

Shao-Yi Chien

List of Publications by Year in descending order

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253
papers

3,644
citations

279798
23
h-index

214800
47
g-index

253
all docs

253
docs citations

253
times ranked

2108
citing authors

#	ARTICLE	IF	CITATIONS
1	Assessing Perceptual Load and Cognitive Load by Fixation-Related Information of Eye Movements. Sensors, 2022, 22, 1187.	3.8	17
2	Two-Way Recursive Filtering. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 4255-4268.	8.3	3
3	Tracklet-refined Multi-Camera Tracking based on Balanced Cross-Domain Re-Identification for Vehicles. , 2021, , .		9
4	Video-based Person Re-identification without Bells and Whistles. , 2021, , .		6
5	Interactive Object Segmentation With Dynamic Click Transform. , 2021, , .		2
6	Hard Samples Rectification for Unsupervised Cross-Domain Person Re-Identification. , 2021, , .		3
7	Space-Time Guided Association Learning For Unsupervised Person Re-Identification. , 2020, , .		2
8	MERIT: Tensor Transform for Memory-Efficient Vision Processing on Parallel Architectures. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2020, 28, 791-804.	3.1	4
9	Orientation-Aware Vehicle Re-Identification with Semantics-Guided Part Attention Network. Lecture Notes in Computer Science, 2020, , 330-346.	1.3	48
10	Increasing Compactness of Deep Learning Based Speech Enhancement Models With Parameter Pruning and Quantization Techniques. IEEE Signal Processing Letters, 2019, 26, 1887-1891.	3.6	16
11	Accelerator Design for Vector Quantized Convolutional Neural Network. , 2019, , .		2
12	Noise Reduction in ECG Signals Using Fully Convolutional Denoising Autoencoders. IEEE Access, 2019, 7, 60806-60813.	4.2	186
13	Computation-Performance Optimization of Convolutional Neural Networks With Redundant Filter Removal. IEEE Transactions on Circuits and Systems I: Regular Papers, 2019, 66, 1908-1921.	5.4	7
14	Direct pose estimation for planar objects. Computer Vision and Image Understanding, 2018, 172, 50-66.	4.7	6
15	Hardware-Efficient Two-Stage Saliency Detection. , 2018, , .		1
16	SRIANN: Sphere Ring Intersection for Approximate Nearest Neighbor Search in Videos. , 2018, , .		0
17	Architecture Design of Convolutional Neural Networks for Face Detection on an FPGA Platform. , 2018, , .		2
18	Computation-Performance Optimization of Convolutional Neural Networks with Redundant Kernel Removal. , 2018, , .		7

#	ARTICLE	IF	CITATIONS
19	Feasible and Robust Optimization Framework for Auxiliary Information Refinement in Spatially-Varying Image Enhancement. IEEE Transactions on Image Processing, 2017, 26, 3721-3733.	9.8	0
20	Distributed rendering: Interaction delay reduction in remote rendering with client-end GPU-accelerated scene warping technique. , 2017, , .		2
21	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.	3.0	21
22	VLSI architecture design of layer-based bilateral and median filtering for 4k2k videos at 30fps. , 2017, , .		3
23	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.	8.3	12
24	Learning to Compose with Professional Photographs on the Web. , 2017, , .		60
25	User experience enhancing filter for a Webcam based human computer interaction. , 2017, , .		0
26	DodecaPen. , 2017, , .		50
27	Distributed video codec with spatiotemporal side information. , 2017, , .		0
28	Learning patch-based anchors for face hallucination. , 2016, , .		0
29	Perceptual HEVC/H.265 system with local just-noticeable-difference model. , 2016, , .		5
30	Real-Time Salient Object Detection with a Minimum Spanning Tree. , 2016, , .		192
31	Lighting-driven voxels for memory-efficient computation of indirect illumination. Visual Computer, 2016, 32, 781-789.	3.5	4
32	Constant time bilateral filtering for color images. , 2016, , .		4
33	Patch-based face hallucination with multitask deep neural network. , 2016, , .		2
34	Efficient Surface Detection for Augmented Reality on 3D Point Clouds. , 2016, , .		4
35	Surface-based background completion in 3D scene. , 2016, , .		2
36	Direct 3D pose estimation of a planar target. , 2016, , .		5

