Shao-Yi Chien

List of Publications by Year
in descending order

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253	3,644	279487	214527
papers	citations	23 h-index	47 g-index

253	253	253	2108
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Efficient moving object segmentation algorithm using background registration technique. IEEE Transactions on Circuits and Systems for Video Technology, 2002, 12, 577-586.	5.6	293
2	Analysis and architecture design of an HDTV720p 30 frames/s H.264/AVC encoder. IEEE Transactions on Circuits and Systems for Video Technology, 2006, 16, 673-688.	5.6	251
3	Analysis and architecture design of variable block-size motion estimation for H.264/AVC. IEEE Transactions on Circuits and Systems Part 1: Regular Papers, 2006, 53, 578-593.	0.1	209
4	Real-Time Salient Object Detection with a Minimum Spanning Tree. , 2016, , .		192
5	Noise Reduction in ECG Signals Using Fully Convolutional Denoising Autoencoders. IEEE Access, 2019, 7, 60806-60813.	2.6	186
6	Analysis and complexity reduction of multiple reference frames motion estimation in H.264/AVC. IEEE Transactions on Circuits and Systems for Video Technology, 2006, 16, 507-522.	5.6	151
7	Fast Video Segmentation Algorithm With Shadow Cancellation, Global Motion Compensation, and Adaptive Threshold Techniques. IEEE Transactions on Multimedia, 2004, 6, 732-748.	5.2	107
8	Fast Algorithm and Architecture Design of Low-Power Integer Motion Estimation for H.264/AVC. IEEE Transactions on Circuits and Systems for Video Technology, 2007, 17, 568-577.	5.6	85
9	Fast image segmentation based on K-Means clustering with histograms in HSV color space. , 2008, , .		72
10	Global Elimination Algorithm and Architecture Design for Fast Block Matching Motion Estimation. IEEE Transactions on Circuits and Systems for Video Technology, 2004, 14, 898-907.	5.6	65
11	On-Line Multi-View Video Summarization for Wireless Video Sensor Network. IEEE Journal on Selected Topics in Signal Processing, 2015, 9, 165-179.	7.3	64
12	Predictive watershed: a fast watershed algorithm for video segmentation. IEEE Transactions on Circuits and Systems for Video Technology, 2003, 13, 453-461.	5.6	63
13	A 212 MPixels/s 4096 $imes$ 2160p Multiview Video Encoder Chip for 3D/Quad Full HDTV Applications. IEEE Journal of Solid-State Circuits, 2010, 45, 46-58.	3.5	60
14	Learning to Compose with Professional Photographs on the Web. , 2017, , .		60
15	Scenic photo quality assessment with bag of aesthetics-preserving features. , 2011, , .		56
16	Preference-Aware View Recommendation System for Scenic Photos Based on Bag-of-Aesthetics-Preserving Features. IEEE Transactions on Multimedia, 2012, 14, 833-843.	5.2	52
17	Power-aware multimedia: concepts and design perspectives. IEEE Circuits and Systems Magazine, 2007, 7, 26-34.	2.6	50
18	DodecaPen. , 2017, , .		50

