1500.	24.0	38
3	Learning human–environment interactions using conformal tactile textiles. Nature Electronics, 2021, 4, 193-201.	26.0	172
4	DatasetGAN: Efficient Labeled Data Factory with Minimal Human Effort. , 2021, , .		101
5	Intelligent Carpet: Inferring 3D Human Pose from Tactile Signals. , 2021, , .		29
6	Dynamic Modeling of Hand-Object Interactions via Tactile Sensing. , 2021, , .		9
7	What You Can Learn by Staring at a Blank Wall. , 2021, , .		10
8	Scaling up instance annotation via label propagation. , 2021, , .		3
9	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
10	Interpreting Deep Visual Representations via Network Dissection. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 2131-2145.	13.9	140
11	Learning the signatures of the human grasp using a scalable tactile glove. Nature, 2019, 569, 698-702.	27.8	697
12	Semantic Understanding of Scenes Through the ADE20K Dataset. International Journal of Computer Vision, 2019, 127, 302-321.	15.6	649
13	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
14	3D Interpreter Networks for Viewer-Centered Wireframe Modeling. International Journal of Computer Vision, 2018, 126, 1009-1026.	15.6	17
15	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
16	Learning Sight from Sound: Ambient Sound Provides Supervision for Visual Learning. International Journal of Computer Vision, 2018, 126, 1120-1137.	15.6	40
17	Revealing hidden scenes by photon-efficient occlusion-based opportunistic active imaging. Optics Express, 2018, 26, 9945.	3.4	56
18	Exploiting Occlusion in Non-Line-of-Sight Active Imaging. IEEE Transactions on Computational Imaging, 2018, 4, 419-431.	4.4	50

#	ARTICLE	IF	CITATIONS
19	Interpretable Basis Decomposition for Visual Explanation. Lecture Notes in Computer Science, 2018, , 122-138.	1.3	114
20	Interpreting Visual Representations of Neural Networks via Network Dissection. Journal of Vision, 2018, 18, 1244.	0.3	10
21	Network Dissection: Quantifying Interpretability of Deep Visual Representations. , 2017, , .		593
22	Scene Parsing through ADE20K Dataset. , 2017, , .		1,396
23	Open Vocabulary Scene Parsing. , 2017, , .		49
24	Turning Corners into Cameras: Principles and Methods. , 2017, , .		82
25	SeglCP: Integrated deep semantic segmentation and pose estimation. , 2017, , .		79
26	Learning Deep Features for Discriminative Localization. , 2016, , .		5,267
27	Visually Indicated Sounds. , 2016, , .		197
28	Visualizing Object Detection Features. International Journal of Computer Vision, 2016, 119, 145-158.	15.6	26
29	SUN Database: Exploring a Large Collection of Scene Categories. International Journal of Computer Vision, 2016, 119, 3-22.	15.6	208
30	Nonparametric Scene Parsing via Label Transfer. , 2016, , 207-236.		3
31	SIFT Flow: Dense Correspondence Across Scenes and Its Applications. , 2016, , 15-49.		28
32	Ambient Sound Provides Supervision for Visual Learning. Lecture Notes in Computer Science, 2016, , 801-816.	1.3	159
33	Intrinsic and extrinsic effects on image memorability. Vision Research, 2015, 116, 165-178.	1.4	164
34	Looking Beyond the Visible Scene. , 2014, , .		52
35	What Makes a Photograph Memorable?. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2014, 36, 1469-1482.	13.9	191
36	Accidental Pinhole and Pinspeck Cameras. International Journal of Computer Vision, 2014, 110, 92-112.	15.6	27