#	ARTICLE	IF	CITATIONS
37	Bridge deep learning to the physical world: An efficient method to quantize network. , 2015, , .		8
38	A low-power low-latency processor for real-time on-line local mean decomposition. , 2015, , .		1
39	A virtual touching scheme for interactive TV using a consumer depth camera. , 2015, , .		0
40	Real-time eye localization, blink detection, and gaze estimation system without infrared illumination. , 2015, , .		13
41	3D Background Modeling in Multi-view RGB-D Video. , 2015, , .		0
42	Efficient natural color image denoising based on guided filter. , 2015, , .		4
43	On-Line Multi-View Video Summarization for Wireless Video Sensor Network. IEEE Journal on Selected Topics in Signal Processing, 2015, 9, 165-179.	10.8	64
44	Distributed computing in IoT: System-on-a-chip for smart cameras as an example. , 2015, , .		19
45	Video sensor node with distributed video summary for Internet-of-Things applications. , 2015, , .		1
46	Painted face effect removal by a projector-camera system with dynamic ambient light adaptability. , 2015, , .		1
47	Undergraduate Students Compete in the IEEE Signal Processing Cup: Part 2 [sp Education]. IEEE Signal Processing Magazine, 2015, 32, 109-111.	5.6	0
48	A 130.3 mW 16-Core Mobile GPU With Power-Aware Pixel Approximation Techniques. IEEE Journal of Solid-State Circuits, 2015, 50, 2212-2223.	5.4	5
49	On-line Local Mean Decomposition and its application to ECG signal denoising. , 2014, , .		3
50	Low complexity on-line video summarization with Gaussian mixture model based clustering. , 2014, , .		8
51	Coarse-grained reconfigurable stream processor for distributed smart cameras. , 2014, , .		1
52	Stable pose tracking from a planar target with an analytical motion model in real-time applications. , 2014, , .		2
53	Automatic high dynamic range hallucination in inverse tone mapping. , 2014, , .		2
54	Collaborative noise reduction using color-line model. , 2014, , .		4

#	ARTICLE	IF	CITATIONS
55	Communication-efficient multi-view keyframe extraction in distributed video sensors. , 2014, , .		6
56	Edge-aware depth completion for point-cloud 3D scene visualization on an RGB-D camera. , 2014, , .		2
57	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.	8.3	24
58	Connected vehicle safety science, system, and framework. , 2014, , .		7
59	Eigen-patch: Position-patch based face hallucination using eigen transformation. , 2014, , .		14
60	Error resilience for key frames in distributed video coding with rate-distortion optimized mode decision. , 2014, , .		3
61	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.	8.3	5
62	Perceptual Quality-Regulable Video Coding System With Region-Based Rate Control Scheme. IEEE Transactions on Image Processing, 2013, 22, 2247-2258.	9.8	11
63	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.	3.6	17
64	Efficient view synthesis scheme with ray casting and pull-push techniques. , 2013, , .		0
65	Low-complexity feedback-channel-free distributed video coding with enhanced classifier. , 2013, , .		0
66	Real-time salient object detection engine for high definition videos. , 2013, , .		0
67	Brain-Inspired Framework for Fusion of Multiple Depth Cues. IEEE Transactions on Circuits and Systems for Video Technology, 2013, 23, 1137-1149.	8.3	7
68	Point-based model construction for free-viewpoint TV. , 2013, , .		6
69	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.	8.3	27
70	HD video decoding scheme based on mobile heterogeneous system architecture. , 2013, , .		0
71	Algorithm adaptive video deinterlacing using self-validation framework. , 2013, , .		0
72	Quantization error reduction in depth maps. , 2013, , .		1

