

# Xin Li

## List of Publications by Year in descending order

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165  
papers

5,078  
citations

147801

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110387

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165  
all docs

165  
docs citations

165  
times ranked

2912  
citing authors

#	ARTICLE	IF	CITATIONS
1	MHSA-Net: Multihead Self-Attention Network for Occluded Person Re-Identification. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 8210-8224.	11.3	27
2	Cross-Modal Semantic Matching Generative Adversarial Networks for Text-to-Image Synthesis. IEEE Transactions on Multimedia, 2022, 24, 832-845.	7.2	18
3	3D Multi-Object Tracking in Point Clouds Based on Prediction Confidence-Guided Data Association. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 5668-5677.	8.0	46
4	Spatio-Temporal 3-D Residual Networks for Simultaneous Detection and Depth Estimation of CFRP Subsurface Defects in Lock-In Thermography. IEEE Transactions on Industrial Informatics, 2022, 18, 2571-2581.	11.3	13
5	LAG-Net: Multi-Granularity Network for Person Re-Identification via Local Attention System. IEEE Transactions on Multimedia, 2022, 24, 217-229.	7.2	25
6	Analysis-suitable unstructured T-splines: Multiple extraordinary points per face. Computer Methods in Applied Mechanics and Engineering, 2022, 391, 114494.	6.6	25
7	BLNet: Bidirectional learning network for point clouds. Computational Visual Media, 2022, 8, 585-596.	17.5	2
8	LiDAR-based localization using universal encoding and memory-aware regression. Pattern Recognition, 2022, 128, 108685.	8.1	5
9	Improved non-uniform subdivision scheme with modified Eigen-polyhedron. Visual Computing for Industry, Biomedicine, and Art, 2022, 5, .	3.7	0
10	Isogeometric analysis based on modified Loop subdivision surface with improved convergence rates. Computer Methods in Applied Mechanics and Engineering, 2022, 398, 115258.	6.6	4
11	An optimized JPEG-Xt-based algorithm for the lossy and lossless compression of 16-bit depth medical image. Biomedical Signal Processing and Control, 2021, 64, 102306.	5.7	7
12	Non-Uniform Doo-Sabin Subdivision Surface via Eigen Polygon. Journal of Systems Science and Complexity, 2021, 34, 3-20.	2.8	4
13	FeatFlow: Learning geometric features for 3D motion estimation. Pattern Recognition, 2021, 111, 107574.	8.1	2
14	Real-time water level monitoring using live cameras and computer vision techniques. Computers and Geosciences, 2021, 147, 104642.	4.2	32
15	Tuned hybrid nonuniform subdivision surfaces with optimal convergence rates. International Journal for Numerical Methods in Engineering, 2021, 122, 2117-2144.	2.8	27
16	KT-GAN: Knowledge-Transfer Generative Adversarial Network for Text-to-Image Synthesis. IEEE Transactions on Image Processing, 2021, 30, 1275-1290.	9.8	43
17	Explicit Gaussian Quadrature Rules for $C^1$ Cubic Splines with Non-uniform Knot Sequences. Communications in Mathematics and Statistics, 2021, 9, 331-345.	1.5	3
18	A Hardware-adaptive Deep Feature Matching Pipeline for Real-time 3D Reconstruction. CAD Computer Aided Design, 2021, 132, 102984.	2.7	3