#	Article	IF	Citations
19	Orientation-Aware Vehicle Re-Identification with Semantics-Guided Part Attention Network. Lecture Notes in Computer Science, 2020, , 330-346.	1.0	48
20	Content-Aware Prediction Algorithm With Inter-View Mode Decision for Multiview Video Coding. IEEE Transactions on Multimedia, 2008, 10, 1553-1564.	5.2	44
21	Bandwidth Adaptive Hardware Architecture of K-Means Clustering for Video Analysis. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2010, 18, 957-966.	2.1	39
22	An H.264/AVC scalable extension and high profile HDTV 1080p encoder chip. , 2008, , .		36
23	Flexible Hardware Architecture of Hierarchical K-Means Clustering for Large Cluster Number. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2011, 19, 1336-1345.	2.1	36
24	CRISP: Coarse-Grained Reconfigurable Image Stream Processor for Digital Still Cameras and Camcorders. IEEE Transactions on Circuits and Systems for Video Technology, 2008, 18, 1223-1236.	5.6	30
25	Content-adaptive inverse tone mapping. , 2012, , .		30
26	Partial-result-reuse architecture and its design technique for morphological operations with flat structuring elements. IEEE Transactions on Circuits and Systems for Video Technology, 2005, 15, 1156-1169.	5.6	29
27	Hardware architecture design of video compression for multimedia communication systems. , 2005, 43, 123-131.		28
28	2.8 to 67.2mW Low-Power and Power-Aware H.264 Encoder for Mobile Applications. , 2007, , .		28
29	Content-aware image resizing using perceptual seam carving with human attention model. , 2008, , .		28
30	A 52 mW Full HD 160-Degree Object Viewpoint Recognition SoC With Visual Vocabulary Processor for Wearable Vision Applications. IEEE Journal of Solid-State Circuits, 2012, 47, 797-809.	3.5	28
31	Video Object Segmentation and Tracking Framework With Improved Threshold Decision and Diffusion Distance. IEEE Transactions on Circuits and Systems for Video Technology, 2013, 23, 921-934.	5.6	27
32	Joint Prediction Algorithm and Architecture for Stereo Video Hybrid Coding Systems. IEEE Transactions on Circuits and Systems for Video Technology, 2006, 16, 1324-1337.	5.6	26
33	Multi-Pass and Frame Parallel Algorithms of Motion Estimation in H.264/AVC for Generic GPU. , 2007, , .		26
34	Support Vector Machines on GPU with Sparse Matrix Format. , 2010, , .		25
35	VLSI Architecture Design of Guided Filter for 30 Frames/s Full-HD Video. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 513-524.	5.6	24
36	Efficient Content Analysis Engine for Visual Surveillance Network. IEEE Transactions on Circuits and Systems for Video Technology, 2009, 19, 693-703.	5.6	23

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37	Power-Efficient Hardware Architecture of K-Means Clustering With Bayesian-Information-Criterion Processor for Multimedia Processing Applications. IEEE Journal on Emerging and Selected Topics in Circuits and Systems, 2011, 1, 357-368.	2.7	21
38	A Real-Time FHD Learning-Based Super-Resolution System Without a Frame Buffer. IEEE Transactions on Circuits and Systems II: Express Briefs, 2017, 64, 1407-1411.	2.2	21
39	Real-Time Depth Image based Rendering Hardware Accelerator for Advanced Three Dimensional Television System. , 2006, , .		20
40	Fast motion estimation with inter-view motion vector prediction for stereo and multiview video coding. Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing, 2008, , .	1.8	20
41	Visual Vocabulary Processor Based on Binary Tree Architecture for Real-Time Object Recognition in Full-HD Resolution. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2012, 20, 2329-2332.	2.1	19
42	Distributed computing in IoT: System-on-a-chip for smart cameras as an example. , 2015, , .		19
43	Real-Time Memory-Efficient Video Object Segmentation in Dynamic Background with Multi-Background Registration Technique. , 2007, , .		17
44	Reconfigurable Morphological Image Processing Accelerator for Video Object Segmentation. Journal of Signal Processing Systems, 2011, 62, 77-96.	1.4	17
45	Power Consumption Analysis for Distributed Video Sensors in Machine-to-Machine Networks. IEEE Journal on Emerging and Selected Topics in Circuits and Systems, 2013, 3, 55-64.	2.7	17
46	Assessing Perceptual Load and Cognitive Load by Fixation-Related Information of Eye Movements. Sensors, 2022, 22, 1187.	2.1	17
47	Increasing Compactness of Deep Learning Based Speech Enhancement Models With Parameter Pruning and Quantization Techniques. IEEE Signal Processing Letters, 2019, 26, 1887-1891.	2.1	16
48	Cache-based integer motion/disparity estimation for quad-HD H.264/AVC and HD multiview video coding. , 2009, , .		15
49	Efficient Spatial-Temporal Error Concealment Algorithm and Hardware Architecture Design for H.264/AVC. IEEE Transactions on Circuits and Systems for Video Technology, 2010, 20, 1409-1422.	5.6	15
50	An efficient and low power architecture design for motion estimation using global elimination algorithm. , 2002, , .		14
51	Relative Depth Layer Extraction for Monoscopic Video by Use of Multidimensional Filter. , 2006, , .		14
52	Robust Video Object Segmentation Based on K-Means Background Clustering and Watershed in Ill-Conditioned Surveillance Systems. , 2007, , .		14
53	A multimedia semantic analysis SoC (SASoC) with machine-learning engine. , 2010, , .		14
54	Eigen-patch: Position-patch based face hallucination using eigen transformation. , 2014, , .		14