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73	A 130.3mW 16-core mobile GPU with power-aware approximation techniques. , 2013, , .		5
74	Universal embedded compression engine for LCD TV system-on-a-chip with Band-Expansion Progressive Wavelet Coding. , 2012, , .		0
75	Stable Pose Estimation with a Motion Model in Real-Time Application. , 2012, , .		4
76	Hybrid distributed video coding with frame level coding mode selection. , 2012, , .		10
77	Sampling Technique Analysis of Nyström Approximation in Pixel-Wise Affinity Matrix. , 2012, , .		1
78	TCU: Thread compaction unit for GPGPU applications on mobile graphics hardware. , 2012, , .		0
79	Hardware-efficient true motion estimator based on Markov Random Field motion vector correction. , 2012, , .		1
80	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.	3.1	19
81	Preference-Aware View Recommendation System for Scenic Photos Based on Bag-of-Aesthetics-Preserving Features. IEEE Transactions on Multimedia, 2012, 14, 833-843.	7.2	52
82	Tennis Real Play. IEEE Transactions on Multimedia, 2012, 14, 1602-1617.	7.2	2
83	Power optimization of wireless video sensor nodes in M2M networks. , 2012, , .		5
84	Combination of SSIM and JND with content-transition classification for image quality assessment. , 2012, , .		4
85	Fragment Reduction on Mobile GPU with Content Adaptive Sampling. , 2012, , .		0
86	Color Filter Array Demosaicking Using Self-validation Framework. , 2012, , .		1
87	Region-Based perceptual quality regulable bit allocation and rate control for video coding applications. , 2012, , .		4
88	System Design of Perceptual Quality-Regulable H.264 Video Encoder. , 2012, , .		1
89	Configurable pixel shader workload reduction technique for mobile GPUs. , 2012, , .		2
90	CRISP-II: Coarse-grained reconfigurable image stream processor for image-processing and intelligent operations in QFHD video cameras. , 2012, , .		1

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91	Content-adaptive inverse tone mapping. , 2012, , .		30
92	Semantic scalability using tennis videos as examples. Multimedia Tools and Applications, 2012, 59, 585-599.	3.9	2
93	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.	5.4	28
94	Low-Decoding-Latency Buffer Compression for Graphics Processing Units. IEEE Transactions on Multimedia, 2012, 14, 250-263.	7.2	1
95	Automatic object segmentation with salient color model. , 2011, , .		0
96	A 216fps 4096×2160p 3DTV set-top box SoC for free-viewpoint 3DTV applications. , 2011, , .		5
97	A 172.6mW 43.8GFLOPS energy-efficient scalable eight-core 3D graphics processor for mobile multimedia applications. , 2011, , .		5
98	Super resolution via database-free texture synthesis. , 2011, , .		1
99	ReSSP: A 5.877 TOPS/W Reconfigurable Smart-camera Stream Processor. , 2011, , .		4
100	Motion blur reduction of liquid crystal displays using perception-aware motion compensated frame rate up-conversion. , 2011, , .		5
101	Photo Retrieval Based on Spatial Layout with Hardware Acceleration for Mobile Devices. IEEE Transactions on Mobile Computing, 2011, 10, 1646-1660.	5.8	7
102	Reconfigurable cache memory architecture for integral image and integral histogram applications. , 2011, , .		3
103	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.	3.1	36
104	Gradient-based video text localization algorithm with statistical analysis of text-like features. , 2011, , .		0
105	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.	3.6	21
106	Algorithm and Architecture Design of Perception Engine for Video Coding Applications. IEEE Transactions on Multimedia, 2011, 13, 1181-1194.	7.2	10
107	Reconfigurable Morphological Image Processing Accelerator for Video Object Segmentation. Journal of Signal Processing Systems, 2011, 62, 77-96.	2.1	17
108	Guest Editorial: Special Issue on Computing Architectures for Real-Time Video/Image Analysis. Journal of Signal Processing Systems, 2011, 62, 1-3.	2.1	1