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19	AS++ T-splines: arbitrary degree, nestedness and approximation. <i>Numerische Mathematik</i> , 2021, 148, 795-816.	1.9	1
20	Multi-sensor spatial augmented reality for visualizing the invisible thermal information of 3D objects. <i>Optics and Lasers in Engineering</i> , 2021, 145, 106634.	3.8	5
21	ESKN: Enhanced selective kernel network for single image super-resolution. <i>Signal Processing</i> , 2021, 189, 108274.	3.7	8
22	Patching Non-Uniform Extraordinary Points with Sharp Features. , 2021, , .		0
23	Reassembling Shredded Document Stripes Using Word-Path Metric and Greedy Composition Optimal Matching Solver. <i>IEEE Transactions on Multimedia</i> , 2020, 22, 1168-1181.	7.2	6
24	Vehicle global 6-DoF pose estimation under traffic surveillance camera. <i>ISPRS Journal of Photogrammetry and Remote Sensing</i> , 2020, 159, 114-128.	11.1	15
25	SPM 2020 Editorial. <i>CAD Computer Aided Design</i> , 2020, 127, 102909.	2.7	0
26	Point2Node: Correlation Learning of Dynamic-Node for Point Cloud Feature Modeling. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , 2020, 34, 10925-10932.	4.9	48
27	A Discriminative Multi-Channel Facial Shape (MCFS) Representation and Feature Extraction for 3D Human Faces. <i>Computer Graphics Forum</i> , 2020, 39, 66-81.	3.0	1
28	Non-Uniform Subdivision Surfaces with Sharp Features. <i>Computer Graphics Forum</i> , 2020, 39, 232-242.	3.0	4
29	A Cross-Dimension Annotations Method for 3D Structural Facial Landmark Extraction. <i>Computer Graphics Forum</i> , 2020, 39, 623-636.	3.0	0
30	New soliton solutions to the nonlinear complex fractional Schrödinger equation and the conformable time-fractional Klein-Gordon equation with quadratic and cubic nonlinearity. <i>Physica Scripta</i> , 2020, 95, 045224.	2.5	29
31	WaterNet: An adaptive matching pipeline for segmenting water with volatile appearance. <i>Computational Visual Media</i> , 2020, 6, 65-78.	17.5	6
32	Optimizing heat-absorption efficiency of phase change materials by mimicking leaf vein morphology. <i>Applied Energy</i> , 2020, 269, 114982.	10.1	32
33	DDGCN: A Dynamic Directed Graph Convolutional Network for Action Recognition. <i>Lecture Notes in Computer Science</i> , 2020, , 761-776.	1.3	33
34	Computational feasibility of simulating changes in blood flow through whole-organ vascular networks from radiation injury. <i>Biomedical Physics and Engineering Express</i> , 2020, 6, 055027.	1.2	0
35	Robust procedural model fitting with a new geometric similarity estimator. <i>Pattern Recognition</i> , 2019, 85, 120-131.	8.1	12
36	de Boor-like evaluation algorithm for Analysis-suitable T-splines. <i>Graphical Models</i> , 2019, 106, 101042.	2.4	3

