

Toshihiko Yamasaki

List of Publications by Year in descending order

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Version: 2024-02-01

92
papers

1,281
citations

1039880

9
h-index

454834

30
g-index

92
all docs

92
docs citations

92
times ranked

1042
citing authors

#	ARTICLE	IF	CITATIONS
1	Sketch-based manga retrieval using manga109 dataset. Multimedia Tools and Applications, 2017, 76, 21811-21838.	2.6	670
2	Affective Audio-Visual Words and Latent Topic Driving Model for Realizing Movie Affective Scene Classification. IEEE Transactions on Multimedia, 2010, 12, 523-535.	5.2	64
3	PixelRL: Fully Convolutional Network With Reinforcement Learning for Image Processing. IEEE Transactions on Multimedia, 2020, 22, 1704-1719.	5.2	64
4	Efficient Optimization of Convolutional Neural Networks Using Particle Swarm Optimization. , 2017, , .		38
5	Determination of emotional content of video clips by low-level audiovisual features. Multimedia Tools and Applications, 2012, 61, 21-49.	2.6	36
6	Learning From Synthetic Shadows for Shadow Detection and Removal. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 4187-4197.	5.6	31
7	Image processing based approach to food balance analysis for personal food logging. , 2010, , .		27
8	Fully Convolutional Network with Multi-Step Reinforcement Learning for Image Processing. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 3598-3605.	3.6	26
9	Geometrically Invariant Object-Based Watermarking using SIFT Feature. , 2007, , .		25
10	Multimodal learning for image popularity prediction on social media. , 2016, , .		16
11	Personalization of food image analysis. , 2010, , .		12
12	Classification of Cerebral Lymphomas and Glioblastomas Featuring Luminance Distribution Analysis. Computational and Mathematical Methods in Medicine, 2013, 2013, 1-10.	0.7	12
13	Deep Neural Network-Based Click-Through Rate Prediction using Multimodal Features of Online Banners. , 2019, , .		12
14	Robustness of Adaptive Neural Network Optimization Under Training Noise. IEEE Access, 2021, 9, 37039-37053.	2.6	12
15	Fast and Robust Motion Tracking for Time-Varying Mesh Featuring Reeb-Graph-Based Skeleton Fitting and its Application to Motion Retrieval. , 2007, , .		10
16	Geometry compression for time-varying meshes using coarse and fine levels of quantization and run-length encoding. , 2008, , .		10
17	DeepSperm: A robust and real-time bull sperm-cell detection in densely populated semen videos. Computer Methods and Programs in Biomedicine, 2021, 209, 106302.	2.6	10
18	Fooling Neural Networks in Face Attractiveness Evaluation: Adversarial Examples with High Attractiveness Score But Low Subjective Score. , 2017, , .		9

#	ARTICLE	IF	CITATIONS
19	Photo aesthetic quality estimation using visual complexity features. Multimedia Tools and Applications, 2018, 77, 5189-5213.	2.6	9
20	Click-Through Rate Prediction of Online Banners Featuring Multimodal Analysis. International Journal of Semantic Computing, 2020, 14, 71-91.	0.4	9
21	High level activity annotation of daily experiences by a combination of a wearable device and Wi-Fi based positioning system. , 2008, , .		8
22	Affective video segment retrieval for consumer generated videos based on correlation between emotions and emotional audio events. , 2009, , .		8
23	Rethinking Motion Representation: Residual Frames With 3D ConvNets. IEEE Transactions on Image Processing, 2021, 30, 9231-9244.	6.0	8
24	Sampling and Re-Weighting: Towards Diverse Frame Aware Unsupervised Video Person Re-Identification. IEEE Transactions on Multimedia, 2022, 24, 4250-4261.	5.2	8
25	Hierarchical mesh decomposition and motion tracking for Time-Varying-Meshes. , 2008, , .		7
26	Degree of loop assessment in microvideo. , 2014, , .		7
27	Image inpainting using frequency-domain priors. Journal of Electronic Imaging, 2021, 30, .	0.5	7
28	TML: A Triple-Wise Multi-Task Learning Framework for Distracted Driver Recognition. IEEE Access, 2021, 9, 125955-125969.	2.6	7
29	Depth video camera based temporal alpha matting for natural 3D scene generation. , 2011, , .		6
30	Real-time tracking of humans and visualization of their future footsteps in public indoor environments. Multimedia Tools and Applications, 2012, 59, 65-88.	2.6	6
31	Audience Ratings Prediction of TV Dramas Based on the Cast and Their Popularity. , 2016, , .		6
32	You Will Succeed or Not? Matching Prediction in a Marriage Consulting Service. , 2017, , .		6
33	Efficient and interactive spatial-semantic image retrieval. Multimedia Tools and Applications, 2019, 78, 18713-18733.	2.6	6
34	Sketch simplification by classifying strokes. , 2016, , .		5
35	Efficient virtual data search for annotation-free vehicle reidentification. International Journal of Intelligent Systems, 2022, 37, 2988-3005.	3.3	5
36	Spatially adaptive multi-scale contextual attention for image inpainting. Multimedia Tools and Applications, 2022, 81, 31831-31846.	2.6	5

