Fabio Miranda

List of Publications by Year
in descending order

15 papers	236 citations	1307594 7 h-index	1281871 11 g-index
15 all docs	15 docs citations	15 times ranked	202 citing authors

#	Article	IF	Citations
1	Urban Pulse: Capturing the Rhythm of Cities. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 791-800.	4.4	67
2	<sc>TopKube</sc>: A Rank-Aware Data Cube for Real-Time Exploration of Spatiotemporal Data. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1394-1407.	4.4	32
3	Shadow Accrual Maps: Efficient Accumulation of City-Scale Shadows Over Time. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1559-1574.	4.4	25
4	Learning Geo-Contextual Embeddings for Commuting Flow Prediction. Proceedings of the AAAI Conference on Artificial Intelligence, 2020, 34, 808-816.	4.9	24
5	Time Lattice: A Data Structure for the Interactive Visual Analysis of Large Time Series. Computer Graphics Forum, 2018, 37, 23-35.	3.0	13
6	Interactive Visual Exploration of Spatio-Temporal Urban Data Sets using Urbane. , 2018, , .		13
7	Urban Mosaic. , 2020, , .		11
8	CitySurfaces: City-scale semantic segmentation of sidewalk materials. Sustainable Cities and Society, 2022, 79, 103630.	10.4	11
9	Data visualization tool for monitoring transit operation and performance. , 2017, , .		9
10	UrbanRama: Navigating Cities in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 4685-4699.	4.4	9
11	Visualizing simulation ensembles of extreme weather events. Computers and Graphics, 2022, 104, 162-172.	2.5	8
12	COVID-19 EnsembleVis: Visual Analysis of County-Level Ensemble Forecast Models. , 2021, , .		5
13	Volume rendering of unstructured hexahedral meshes. Visual Computer, 2012, 28, 1005-1014.	3.5	4
14	Near-Fall Detection in Unexpected Slips during Over-Ground Locomotion with Body-Worn Sensors among Older Adults. Sensors, 2022, 22, 3334.	3.8	4
15	A Comparative Study of Methods for the Visualization of Probability Distributions of Geographical Data. Multimodal Technologies and Interaction, 2022, 6, 53.	2.5	1