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37	3D Human Body Inpainting using Intrinsic Statistical Shape Models. , 2019, , .		0
38	Co-Presence in a Shared Virtual Environment (SVE): A Case Study of Highway Work Zone Construction. , 2019, , .		7
39	Hierarchical fragmented image reassembly using a bundle-of-superpixel representation. Computer Aided Geometric Design, 2019, 71, 220-230.	1.2	5
40	Hybrid non-uniform recursive subdivision with improved convergence rates. Computer Methods in Applied Mechanics and Engineering, 2019, 352, 606-624.	6.6	29
41	Non-iterative structural topology optimization using deep learning. CAD Computer Aided Design, 2019, 115, 172-180.	2.7	66
42	Exact traveling wave solutions to higher order nonlinear equations. Journal of Ocean Engineering and Science, 2019, 4, 276-288.	4.3	37
43	Automatic craniofacial registration based on radial curves. Computers and Graphics, 2019, 82, 264-274.	2.5	8
44	An economical representation of PDE solution by using compressive sensing approach. CAD Computer Aided Design, 2019, 115, 78-86.	2.7	4
45	JigsawNet: Shredded Image Reassembly Using Convolutional Neural Network and Loop-Based Composition. IEEE Transactions on Image Processing, 2019, 28, 4000-4015.	9.8	20
46	Fast and accurate single image super-resolution via an energy-aware improved deep residual network. Signal Processing, 2019, 162, 115-125.	3.7	18
47	S-splines: A simple surface solution for IGA and CAD. Computer Methods in Applied Mechanics and Engineering, 2019, 350, 664-678.	6.6	19
48	Real-Time Avatar Pose Transfer and Motion Generation Using Locally Encoded Laplacian Offsets. Journal of Computer Science and Technology, 2019, 34, 256-271.	1.5	6
49	RF-Net: An End-To-End Image Matching Network Based on Receptive Field. , 2019, , .		67
50	LO-Net: Deep Real-Time Lidar Odometry. , 2019, , .		114
51	Semantics-Enhanced Adversarial Nets for Text-to-Image Synthesis. , 2019, , .		56
52	A New Method to Design Cubic Pythagorean-Hodograph Spline Curves with Control Polygon. Communications in Mathematics and Statistics, 2019, 7, 363-381.	1.5	1
53	Multi-destination Map Layout Generation Based on Rigid Deformation. Jisuanji Fuzhu Sheji Yu Tuxingxue Xuebao/Journal of Computer-Aided Design and Computer Graphics, 2019, 31, 622.	0.2	0
54	On-the-fly extrinsic calibration of multimodal sensing system for fast 3D thermographic scanning. Applied Optics, 2019, 58, 3238.	1.8	3

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55	AS++ T-splines: Linear independence and approximation. Computer Methods in Applied Mechanics and Engineering, 2018, 333, 462-474.	6.6	19
56	Non-uniform interpolatory subdivision surface. Applied Mathematics and Computation, 2018, 324, 239-253.	2.2	11
57	An LCS-based 2D Fragmented Image Reassembly Algorithm. , 2018, , .		3
58	Image-based Human Character Modeling and Reconstruction for Virtual Reality Exposure Therapy. , 2018, , .		2
59	Depth and thermal sensor fusion to enhance 3D thermographic reconstruction. Optics Express, 2018, 26, 8179.	3.4	33
60	Blended B-spline construction on unstructured quadrilateral and hexahedral meshes with optimal convergence rates in isogeometric analysis. Computer Methods in Applied Mechanics and Engineering, 2018, 341, 609-639.	6.6	49
61	Sparse3D: A new global model for matching sparse RGB-D dataset with small inter-frame overlap. CAD Computer Aided Design, 2018, 102, 33-43.	2.7	10
62	Digital anthropometry: a critical review. European Journal of Clinical Nutrition, 2018, 72, 680-687.	2.9	84
63	Local refinement for analysis-suitable++ T-splines. Computer Methods in Applied Mechanics and Engineering, 2018, 342, 32-45.	6.6	28
64	Distributed poly-square mapping for large-scale semi-structured quad mesh generation. CAD Computer Aided Design, 2017, 90, 5-17.	2.7	12
65	Clinically applicable optical imaging technology for body size and shape analysis: comparison of systems differing in design. European Journal of Clinical Nutrition, 2017, 71, 1329-1335.	2.9	42
66	2D quad mesh generation using divide and conquer poly-square maps. , 2017, , .		0
67	Geometry-aware partitioning of complex domains for parallel quad meshing. CAD Computer Aided Design, 2017, 85, 20-33.	2.7	9
68	Automatic quad meshing by simulating NaCl crystallization. Procedia Engineering, 2017, 203, 284-296.	1.2	0
69	A VR scene modelling platform for PTSD treatment. , 2017, , .		2
70	A multi-frame graph matching algorithm for low-bandwidth RGB-D SLAM. CAD Computer Aided Design, 2016, 78, 107-117.	2.7	11
71	B-spline surface fitting with knot position optimization. Computers and Graphics, 2016, 58, 73-83.	2.5	32
72	Segmenting a surface mesh into pants using Morse theory. Graphical Models, 2016, 88, 12-21.	2.4	7