#	ARTICLE	IF	CITATIONS
37	Deformation of Time-Varying-Mesh Based on Semantic Human Model. , 2007, , .		4
38	A Euclidean-geodesic shape distribution for retrieval of time-varying mesh sequences. , 2009, , .		4
39	Automatic preview video generation for mesh sequences. , 2010, , .		4
40	Object detection refinement using Markov random field based pruning and learning based rescoring. , 2017, , .		4
41	Content-Based Cross Search for Human Motion Data using Time-Varying Mesh and Motion Capture Data. , 2007, , .		3
42	View-Based Web Page Retrieval using Interactive Sketch Query. , 2007, , .		3
43	Detecting Resized JPEG Images by Analyzing High Frequency Elements in DCT Coefficients. , 2010, , .		3
44	Comparative Analysis of Low-Level Visual Features for Affective Determination of Video Clips. , 2010, , .		3
45	Human attribute analysis using a top-view camera based on multi-stage classification. , 2011, , .		3
46	Cooperative estimation of human motion and surfaces using multiview videos. Computer Vision and Image Understanding, 2013, 117, 1560-1574.	3.0	3
47	[Invited papers] A Survey on Multimedia Artworks Analysis and Attractiveness Computing in Multimedia. ITE Transactions on Media Technology and Applications, 2019, 7, 60-67.	0.3	3
48	Investigating Generalization in Neural Networks Under Optimally Evolved Training Perturbations. , 2020, , .		3
49	Adversarial Training Time Attack Against Discriminative and Generative Convolutional Models. IEEE Access, 2021, 9, 109241-109259.	2.6	3
50	A Low-Power Floating-Gate-MOS-Based CDMA Matched Filter Featuring Coupling Capacitor Disconnection. IEEE Journal of Solid-State Circuits, 2007, 42, 422-430.	3.5	2
51	Coarse-to-fine strategy for efficient cost-volume filtering. , 2014, , .		2
52	Review-Based Service Profiling and Recommendation. , 2016, , .		2
53	Infrasonic scene fingerprinting for authenticating speaker location. , 2017, , .		2
54	Data-Driven Geometric Face Image Smilization Featuring Moving Least Square Based Deformation. , 2017, , .		2