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55	Human Object Tracking Algorithm with Human Color Structure Descriptor for Video Surveillance Systems. , 2006, , .		13
56	Algorithm and Architecture Design of Image Inpainting Engine for Video Error Concealment Applications. IEEE Transactions on Circuits and Systems for Video Technology, 2011, 21, 792-803.	5.6	13
57	Real-time eye localization, blink detection, and gaze estimation system without infrared illumination. , 2015, , .		13
58	Efficient video segmentation algorithm for real-time MPEG-4 camera system. , 2000, , .		12
59	An 8.6 mW 25 Mvertices/s 400-MFLOPS 800-MOPS 8.91 mm^{2} Multimedia Stream Processor Core for Mobile Applications. IEEE Journal of Solid-State Circuits, 2008, 43, 2025-2035.	3.5	12
60	High-Quality Mipmapping Texture Compression With Alpha Maps for Graphics Processing Units. IEEE Transactions on Multimedia, 2009, 11, 589-599.	5.2	12
61	Tennis Video 2.0: A new presentation of sports videos with content separation and rendering. Journal of Visual Communication and Image Representation, 2011, 22, 271-283.	1.7	12
62	Algorithm and Architecture Design of Multirate Frame Rate Up-conversion for Ultra-HD LCD Systems. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 2739-2752.	5.6	12
63	Stereo Video Coding System with Hybrid Coding Based on Joint Prediction Scheme. , 0, , .		11
64	System Analysis of VLSI Architecture for 5/3 and 1/3 Motion-Compensated Temporal Filtering. IEEE Transactions on Signal Processing, 2006, 54, 4004-4014.	3.2	11
65	VLSI Architecture Design of Fractional Motion Estimation for H.264/AVC. Journal of Signal Processing Systems, 2008, 53, 335-347.	1.4	11
66	Perceptual Quality-Regulable Video Coding System With Region-Based Rate Control Scheme. IEEE Transactions on Image Processing, 2013, 22, 2247-2258.	6.0	11
67	Single iteration view interpolation for multiview video applications. , 2009, , .		10
68	Algorithm and Architecture Design of Perception Engine for Video Coding Applications. IEEE Transactions on Multimedia, 2011, 13, 1181-1194.	5.2	10
69	Hybrid distributed video coding with frame level coding mode selection. , 2012, , .		10
70	Architectural analyses of K-Means silicon intellectual property for image segmentation. , 2008, , .		9
71	Tracklet-refined Multi-Camera Tracking based on Balanced Cross-Domain Re-Identification for Vehicles. , 2021, , .		9
72	System Bandwidth Analysis of Multiview Video Coding with Precedence Constraint. , 2007, , .		8

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73	Computation-Free Motion Estimation with Inter-View Mode Decision for Multiview Video Coding. , 2007, , .		8
74	Automatic Feature-Based Face Scoring in Surveillance Systems. , 2007, , .		8
75	Efficient Architecture Design of Motion-Compensated Temporal Filtering/Motion Compensated Prediction Engine. IEEE Transactions on Circuits and Systems for Video Technology, 2008, 18, 98-109.	5.6	8
76	Baseball and tennis video annotation with temporal structure decomposition. , 2008, , .		8
77	Low complexity on-line video summarization with Gaussian mixture model based clustering. , 2014, , .		8
78	Bridge deep learning to the physical world: An efficient method to quantize network. , 2015, , .		8
79	Tennis video enrichment with content layer separation and real-time rendering in sprite plane. , 2008, , .		7
80	CFU. , 2009, , .		7
81	Architecture Design of Fine Grain Quality Scalable Encoder with CABAC for H.264/AVC Scalable Extension. Journal of Signal Processing Systems, 2010, 60, 363-375.	1.4	7
82	Photo Retrieval Based on Spatial Layout with Hardware Acceleration for Mobile Devices. IEEE Transactions on Mobile Computing, 2011, 10, 1646-1660.	3.9	7
83	Distributed video coding: A promising solution for distributed wireless video sensors or not?. , 2011, , .		7
84	Brain-Inspired Framework for Fusion of Multiple Depth Cues. IEEE Transactions on Circuits and Systems for Video Technology, 2013, 23, 1137-1149.	5.6	7
85	Connected vehicle safety science, system, and framework. , 2014, , .		7
86	Computation-Performance Optimization of Convolutional Neural Networks with Redundant Kernel Removal. , 2018, , .		7
87	Computation-Performance Optimization of Convolutional Neural Networks With Redundant Filter Removal. IEEE Transactions on Circuits and Systems I: Regular Papers, 2019, 66, 1908-1921.	3.5	7
88	Multi-pass algorithm of motion estimation in video encoding for generic GPU. , 0, , .		6
89	Hybrid Morphology Processing Unit Architecture for Moving Object Segmentation Systems. Journal of Signal Processing Systems, 2006, 42, 241-255.	1.0	6
90	An 8.6mW 12.5Mvertices/s 800MOPS 8.91mm² Stream Processor Core for Mobile Graphics and Video Applications. , 2007, , .		6

