

Aniket Bera

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2482202/publications.pdf>

Version: 2024-02-01

53
papers

1,466
citations

840776

11
h-index

940533

16
g-index

53
all docs

53
docs citations

53
times ranked

818
citing authors

#	ARTICLE	IF	CITATIONS
1	TraPHic: Trajectory Prediction in Dense and Heterogeneous Traffic Using Weighted Interactions. , 2019, , .		144
2	Emotions Don't Lie. , 2020, , .		116
3	M3ER: Multiplicative Multimodal Emotion Recognition using Facial, Textual, and Speech Cues. Proceedings of the AAAI Conference on Artificial Intelligence, 2020, 34, 1359-1367.	4.9	115
4	PORCA: Modeling and Planning for Autonomous Driving Among Many Pedestrians. IEEE Robotics and Automation Letters, 2018, 3, 3418-3425.	5.1	112
5	Forecasting Trajectory and Behavior of Road-Agents Using Spectral Clustering in Graph-LSTMs. IEEE Robotics and Automation Letters, 2020, 5, 4882-4890.	5.1	90
6	EmotiCon: Context-Aware Multimodal Emotion Recognition Using Fregeâ€™s Principle. , 2020, , .		89
7	SocioSense: Robot navigation amongst pedestrians with social and psychological constraints. , 2017, , .		57
8	STEP: Spatial Temporal Graph Convolutional Networks for Emotion Perception from Gaits. Proceedings of the AAAI Conference on Artificial Intelligence, 2020, 34, 1342-1350.	4.9	53
9	GLMP- realtime pedestrian path prediction using global and local movement patterns. , 2016, , .		44
10	Realtime Anomaly Detection Using Trajectory-Level Crowd Behavior Learning. , 2016, , .		40
11	ARC: Alignment-based Redirection Controller for Redirected Walking in Complex Environments. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2535-2544.	4.4	38
12	Text2Gestures: A Transformer-Based Network for Generating Emotive Body Gestures for Virtual Agents. , 2021, , .		35
13	Realtime Multilevel Crowd Tracking Using Reciprocal Velocity Obstacles. , 2014, , .		33
14	RobustTP: End-to-End Trajectory Prediction for Heterogeneous Road-Agents in Dense Traffic with Noisy Sensor Inputs. , 2019, , .		33
15	ProxEmo: Gait-based Emotion Learning and Multi-view Proxemic Fusion for Socially-Aware Robot Navigation. , 2020, , .		31
16	Aggressive, Tense or Shy? Identifying Personality Traits from Crowd Videos. , 2017, , .		27
17	Interactive and adaptive data-driven crowd simulation. , 2016, , .		24
18	Online parameter learning for data-driven crowd simulation and content generation. Computers and Graphics, 2016, 55, 68-79.	2.5	24

#	ARTICLE	IF	CITATIONS
19	Redirected Walking in Static and Dynamic Scenes Using Visibility Polygons. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4267-4277.	4.4	24
20	AdaPT: Real-time adaptive pedestrian tracking for crowded scenes. , 2014, , .		23
21	Take an Emotion Walk: Perceiving Emotions from Gaits Using Hierarchical Attention Pooling and Affective Mapping. Lecture Notes in Computer Science, 2020, , 145-163.	1.3	21
22	EVA: Generating Emotional Behavior of Virtual Agents using Expressive Features of Gait and Gaze. , 2019, , .		20
23	Pedestrian Dominance Modeling for Socially-Aware Robot Navigation. , 2019, , .		20
24	CMetric: A Driving Behavior Measure using Centrality Functions. , 2020, , .		18
25	F2FCrowds: Planning Agent Movements to Enable Face-to-Face Interactions. Presence: Teleoperators and Virtual Environments, 2017, 26, 228-246.	0.6	17
26	Identifying Driver Behaviors Using Trajectory Features for Vehicle Navigation. , 2018, , .		17
27	<i>FVA:</i> Modeling Perceived Friendliness of Virtual Agents Using Movement Characteristics. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3135-3145.	4.4	16
28	REACH - Realtime crowd tracking using a hybrid motion model. , 2015, , .		13
29	Modeling Data-Driven Dominance Traits for Virtual Characters Using Gait Analysis. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2967-2979.	4.4	13
30	Multimodal and Context-Aware Emotion Perception Model With Multiplicative Fusion. IEEE MultiMedia, 2021, 28, 67-75.	1.7	13
31	Efficient and Safe Vehicle Navigation Based on Driver Behavior Classification. , 2018, , .		12
32	DensePeds: Pedestrian Tracking in Dense Crowds Using Front-RVO and Sparse Features. , 2019, , .		12
33	Interactive Crowd Content Generation and Analysis Using Trajectory-Level Behavior Learning. , 2015, , .		10
34	Interactive Crowd-Behavior Learning for Surveillance and Training. IEEE Computer Graphics and Applications, 2016, 36, 37-45.	1.2	10
35	Data-driven modeling of group entitativity in virtual environments. , 2018, , .		10
36	The Socially Invisible Robot Navigation in the Social World Using Robot Entitativity. , 2018, , .		10

#	ARTICLE	IF	CITATIONS
37	LCrowdV: Generating Labeled Videos for Simulation-Based Crowd Behavior Learning. Lecture Notes in Computer Science, 2016, , 709-727.	1.3	10
38	Learning Perceived Emotion Using Affective and Deep Features for Mental Health Applications. , 2019, , .		8
39	Classifying Group Emotions for Socially-Aware Autonomous Vehicle Navigation. , 2018, , .		7
40	LCrowdV: Generating labeled videos for pedestrian detectors training and crowd behavior learning. Neurocomputing, 2019, 337, 1-14.	5.9	7
41	Using Graph-Theoretic Machine Learning to Predict Human Driver Behavior. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 2572-2585.	8.0	7
42	Generating Emotive Gaits for Virtual Agents Using Affect-Based Autoregression. , 2020, , .		7
43	Modelling Multi-Channel Emotions Using Facial Expression and Trajectory Cues for Improving Socially-Aware Robot Navigation. , 2019, , .		6
44	Fast vectorization and upscaling images with natural objects using canny edge detection. , 2011, , .		5
45	Interactive and adaptive data-driven crowd simulation: User study. , 2016, , .		5
46	GraphRQI: Classifying Driver Behaviors Using Graph Spectrums. , 2020, , .		5
47	RoadTrack: Realtime Tracking of Road Agents in Dense and Heterogeneous Environments. , 2020, , .		5
48	How are you feeling? Multimodal Emotion Learning for Socially-Assistive Robot Navigation. , 2020, , .		3
49	ENI: Quantifying Environment Compatibility for Natural Walking in Virtual Reality. , 2022, , .		3
50	Modeling Trajectory-level Behaviors using Time Varying Pedestrian Movement Dynamics. Collective Dynamics, 0, 3, .	0.0	2
51	Can a Robot Trust You? : A DRL-Based Approach to Trust-Driven Human-Guided Navigation. , 2021, , .		1
52	Contextual Emotion Learning Challenge. , 2021, , .		1
53	Scene flow estimation from stereo video source. , 2011, , .		0