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109	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.	2.8	12
110	Tennis real play. , 2011, , .		3
111	Tennis Real Play. , 2011, , .		0
112	Hardware architecture design of frame rate up-conversion for high definition videos with global motion estimation and compensation. , 2011, , .		6
113	Architecture design and analysis of image-based rendering engine. , 2011, , .		3
114	Distributed video coding: A promising solution for distributed wireless video sensors or not?. , 2011, , .		7
115	Coarse-to-fine temporal optimization for video retargeting based on seam carving. , 2011, , .		4
116	New optimization scheme for L2-norm total variation semi-supervised image soft labeling. , 2011, , .		1
117	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.	8.3	13
118	Scenic photo quality assessment with bag of aesthetics-preserving features. , 2011, , .		56
119	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.	2.1	7
120	Coarse-grained reconfigurable image stream processor architecture for high-definition cameras and camcorders. , 2010, , .		3
121	Image information splitting framework with importance sampling for robust transmission. , 2010, , .		0
122	A multimedia semantic analysis SoC (SASoC) with machine-learning engine. , 2010, , .		14
123	Edge-adaptive image segmentation based on seam processing and K-Means clustering. , 2010, , .		4
124	Direction-adaptive image upsampling using double interpolation. , 2010, , .		2
125	Bandwidth Adaptive Hardware Architecture of K-Means Clustering for Video Analysis. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2010, 18, 957-966.	3.1	39
126	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.	5.4	60

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127	Tera-Scale Performance Machine Learning SoC (MLSoC) With Dual Stream Processor Architecture for Multimedia Content Analysis. IEEE Journal of Solid-State Circuits, 2010, , .	5.4	4
128	Video encoder design for high-definition 3D video communication systems. , 2010, 48, 76-86.		4
129	A no -reference quality evaluation method for CFA Demosaicking. , 2010, , .		5
130	Support Vector Machines on GPU with Sparse Matrix Format. , 2010, , .		25
131	System scheduling analysis for high definition multiview video encoder. , 2010, , .		0
132	MRF-based true motion estimation using H.264 decoding information. , 2010, , .		3
133	Perception-aware H.264/AVC encoder with hardware perception analysis engine. , 2010, , .		3
134	Low latency universal buffer compression and decompression for mobile graphics applications. , 2010, , .		0
135	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.	8.3	15
136	Vivid tennis player rendering system using broadcasting game videos. , 2010, , .		0
137	Bandwidth and local memory reduction of video encoders using Bit Plane Partitioning Memory Management. , 2009, , .		3
138	Cache-based integer motion/disparity estimation for quad-HD H.264/AVC and HD multiview video coding. , 2009, , .		15
139	Coarse-grained reconfigurable image stream processor architecture for embedded image/video processing and analysis. , 2009, , .		2
140	Super-resolution sprite with foreground removal. , 2009, , .		1
141	Bio-inspired perceptual video encoding based on H.264/AVC. , 2009, , .		6
142	A 212MPixels/s 4096×2160p multiview video encoder chip for 3D/quad HDTV applications. , 2009, , .		3
143	Tera-scale performance machine learning SoC with dual stream processor architecture for multimedia content analysis. , 2009, , .		1
144	Bandwidth adaptive hardware architecture of K-Means clustering for intelligent video processing. , 2009, , .		3

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145	Tennis Video with Semantic Scalability. , 2009, , .		0
146	Single iteration view interpolation for multiview video applications. , 2009, , .		10
147	CFU. , 2009, , .		7
148	Fast texture feature extraction method based on segmentation for image retrieval. , 2009, , .		5
149	Fast image segmentation and texture feature extraction for image retrieval. , 2009, , .		4
150	Universal Rasterizer with edge equations and tile-scan triangle traversal algorithm for graphics processing units. , 2009, , .		5
151	Efficient Content Analysis Engine for Visual Surveillance Network. IEEE Transactions on Circuits and Systems for Video Technology, 2009, 19, 693-703.	8.3	23
152	Cooperative Surveillance System with Fixed Camera Object Localization and Mobile Robot Target Tracking. Lecture Notes in Computer Science, 2009, , 886-897.	1.3	6
153	High-Quality Mipmapping Texture Compression With Alpha Maps for Graphics Processing Units. IEEE Transactions on Multimedia, 2009, 11, 589-599.	7.2	12
154	CRISP-DS: Dual-stream coarse-grained reconfigurable image stream processor for HD digital camcorders and digital still cameras. , 2009, , .		5
155	Real-time Motion Estimation for 1080p videos on graphics processing units with shared memory optimization. , 2009, , .		4
156	Color filter array demosaicking using joint bilateral filter. , 2009, , .		2
157	High performance silicon intellectual property for K-Nearest Neighbor algorithm. , 2009, , .		0
158	Tera-scale performance image stream processor with SoC architecture for multimedia content analysis. , 2009, , .		0
159	Algorithm and architecture design of multi-layer video coding engine with hybrid scheme for wireless video links. , 2009, , .		0
160	Photo retrieval based on spatial layout with hardware acceleration. , 2009, , .		5
161	P$: 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.	0.3	1
162	Analysis and Hardware Architecture Design of Global Motion Estimation. Journal of Signal Processing Systems, 2008, 53, 285-300.	2.1	5