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91	Frame rate up-conversionwith global-to-local iterative motion compensated interpolation. , 2008, , .		6
92	Enhanced temporal error concealment algorithm with edge-sensitive processing order. , 2008, , .		6
93	Bio-inspired perceptual video encoding based on H.264/AVC. , 2009, , .		6
94	Cooperative Surveillance System with Fixed Camera Object Localization and Mobile Robot Target Tracking. Lecture Notes in Computer Science, 2009, , 886-897.	1.0	6
95	Hardware architecture design of frame rate up-conversion for high definition videos with global motion estimation and compensation. , 2011, , .		6
96	Point-based model construction for free-viewpoint TV. , 2013, , .		6
97	Communication-efficient multi-view keyframe extraction in distributed video sensors. , 2014, , .		6
98	Direct pose estimation for planar objects. Computer Vision and Image Understanding, 2018, 172, 50-66.	3.0	6
99	Video-based Person Re-identification without Bells and Whistles. , 2021, , .		6
100	Partial-result-reuse architecture and its design technique for morphological operations. , 0, , .		5
101	Single chip video segmentation system with a programmable PE array. , 0, , .		5
102	Predictive watershed for image sequences segmentation. , 2002, , .		5
103	Simple and effective algorithm for automatic tracking of a single object using a pan-tilt-zoom camera. , 0, , .		5
104	<title>Fast motion estimation algorithm for H.264/MPEG-4 AVC by using multiple reference frame skipping criteria</title>. , 2003, , .		5
105	Cost Effective Color Filter Array Demosaicking with Chrominance Variance Weighted Interpolation. , 2007, , .		5
106	Coarse-Grained Reconfigurable Image Stream Processor for Digital Still Cameras and Camcorders. , 2007, , .		5
107	Efficient Face Detection with Segmentation and Feature-based Face Scoring in Surveillance Systems. , 2007, , .		5
108	Analysis and Hardware Architecture Design of Global Motion Estimation. Journal of Signal Processing Systems, 2008, 53, 285-300.	1.4	5

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109	Fast texture feature extraction method based on segmentation for image retrieval. , 2009, , .		5
110	Universal Rasterizer with edge equations and tile-scan triangle traversal algorithm for graphics processing units. , 2009, , .		5
111	CRISP-DS: Dual-stream coarse-grained reconfigurable image stream processor for HD digital camcorders and digital still cameras. , 2009, , .		5
112	Photo retrieval based on spatial layout with hardware acceleration. , 2009, , .		5
113	A no -reference quality evaluation method for CFA Demosaicking. , 2010, , .		5
114	A 216fps 4096×2160p 3DTV set-top box SoC for free-viewpoint 3DTV applications. , 2011, , .		5
115	A 172.6mW 43.8GFLOPS energy-efficient scalable eight-core 3D graphics processor for mobile multimedia applications. , 2011, , .		5
116	Motion blur reduction of liquid crystal displays using perception-aware motion compensated frame rate up-conversion. , 2011, , .		5
117	Power optimization of wireless video sensor nodes in M2M networks. , 2012, , .		5
118	A 130.3mW 16-core mobile GPU with power-aware approximation techniques. , 2013, , .		5
119	Algorithm and Architecture Design of High-Quality Video Upscaling Using Database-Free Texture Synthesis. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 1221-1234.	5.6	5
120	A 130.3 mW 16-Core Mobile GPU With Power-Aware Pixel Approximation Techniques. IEEE Journal of Solid-State Circuits, 2015, 50, 2212-2223.	3.5	5
121	Perceptual HEVC/H.265 system with local just-noticeable-difference model. , 2016, , .		5
122	Direct 3D pose estimation of a planar target. , 2016, , .		5
123	Efficient stereo video coding system for immersive teleconference with two-stage hybrid disparity estimation algorithm. , 0, , .		4
124	Automatic threshold decision of background registration technique for video segmentation. , 2002, , .		4
125	High Performance Low Cost Video Analysis Core for Smart Camera Chips in Distributed Surveillance Network. , 2006, , .		4
126	Low Power Programmable Shader with Efficient Graphics And Video Acceleration Capabilities for Mobile Multimedia Applications. , 0, , .		4