#	ARTICLE	IF	CITATIONS
37	FPM: Fine Pose Parts-Based Model with 3D CAD Models. Lecture Notes in Computer Science, 2014, , 478-493.	1.3	43
38	A boosting approach for the simultaneous detection and segmentation of generic objects. Pattern Recognition Letters, 2013, 34, 1490-1498.	4.2	3
39	HOGgles: Visualizing Object Detection Features. , 2013, , .		182
40	Modifying the Memorability of Face Photographs. , 2013, , .		76
41	SUN3D: A Database of Big Spaces Reconstructed Using SfM and Object Labels. , 2013, , .		482
42	Parsing IKEA Objects: Fine Pose Estimation. , 2013, , .		163
43	Recognizing scene viewpoint using panoramic place representation. , 2012, , .		75
44	Accidental pinhole and pinspeck cameras: Revealing the scene outside the picture. , 2012, , .		22
45	Image memorability and visual inception. , 2012, , .		32
46	Context models and out-of-context objects. Pattern Recognition Letters, 2012, 33, 853-862.	4.2	85
47	A Tree-Based Context Model for Object Recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2012, 34, 240-252.	13.9	109
48	Undoing the Damage of Dataset Bias. Lecture Notes in Computer Science, 2012, , 158-171.	1.3	227
49	Unbiased look at dataset bias. , 2011, , .		1,227
50	What makes an image memorable?. , 2011, , .		264
51	Nonparametric Scene Parsing via Label Transfer. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2011, 33, 2368-2382.	13.9	278
52	Fixations on low-resolution images. Journal of Vision, 2011, 11, 14-14.	0.3	64
53	How Little Do We Need for 3-D Shape Perception?. Perception, 2011, 40, 257-271.	1.2	4
54	Simultaneous detection and segmentation for generic objects. , 2011, , .		4

#	ARTICLE	IF	CITATIONS
55	Evaluation of image features using a photorealistic virtual world. , 2011, , .		51
56	Infinite Images: Creating and Exploring a Large Photorealistic Virtual Space. Proceedings of the IEEE, 2010, 98, 1391-1407.	21.3	19
57	LabelMe: Online Image Annotation and Applications. Proceedings of the IEEE, 2010, 98, 1467-1484.	21.3	213
58	SUN database: Large-scale scene recognition from abbey to zoo. , 2010, , .		1,661
59	Semantic Label Sharing for Learning with Many Categories. Lecture Notes in Computer Science, 2010, , 762-775.	1.3	58
60	A Data-Driven Approach for Event Prediction. Lecture Notes in Computer Science, 2010, , 707-720.	1.3	44
61	Building a database of 3D scenes from user annotations. , 2009, , .		59
62	Modelling search for people in 900 scenes: A combined source model of eye guidance. Visual Cognition, 2009, 17, 945-978.	1.6	271
63	How many pixels make an image?. Visual Neuroscience, 2009, 26, 123-131.	1.0	99
64	Recognizing indoor scenes. , 2009, , .		898
65	Nonparametric scene parsing: Label transfer via dense scene alignment. , 2009, , .		166
66	Describing Visual Scenes Using Transformed Objects and Parts. International Journal of Computer Vision, 2008, 77, 291-330.	15.6	122
67	LabelMe: A Database and Web-Based Tool for Image Annotation. International Journal of Computer Vision, 2008, 77, 157-173.	15.6	2,723
68	SIFT Flow: Dense Correspondence across Different Scenes. Lecture Notes in Computer Science, 2008, , 28-42.	1.3	311
69	Small codes and large image databases for recognition. , 2008, , .		483
70	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
71	Creating and exploring a large photorealistic virtual space. , 2008, , .		39
72	The role of context in object recognition. Trends in Cognitive Sciences, 2007, 11, 520-527.	7.8	770

#	ARTICLE	IF	CITATIONS
73	Sharing Visual Features for Multiclass and Multiview Object Detection. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2007, 29, 854-869.	13.9	567
74	Object Detection and Localization Using Local and Global Features. Lecture Notes in Computer Science, 2006, , 382-400.	1.3	96
75	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
76	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
77	Contextual Influences on Saliency. , 2005, , 586-592.		18
78	Specular reflections and the perception of shape. Journal of Vision, 2004, 4, 10.	0.3	249
79	Contextual Priming for Object Detection. International Journal of Computer Vision, 2003, 53, 169-191.	15.6	610
80	Statistics of natural image categories. Network: Computation in Neural Systems, 2003, 14, 391-412.	3.6	538
81	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
82	Statistics of natural image categories. Network: Computation in Neural Systems, 2003, 14, 391-412.	3.6	261
83	Scene-Centered Description from Spatial Envelope Properties. Lecture Notes in Computer Science, 2002, , 263-272.	1.3	46
84	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