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163	VLSI Architecture Design of Fractional Motion Estimation for H.264/AVC. Journal of Signal Processing Systems, 2008, 53, 335-347.	2.1	11
164	An H.264/AVC scalable extension and high profile HDTV 1080p encoder chip. , 2008, , .		36
165	High Performance Hardware Architecture of Linear Filters for Intelligent Video Processing. Lecture Notes in Computer Science, 2008, , 834-837.	1.3	0
166	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.	5.4	12
167	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.	8.3	30
168	Frame rate up-conversion with global-to-local iterative motion compensated interpolation. , 2008, , .		6
169	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.	8.3	8
170	Tennis video enrichment with content layer separation and real-time rendering in sprite plane. , 2008, , .		7
171	Content-Aware Prediction Algorithm With Inter-View Mode Decision for Multiview Video Coding. IEEE Transactions on Multimedia, 2008, 10, 1553-1564.	7.2	44
172	Hardware architecture design and implementation of ray-triangle intersection with bounding volume hierarchies. , 2008, , .		0
173	A 2.88mm ² 50M-intersections/s ray-triangle intersection unit for interactive ray tracing. , 2008, , .		0
174	A 26mW 6.4GFLOPS multi-core stream processor for mobile multimedia applications. , 2008, , .		2
175	Fast image segmentation based on K-Means clustering with histograms in HSV color space. , 2008, , .		72
176	Energy-saving techniques for low-power graphics processing unit. , 2008, , .		4
177	Hardware-oriented image inpainting for perceptual I-frame error concealment. , 2008, , .		3
178	A cost effective reconfigurable memory for multimedia multithreading streaming architecture. , 2008, , .		0
179	An asynchronous fixed-coefficient FIR filter implemented with flexible a-Si TFT technology. , 2008, , .		2
180	Architectural analyses of K-Means silicon intellectual property for image segmentation. , 2008, , .		9

#	ARTICLE	IF	CITATIONS
181	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
182	Baseball and tennis video annotation with temporal structure decomposition. , 2008,, .		8
183	Enhanced temporal error concealment algorithm with edge-sensitive processing order. , 2008,, .		6
184	Fast fingertip positioning by combining particle filtering with particle random diffusion. , 2008,, .		3
185	Spatial-temporal consistent labeling for multi-camera multi-object surveillance systems. , 2008,, .		1
186	Content-aware image resizing using perceptual seam carving with human attention model. , 2008,, .		28
187	High-Quality Multi-Mode Mipmapping Texture Compression with Alpha Map. Lecture Notes in Computer Science, 2008, , 11-20.	1.3	0
188	Highly Efficient Face Detection in Color Images. Lecture Notes in Computer Science, 2008, , 919-922.	1.3	1
189	Robust Video Object Segmentation Based on K-Means Background Clustering and Watershed in Ill-Conditioned Surveillance Systems. , 2007,, .		14
190	Motion Adaptive Spatio-Temporal Gaussian Noise Reduction Filter for Double-Shot Images. , 2007,, .		2
191	Coding Mode Analysis of MPEG-2 to H.264/AVC Transcoding for Digital TV Applications. , 2007,, .		1
192	Video Segmentation with Model-Based Sprite Generation for Panning Surveillance Cameras. , 2007,, .		2
193	Flexible and Cost Effective Transport Stream Processor for DTV. , 2007,, .		0
194	System Bandwidth Analysis of Multiview Video Coding with Precedence Constraint. , 2007,, .		8
195	Cost Effective Color Filter Array Demosaicking with Chrominance Variance Weighted Interpolation. , 2007,, .		5
196	Computation-Free Motion Estimation with Inter-View Mode Decision for Multiview Video Coding. , 2007,, .		8
197	An 8.6mW 12.5Mvertices/s 800MOPS 8.91mm ² Stream Processor Core for Mobile Graphics and Video Applications. , 2007,, .		6
198	Automatic Feature-Based Face Scoring in Surveillance Systems. , 2007,, .		8