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127	Spatial-Temporal Error Detection Scheme for Video Transmission over Noisy Channels. , 2007, , .		4
128	Energy-saving techniques for low-power graphics processing unit. , 2008, , .		4
129	Fast image segmentation and texture feature extraction for image retrieval. , 2009, , .		4
130	Real-time Motion Estimation for 1080p videos on graphics processing units with shared memory optimization. , 2009, , .		4
131	Edge-adaptive image segmentation based on seam processing and K-Means clustering. , 2010, , .		4
132	Tera-Scale Performance Machine Learning SoC (MLSoC) With Dual Stream Processor Architecture for Multimedia Content Analysis. IEEE Journal of Solid-State Circuits, 2010, , .	3.5	4
133	Video encoder design for high-definition 3D video communication systems. , 2010, 48, 76-86.		4
134	ReSSP: A 5.877 TOPS/W Reconfigurable Smart-camera Stream Processor. , 2011, , .		4
135	Coarse-to-fine temporal optimization for video retargeting based on seam carving. , 2011, , .		4
136	Stable Pose Estimation with a Motion Model in Real-Time Application. , 2012, , .		4
137	Combination of SSIM and JND with content-transition classification for image quality assessment. , 2012, , .		4
138	Region-Based perceptual quality regulable bit allocation and rate control for video coding applications. , 2012, , .		4
139	Collaborative noise reduction using color-line model. , 2014, , .		4
140	Efficient natural color image denoising based on guided filter. , 2015, , .		4
141	Lighting-driven voxels for memory-efficient computation of indirect illumination. Visual Computer, 2016, 32, 781-789.	2.5	4
142	Constant time bilateral filtering for color images. , 2016, , .		4
143	Efficient Surface Detection for Augmented Reality on 3D Point Clouds. , 2016, , .		4
144	MERIT: Tensor Transform for Memory-Efficient Vision Processing on Parallel Architectures. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2020, 28, 791-804.	2.1	4

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145	Architecture Design of Fine Grain SNR Scalable Encoder with CABAC for H.264/AVC Scalable Extension. Signal Processing Systems Design and Implementation (siPS), IEEE Workshop on, 2007, , .	0.0	3
146	Tennis video 2.0. , 2007, , .		3
147	Hardware-oriented image inpainting for perceptual I-frame error concealment. , 2008, , .		3
148	Fast fingertip positioning by combining particle filtering with particle random diffusion. , 2008, , .		3
149	Bandwidth and local memory reduction of video encoders using Bit Plane Partitioning Memory Management. , 2009, , .		3
150	A 212MPixels/s 4096×2160p multiview video encoder chip for 3D/quad HDTV applications. , 2009, , .		3
151	Bandwidth adaptive hardware architecture of K-Means clustering for intelligent video processing. , 2009, , .		3
152	Coarse-grained reconfigurable image stream processor architecture for high-definition cameras and camcorders. , 2010, , .		3
153	MRF-based true motion estimation using H.264 decoding information. , 2010, , .		3
154	Perception-aware H.264/AVC encoder with hardware perception analysis engine. , 2010, , .		3
155	Reconfigurable cache memory architecture for integral image and integral histogram applications. , 2011, , .		3
156	Tennis real play. , 2011, , .		3
157	Architecture design and analysis of image-based rendering engine. , 2011, , .		3
158	On-line Local Mean Decomposition and its application to ECG signal denoising. , 2014, , .		3
159	Error resilience for key frames in distributed video coding with rate-distortion optimized mode decision. , 2014, , .		3
160	VLSI architecture design of layer-based bilateral and median filtering for 4k2k videos at 30fps. , 2017, , .		3
161	Two-Way Recursive Filtering. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 4255-4268.	5.6	3
162	Hard Samples Rectification for Unsupervised Cross-Domain Person Re-Identification. , 2021, , .		3