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73	Truncated Hierarchical Loop Subdivision Surfaces and application in isogeometric analysis. Computers and Mathematics With Applications, 2016, 72, 2041-2055.	2.7	6
74	$G^1$ non-uniform Catmull-Clark surfaces. ACM Transactions on Graphics, 2016, 35, 1-8.	7.2	11
75	On degree elevation of T-splines. Computer Aided Geometric Design, 2016, 46, 16-29.	1.2	5
76	On the dimension of spline spaces over T-meshes with smoothing cofactor-conformality method. Computer Aided Geometric Design, 2016, 41, 76-86.	1.2	11
77	Automated anthropometric phenotyping with novel Kinect-based three-dimensional imaging method: comparison with a reference laser imaging system. European Journal of Clinical Nutrition, 2016, 70, 475-481.	2.9	42
78	A survey on the local refinable splines. Science China Mathematics, 2016, 59, 617-644.	1.7	22
79	Reassembling 3D thin shells using integrated template guidance and fracture region matching. , 2015, , .		6
80	Recent algorithms on automatic hexahedral mesh generation. , 2015, , .		7
81	A Geometry-aware Data Partitioning Algorithm for Parallel Quad Mesh Generation on Large-scale 2D Regions. Procedia Engineering, 2015, 124, 44-56.	1.2	7
82	On the Linear Independence and Partition of Unity of Arbitrary Degree Analysis-Suitable T-splines. Communications in Mathematics and Statistics, 2015, 3, 353-364.	1.5	19
83	Palate Shape and Depth: A Shape-Matching and Machine Learning Method for Estimating Ancestry from Human Skeletal Remains. Journal of Forensic Sciences, 2015, 60, 1129-1134.	1.6	14
84	3D Fragment Reassembly Using Integrated Template Guidance and Fracture-Region Matching. , 2015, , .		41
85	Revised spectral matching algorithm for scenes with mutually inconsistent local transformations. IET Image Processing, 2015, 9, 916-922.	2.5	0
86	On Computing Mapping of 3D Objects. ACM Computing Surveys, 2015, 47, 1-45.	23.0	48
87	Dimensions of biquadratic and bicubic spline spaces over hierarchical T-meshes. Journal of Computational and Applied Mathematics, 2015, 287, 162-178.	2.0	20
88	A depth-incorporated 2D descriptor for robust and efficient 3D environment reconstruction. , 2015, , .		0
89	Efficient dense 3D reconstruction using image pairs. , 2015, , .		0
90	Hierarchical T-splines: Analysis-suitability, Bézier extraction, and application as an adaptive basis for isogeometric analysis. Computer Methods in Applied Mechanics and Engineering, 2015, 284, 1-20.	6.6	98