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199	Real-Time Memory-Efficient Video Object Segmentation in Dynamic Background with Multi-Background Registration Technique. , 2007, , .		17
200	Power-aware multimedia: concepts and design perspectives. IEEE Circuits and Systems Magazine, 2007, 7, 26-34.	2.3	50
201	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
202	Virtual Conduction System with Multi-Resolution Wall Display. , 2007, , .		0
203	Coarse-Grained Reconfigurable Image Stream Processor for Digital Still Cameras and Camcorders. , 2007, , .		5
204	Spatial-Temporal Error Detection Scheme for Video Transmission over Noisy Channels. , 2007, , .		4
205	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.	8.3	85
206	2.8 to 67.2mW Low-Power and Power-Aware H.264 Encoder for Mobile Applications. , 2007, , .		28
207	3D Video Applications and Intelligent Video Surveillance Camera and its VLSI Design. , 2007, , .		0
208	Tennis video 2.0. , 2007, , .		3
209	Efficient Face Detection with Segmentation and Feature-based Face Scoring in Surveillance Systems. , 2007, , .		5
210	Multi-Pass and Frame Parallel Algorithms of Motion Estimation in H.264/AVC for Generic GPU. , 2007, , .		26
211	Joint Prediction Algorithm and Architecture for Stereo Video Hybrid Coding Systems. IEEE Transactions on Circuits and Systems for Video Technology, 2006, 16, 1324-1337.	8.3	26
212	Relative Depth Layer Extraction for Monoscopic Video by Use of Multidimensional Filter. , 2006, , .		14
213	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.	8.3	151
214	System Analysis of VLSI Architecture for 5/3 and 1/3 Motion-Compensated Temporal Filtering. IEEE Transactions on Signal Processing, 2006, 54, 4004-4014.	5.3	11
215	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
216	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.	8.3	251

#	ARTICLE	IF	CITATIONS
217	Hybrid Morphology Processing Unit Architecture for Moving Object Segmentation Systems. Journal of Signal Processing Systems, 2006, 42, 241-255.	1.0	6
218	Human Object Tracking Algorithm with Human Color Structure Descriptor for Video Surveillance Systems. , 2006, , .		13
219	Subword Parallel Architecture for Connected Component Labeling and Morphological Operations. , 2006, , .		1
220	High Performance Low Cost Video Analysis Core for Smart Camera Chips in Distributed Surveillance Network. , 2006, , .		4
221	Real-Time Depth Image based Rendering Hardware Accelerator for Advanced Three Dimensional Television System. , 2006, , .		20
222	Hardware architecture design of video compression for multimedia communication systems. , 2005, 43, 123-131.		28
223	720 Å— 480 30fps Efficient Prediction Core Chip for Stereo Video Hybrid Coding System. , 2005, , .		0
224	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.	8.3	29
225	Fast Video Segmentation Algorithm With Shadow Cancellation, Global Motion Compensation, and Adaptive Threshold Techniques. IEEE Transactions on Multimedia, 2004, 6, 732-748.	7.2	107
226	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.	8.3	65
227	Predictive watershed: a fast watershed algorithm for video segmentation. IEEE Transactions on Circuits and Systems for Video Technology, 2003, 13, 453-461.	8.3	63
228	Unsupervised object-based sprite coding system for tennis sport. , 2003, , .		1
229	<title>Fast motion estimation algorithm for H.264/MPEG-4 AVC by using multiple reference frame skipping criteria</title>. , 2003, , .		5
230	<title>Fast disparity estimation algorithm for mesh-based stereo image/video compression with two-stage hybrid approach</title>. , 2003, , .		1
231	Predictive watershed for image sequences segmentation. , 2002, , .		5
232	Automatic threshold decision of background registration technique for video segmentation. , 2002, , .		4
233	An efficient and low power architecture design for motion estimation using global elimination algorithm. , 2002, , .		14
234	Efficient moving object segmentation algorithm using background registration technique. IEEE Transactions on Circuits and Systems for Video Technology, 2002, 12, 577-586.	8.3	293

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