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163	Automatic video segmentation for MPEG-4 using predictive watershed. , 2001, , .		2
164	A hybrid morphology processing units architecture for real-time video segmentation systems. , 0, , .		2
165	A hardware accelerator for video segmentation using programmable morphology PE array. , 0, , .		2
166	Algorithm and architecture of video segmentation hardware system with a programmable PE array. , 0, , .		2
167	Algorithm and architecture of prediction core in stereo video hybrid coding system. , 0, , .		2
168	CRISP: Coarse-Grain Reconfigurable Image Signal Processor for Digital Still Cameras. , 0, , .		2
169	Adaptive Tile Depth Filter for the Depth Buffer Bandwidth Minimization in the Low Power Graphics Systems. , 0, , .		2
170	Motion Adaptive Spatio-Temporal Gaussian Noise Reduction Filter for Double-Shot Images. , 2007, , .		2
171	Video Segmentation with Model-Based Sprite Generation for Panning Surveillance Cameras. , 2007, , .		2
172	A 26mW 6.4GFLOPS multi-core stream processor for mobile multimedia applications. , 2008, , .		2
173	An asynchronous fixed-coefficient FIR filter implemented with flexible a-Si TFT technology. , 2008, , .		2
174	Coarse-grained reconfigurable image stream processor architecture for embedded image/video processing and analysis. , 2009, , .		2
175	Color filter array demosaicking using joint bilateral filter. , 2009, , .		2
176	Direction-adaptive image upsampling using double interpolation. , 2010, , .		2
177	Tennis Real Play. IEEE Transactions on Multimedia, 2012, 14, 1602-1617.	5.2	2
178	Configurable pixel shader workload reduction technique for mobile GPUs. , 2012, , .		2
179	Semantic scalability using tennis videos as examples. Multimedia Tools and Applications, 2012, 59, 585-599.	2.6	2
180	Stable pose tracking from a planar target with an analytical motion model in real-time applications. , 2014, , .		2

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181	Automatic high dynamic range hallucination in inverse tone mapping. , 2014, , .		2
182	Edge-aware depth completion for point-cloud 3D scene visualization on an RGB-D camera. , 2014, , .		2
183	Patch-based face hallucination with multitask deep neural network. , 2016, , .		2
184	Surface-based background completion in 3D scene. , 2016, , .		2
185	Distributed rendering: Interaction delay reduction in remote rendering with client-end GPU-accelerated scene warping technique. , 2017, , .		2
186	Architecture Design of Convolutional Neural Networks for Face Detection on an FPGA Platform. , 2018, , .		2
187	Accelerator Design for Vector Quantized Convolutional Neural Network. , 2019, , .		2
188	Space-Time Guided Association Learning For Unsupervised Person Re-Identification. , 2020, , .		2
189	Interactive Object Segmentation With Dynamic Click Transform. , 2021, , .		2
190	A real-time practical video segmentation algorithm for MPEG-4 camera systems. , 0, , .		1
191	Unsupervised object-based sprite coding system for tennis sport. , 2003, , .		1
192	<title>Fast disparity estimation algorithm for mesh-based stereo image/video compression with two-stage hybrid approach</title>. , 2003, , .		1
193	Hardware architecture for global motion estimation for MPEG-4 Advanced Simple Profile. , 0, , .		1
194	Subword Parallel Architecture for Connected Component Labeling and Morphological Operations. , 2006, , .		1
195	Coding Mode Analysis of MPEG-2 to H.264/AVC Transcoding for Digital TV Applications. , 2007, , .		1
196	Spatial-temporal consistent labeling for multi-camera multi-object surveillance systems. , 2008, , .		1
197	Super-resolution sprite with foreground removal. , 2009, , .		1
198	Tera-scale performance machine learning SoC with dual stream processor architecture for multimedia content analysis. , 2009, , .		1