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91	Some Properties for Analysis-Suitable T-Splines. Journal of Computational Mathematics, 2015, 33, 428-442.	0.4	13
92	Some Properties for Analysis-Suitable T-Splines. Journal of Computational Mathematics, 2015, 33, 428-442.	0.4	6
93	Analysis-suitable T-splines: Characterization, refineability, and approximation. Mathematical Models and Methods in Applied Sciences, 2014, 24, 1141-1164.	3.3	79
94	Effective Volumetric Feature Modeling and Coarse Correspondence via Improved 3DSIFT and Spectral Matching. Mathematical Problems in Engineering, 2014, 2014, 1-10.	1.1	1
95	An introduction to Ricci flow and volumetric approximation with applications to shape modeling. , 2014, , .		1
96	On developing data integration and mining platform for classical Chinese literature study. , 2014, , .		0
97	Optimizing polycube domain construction for hexahedral remeshing. CAD Computer Aided Design, 2014, 46, 58-68.	2.7	33
98	A graph-based optimization algorithm for fragmented image reassembly. Graphical Models, 2014, 76, 484-495.	2.4	41
99	OPTIMIZING PYRAMID VISIBILITY COVERAGE FOR AUTONOMOUS ROBOTS IN 3D ENVIRONMENT. Control and Intelligent Systems, 2014, 42, .	0.3	2
100	Searching geometry-aware pants decomposition in different isotopy classes. Geometry Imaging and Computing, 2014, 1, 367-393.	0.8	4
101	An efficient spherical mapping algorithm and its application on spherical harmonics. Science China Information Sciences, 2013, 56, 1-10.	4.3	8
102	An efficient volumetric matching algorithm based on MSVs and 3DSURF. , 2013, , .		0
103	Interproximate curve subdivision. Journal of Computational and Applied Mathematics, 2013, 244, 36-48.	2.0	3
104	Surface Mesh to Volumetric Spline Conversion with Generalized Polycubes. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1539-1551.	4.4	38
105	Biharmonic Volumetric Mapping Using Fundamental Solutions. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 787-798.	4.4	31
106	Surface- and volume-based techniques for shape modeling and analysis. , 2013, , .		3
107	Consistent feature-aligned 4D image registration for respiratory motion modeling. , 2013, , .		3
108	Optimizing pyramid visibility coverage for autonomous robots in 3D environment. , 2013, , .		1

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109	Color and contour based reconstruction of fragmented image. , 2013, , .		4
110	A Symmetric 4D Registration Algorithm for Respiratory Motion Modeling. Lecture Notes in Computer Science, 2013, , 149-156.	1.3	7
111	On Optimizing Autonomous Pipeline Inspection. IEEE Transactions on Robotics, 2012, 28, 223-233.	10.3	22
112	Spherical DCB-Spline Surfaces with Hierarchical and Adaptive Knot Insertion. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1290-1303.	4.4	11
113	Fragmented skull modeling using heat kernels. Graphical Models, 2012, 74, 140-151.	2.4	34
114	A Geometric Approach for Multi-Degree Spline. Journal of Computer Science and Technology, 2012, 27, 841-850.	1.5	12
115	On linear independence of T-spline blending functions. Computer Aided Geometric Design, 2012, 29, 63-76.	1.2	184
116	An alternative method for constructing interpolatory subdivision from approximating subdivision. Computer Aided Geometric Design, 2012, 29, 474-484.	1.2	11
117	Restricted Trivariate Polycube Splines for Volumetric Data Modeling. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 703-716.	4.4	32
118	Toward More Precise Radiotherapy Treatment of Lung Tumors. Computer, 2012, 45, 59-65.	1.1	21
119	Efficient Spherical Parametrization Using Progressive Optimization. Lecture Notes in Computer Science, 2012, , 170-177.	1.3	9
120	3D surface stagnography using geometry images. , 2011, , .		0
121	Dynamic harmonic texture mapping using methods of fundamental solutions. , 2011, , .		0
122	Computing 3D Shape Guarding and Star Decomposition. Computer Graphics Forum, 2011, 30, 2087-2096.	3.0	8
123	Symmetry and template guided completion of damaged skulls. Computers and Graphics, 2011, 35, 885-893.	2.5	37
124	On the instability in the dimension of splines spaces over T-meshes. Computer Aided Geometric Design, 2011, 28, 420-426.	1.2	29
125	A topology-preserving optimization algorithm for polycube mapping. Computers and Graphics, 2011, 35, 639-649.	2.5	25
126	Curvature of singular Bézier curves and surfaces. Computer Aided Geometric Design, 2011, 28, 233-244.	1.2	4