#	ARTICLE	IF	CITATIONS
55	[Paper] Measuring Similarity between Brands using Social Media Content. ITE Transactions on Media Technology and Applications, 2021, 9, 262-275.	0.3	2
56	System Development for Capture and Retrieval of Life Log. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2007, 61, 681-686.	0.0	2
57	Weakly Supervised Segmentation Guided Hand Pose Estimation During Interaction with Unknown Objects. , 2020, , .		2
58	Mutual Information in 3D Video. , 2007, , .		1
59	Interactive Refinement and Editing for Time-Varying Mesh. , 2008, , .		1
60	Error analysis of 3Dc-based normal map compression and its application to optimized quantization. Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing, 2008, , .	1.8	1
61	An object-based non-blind watermarking that is robust to non-linear geometrical distortion attacks. , 2009, , .		1
62	Deformation-based data reduction of Time-Varying Meshes for displaying on mobile terminals. , 2010, , .		1
63	Relative-distance-based soft voting for feature representation and its application to human attribute analysis. , 2012, , .		1
64	SIFT-Based Non-blind Watermarking Robust to Non-linear Geometrical Distortions. IEICE Transactions on Information and Systems, 2013, E96.D, 1368-1375.	0.4	1
65	SVM is not always confident: Telling whether the output from multiclass SVM is true or false by analysing its confidence values. , 2014, , .		1
66	Revealing relationships between folksonomy and social popularity score in image/video sharing services. , 2015, , .		1
67	Fast Face Model Reconstruction and Synthesis Using an RGB-D Camera and Its Subjective Evaluation. , 2015, , .		1
68	Water Hyacinth Segmentation for Aquatic Weed Elimination in Thailand. , 2018, , .		1
69	Toward Better Planetary Surface Exploration by Orbital Imagery inpainting. IEEE Journal of Selected Topics in Applied Earth Observations and Remote Sensing, 2021, 14, 175-189.	2.3	1
70	Human Attribute Analysis Using a Top-View Camera Based on Two-Stage Classification. IEICE Transactions on Information and Systems, 2013, E96.D, 993-996.	0.4	1
71	AI Generates More 'Attractive' Hash Tags; Tag Recommendation for Enhancing Social Popularity in Content Sharing Services. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2018, 72, 385-388.	0.0	1
72	An unsupervised service annotation by review analysis. International Journal of Big Data Intelligence, 2018, 5, 73.	0.4	1

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73	Mixed spatial and SNR scalability for TVM geometry coding. , 2010, , .		0
74	3D pose estimation in high dimensional search spaces with local memorization. , 2010, , .		0
75	When disparity meets distance: HEVC compression of double-faced depth map. , 2013, , .		0
76	Getting Started with Cloud Computing (3); Introduction of Amazon Web Services. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2015, 69, 560-565.	0.0	0
77	Getting Started with Cloud Computing (1); Introduction of Microsoft Azure. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2015, 69, 336-340.	0.0	0
78	Product and Service Popularity Analysis on Instagram. , 2018, , .		0
79	Fast Instance Segmentation for Line Drawing Vectorization. , 2019, , .		0
80	Environmental Change Detection in Wearable Video. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2008, 62, 442-446.	0.0	0
81	Paper Writing Techniques with Microsoft Word (1/3). Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2013, 67, 989-992.	0.0	0
82	[Paper] Relative-Distance-Based Soft Voting for Human Attribute Analysis using Top-View Images. ITE Transactions on Media Technology and Applications, 2013, 1, 138-147.	0.3	0
83	Research and Paper Writing Techniques with Cloud Services. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2014, 68, 238-241.	0.0	0
84	Effects of Competition by Neighboring Trees on Growth of Planted Trees in Japanese Cedar (<i>Cryptomeria japonica</i>) and Hinoki Cypress (<i>Chamaecyparis obtusa</i>) Plantations in Shikoku, Japan.. Journal of the Japanese Forest Society, 2015, 97, 171-181.	0.1	0
85	Getting Started with Cloud Computing (4); Advance of Amazon Web Services. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2015, 69, 752-756.	0.0	0
86	ACM Multimedia (ACMMM) 2014 Report. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2015, 69, 141-145.	0.0	0
87	SIGGRAPH Asia 2015 Report. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2016, 70, 449-452.	0.0	0
88	ICIP 2016 Report. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2017, 71, 202-206.	0.0	0
89	ICASSP 2017 Report. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2017, 71, 661-664.	0.0	0
90	4. Big Multimedia Data Processing for Marriage Consulting". Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2017, 71, 622-625.	0.0	0

#	ARTICLE	IF	CITATIONS
91	Cover: International Journal of Intelligent Systems, Volume 37 Issue 5 May 2022. International Journal of Intelligent Systems, 2022, 37, .	3.3	0
92	ACM Multimedia (ACMMM) 2018 Report. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2019, 73, 303-307.	0.0	0