Xiaohu Guo

List of Publications by Year
in descending order

22 papers	220 citations	1040056 9 h-index	1058476 14 g-index
22 all docs	22 docs citations	22 times ranked	298 citing authors

#	Article	IF	Citations
1	GPU-based supervoxel segmentation for 3D point clouds. Computer Aided Geometric Design, 2022, 93, 102080.	1.2	5
2	Direction and magnitude of displacement differ between slowly expanding and non-expanding multiple sclerosis lesions as compared to small vessel disease. Journal of Neurology, 2022, 269, 4459-4468.	3.6	4
3	GPU-Based Supervoxel Generation With a Novel Anisotropic Metric. IEEE Transactions on Image Processing, 2021, 30, 8847-8860.	9.8	3
4	Utility of shape evolution and displacement in the classification of chronic multiple sclerosis lesions. Scientific Reports, 2020, 10, 19560.	3.3	10
5	African Americans experience disproportionate neurodegenerative changes in the medulla and upper cervical spinal cord in early multiple sclerosis. Multiple Sclerosis and Related Disorders, 2020, 45, 102429.	2.0	20
6	BOLD signal within and around white matter lesions distinguishes multiple sclerosis and non-specific white matter disease: a three-dimensional approach. Journal of Neurology, 2020, 267, 2888-2896.	3.6	8
7	P2MAT-NET: Learning medial axis transform from sparse point clouds. Computer Aided Geometric Design, 2020, 80, 101874.	1.2	12
8	ThreeâEDimensional Lesion Phenotyping and Physiologic Characterization Inform Remyelination Ability in Multiple Sclerosis. Journal of Neuroimaging, 2019, 29, 605-614.	2.0	10
9	Superpixel Generation by Agglomerative Clustering With Quadratic Error Minimization. Computer Graphics Forum, 2019, 38, 405-416.	3.0	2
10	MAT-Net: Medial Axis Transform Network for 3D Object Recognition. , 2019, , .		6
11	Post-gadolinium 3-dimensional spatial, surface, and structural characteristics of glioblastomas differentiate pseudoprogression from true tumor progression. Journal of Neuro-Oncology, 2018, 139, 731-738.	2.9	12
12	ArticulatedFusion: Real-Time Reconstruction of Motion, Geometry and Segmentation Using a Single Depth Camera. Lecture Notes in Computer Science, 2018, , 324-340.	1.3	15
13	Surface Approximation via Asymptotic Optimal Geometric Partition. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2613-2626.	4.4	10
14	Anisotropic Superpixel Generation Based on Mahalanobis Distance. Computer Graphics Forum, 2016, 35, 199-207.	3.0	9
15	Special issue on collaborative haptic audio-visual environments and systems. Multimedia Systems, 2016, 22, 657-658.	4.7	0
16	Toward tract-specific fractional anisotropy (TSFA) at crossing-fiber regions with clinical diffusion MRI. Magnetic Resonance in Medicine, 2015, 74, 1768-1779.	3.0	18
17	Spectral Animation Compression. Journal of Computer Science and Technology, 2015, 30, 540-552.	1.5	2
18	Haptic-enabled interactive rendering of deformable objects based on shape matching. , 2013, , .		9

#	Article	IF	Citations
19	Receiver-based loss tolerance method for 3D progressive streaming. Multimedia Tools and Applications, 2011, 51, 779-799.	3.9	6
20	Blind invisible watermarking for 3D meshes with textures. , 2010, , .		2
21	Meshless methods for physics-based modeling and simulation of deformable models. Science in China Series F: Information Sciences, 2009, 52, 401-417.	1.1	8
22	Spectral mesh deformation. Visual Computer, 2008, 24, 787-796.	3.5	49