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127	An efficient PILP algorithm for 3D region guarding and star decomposition. , 2011, , .		0
128	A survey of topology denoise technologies. , 2011, , .		1
129	Efficient 3D region guarding for multimedia data processing. , 2011, , .		3
130	Skull Assembly and Completion Using Template-Based Surface Matching. , 2011, , .		15
131	An automatic assembly and completion framework for fragmented skulls. , 2011, , .		14
132	Polynomial splines over general T-meshes. Visual Computer, 2010, 26, 277-286.	3.5	53
133	Preventing Future Oil Spills with Software-Based Event Detection. Computer, 2010, 43, 95-97.	1.1	6
134	Feature-aligned harmonic volumetric mapping using MFS. Computers and Graphics, 2010, 34, 242-251.	2.5	40
135	An interactive system for heterogeneous 3D volumetric data visualization. , 2010, , .		2
136	Spherical harmonic decomposition for surfaces of arbitrary topology. , 2010, , .		3
137	Hole filling using dynamic programming for archaeological data completion. , 2010, , .		0
138	A non-rigid registration algorithm for compatible skeletonization. , 2010, , .		1
139	Generalized PolyCube Trivariate Splines. , 2010, , .		35
140	Geometry-aware domain decomposition for T-spline-based manifold modeling. Computers and Graphics, 2009, 33, 359-368.	2.5	9
141	Meshless Harmonic Volumetric Mapping Using Fundamental Solution Methods. IEEE Transactions on Automation Science and Engineering, 2009, 6, 409-422.	5.2	32
142	Exact and approximate representations of trimmed surfaces with NURBS and B&#x00E9;zier surfaces. , 2009, , .		1
143	C&#x0026;#x0026;sup&#x0026;#x0026;1&#x0026;/sup&#x0026;#x0026; bicubic splines over general T-meshes. , 2009, , .		1
144	Volumetric texture synthesis using fundamental solution methods. , 2009, , .		0

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145	Gait planning in 3D robot simulation using ZMP theory. , 2009, , .		1
146	Surface reconstruction using bivariate simplex splines on Delaunay configurations. Computers and Graphics, 2009, 33, 341-350.	2.5	13
147	Surface Mapping Using Consistent Pants Decomposition. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 558-571.	4.4	35
148	Polycube splines. CAD Computer Aided Design, 2008, 40, 721-733.	2.7	65
149	Polynomial splines over hierarchical T-meshes. Graphical Models, 2008, 70, 76-86.	2.4	244
150	Globally Optimal Surface Mapping for Surfaces with Arbitrary Topology. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 805-819.	4.4	47
151	Surface matching using consistent pants decomposition. , 2008, , .		12
152	Watertight trimmed NURBS. ACM Transactions on Graphics, 2008, 27, 1-8.	7.2	109
153	Harmonic volumetric mapping for solid modeling applications. , 2007, , .		86
154	Polycube splines. , 2007, , .		36
155	Surface modeling with polynomial splines over hierarchical T-meshes. Visual Computer, 2007, 23, 1027-1033.	3.5	55
156	Conformal Spherical Parametrization for High Genus Surfaces. Communications in Information and Systems, 2007, 7, 273-286.	0.5	7
157	Curve Space: Classifying Curves On Surfaces. Communications in Information and Systems, 2007, 7, 207-226.	0.5	3
158	Spatial Analysis of News Sources. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 765-772.	4.4	46
159	Meshless thin-shell simulation based on global conformal parameterization. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 375-385.	4.4	46
160	Brain Image Analysis Using Spherical Splines. Lecture Notes in Computer Science, 2005, , 633-644.	1.3	4
161	New edge-directed interpolation. IEEE Transactions on Image Processing, 2001, 10, 1521-1527.	9.8	1,667
162	Curves-on-Surface: A General Shape Comparison Framework. , 0, , .		4

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163	A FAST METHOD FOR MEASURING THE SIMILARITY BETWEEN 3D MODEL AND 3D POINT CLOUD. International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives, 0, XLI-B1, 725-728.	0.2	5
164	DEEP LIDAR ODOMETRY. International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives, 0, XLII-2/W13, 1681-1686.	0.2	0
165	Isogeometric Topology Optimization Based on Deep Learning. Communications in Mathematics and Statistics, 0, , .	1.5	0