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199	Pâ€36: A Psychophysical Analysis on Perceptual Limitation of Motion Image Artifact Reduction Using 120Hz Displays. Digest of Technical Papers SID International Symposium, 2009, 40, 1223-1226.	0.1	1
200	Super resolution via database-free texture synthesis. , 2011, , .		1
201	Guest Editorial: Special Issue on Computing Architectures for Real-Time Video/Image Analysis. Journal of Signal Processing Systems, 2011, 62, 1-3.	1.4	1
202	New optimization scheme for L2-norm total variation semi-supervised image soft labeling. , 2011, , .		1
203	Sampling Technique Analysis of Nyström Approximation in Pixel-Wise Affinity Matrix. , 2012, , .		1
204	Hardware-efficient true motion estimator based on Markov Random Field motion vector correction. , 2012, , .		1
205	Color Filter Array Demosaicking Using Self-validation Framework. , 2012, , .		1
206	System Design of Perceptual Quality-Regulable H.264 Video Encoder. , 2012, , .		1
207	CRISP-II: Coarse-grained reconfigurable image stream processor for image-processing and intelligent operations in QFHD video cameras. , 2012, , .		1
208	Low-Decoding-Latency Buffer Compression for Graphics Processing Units. IEEE Transactions on Multimedia, 2012, 14, 250-263.	5.2	1
209	Quantization error reduction in depth maps. , 2013, , .		1
210	Coarse-grained reconfigurable stream processor for distributed smart cameras. , 2014, , .		1
211	A low-power low-latency processor for real-time on-line local mean decomposition. , 2015, , .		1
212	Video sensor node with distributed video summary for Internet-of-Things applications. , 2015, , .		1
213	Painted face effect removal by a projector-camera system with dynamic ambient light adaptability. , 2015, , .		1
214	Hardware-Efficient Two-Stage Saliency Detection. , 2018, , .		1
215	Highly Efficient Face Detection in Color Images. Lecture Notes in Computer Science, 2008, , 919-922.	1.0	1
216	Reconfigurable Platform for Content Science Research. , 0, , .		0

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217	720 Ã— 480 30fps Efficient Prediction Core Chip for Stereo Video Hybrid Coding System. , 2005, , .		0
218	Algorithm and Hardware Architecture Design for Weighted Prediction in H.264/MPEG-4 AVC. , 0, , .		0
219	Flexible and Cost Effective Transport Stream Processor for DTV. , 2007, , .		0
220	Virtual Conduction System with Multi-Resolution Wall Display. , 2007, , .		0
221	3D Video Applications and Intelligent Video Surveillance Camera and its VLSI Design. , 2007, , .		0
222	High Performance Hardware Architecture of Linear Filters for Intelligent Video Processing. Lecture Notes in Computer Science, 2008, , 834-837.	1.0	0
223	Hardware architecture design and implementation of ray-triangle intersection with bounding volume hierarchies. , 2008, , .		0
224	A 2.88mm² 50M-intersections/s ray-triangle intersection unit for interactive ray tracing. , 2008, , .		0
225	A cost effective reconfigurable memory for multimedia multithreading streaming architecture. , 2008, , .		0
226	Tennis Video with Semantic Scalability. , 2009, , .		0
227	High performance silicon intellectual property for K-Nearest Neighbor algorithm. , 2009, , .		0
228	Tera-scale performance image stream processor with SoC architecture for multimedia content analysis. , 2009, , .		0
229	Algorithm and architecture design of multi-layer video coding enginewith hybrid scheme for wireless video links. , 2009, , .		0
230	Image information splitting framework with importance sampling for robust transmission. , 2010, , .		0
231	System scheduling analysis for high definition multiview video encoder. , 2010, , .		0
232	Low latency universal buffer compression and decompression for mobile graphics applications. , 2010, , .		0
233	Vivid tennis player rendering system using broadcasting game videos. , 2010, , .		0
234	Automatic object segmentation with salient color model. , 2011, , .		0

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