

Kun Xu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3674708/publications.pdf>

Version: 2024-02-01

16
papers

332
citations

933264

10
h-index

996849

15
g-index

16
all docs

16
docs citations

16
times ranked

310
citing authors

#	ARTICLE	IF	CITATIONS
1	Efficient affinity-based edit propagation using K-D tree. ACM Transactions on Graphics, 2009, 28, 1-6.	4.9	83
2	A Large Chinese Text Dataset in the Wild. Journal of Computer Science and Technology, 2019, 34, 509-521.	0.9	61
3	Two-Layer QR Codes. IEEE Transactions on Image Processing, 2019, 28, 4413-4428.	6.0	30
4	Spherical Piecewise Constant Basis Functions for All-Frequency Precomputed Radiance Transfer. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 454-467.	2.9	28
5	A practical algorithm for rendering interreflections with all-frequency BRDFs. ACM Transactions on Graphics, 2014, 33, 1-16.	4.9	23
6	Accurate Translucent Material Rendering under Spherical Gaussian Lights. Computer Graphics Forum, 2012, 31, 2267-2276.	1.8	21
7	Accurate Dynamic SLAM Using CRF-Based Long-Term Consistency. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1745-1757.	2.9	21
8	Static Scene Illumination Estimation from Videos with Applications. Journal of Computer Science and Technology, 2017, 32, 430-442.	0.9	18
9	Semantic segmentation of high-resolution images. Science China Information Sciences, 2017, 60, 1.	2.7	13
10	An Improved Geometric Approach for Palette-based Image Decomposition and Recoloring. Computer Graphics Forum, 2019, 38, 11-22.	1.8	12
11	Adaptive BRDF-oriented Multiple Importance Sampling of Many Lights. Computer Graphics Forum, 2019, 38, 123-133.	1.8	6
12	Computational Design of Transforming Pop-up Books. ACM Transactions on Graphics, 2018, 37, 1-14.	4.9	5
13	An Effective Policy Relocation Scheme for VM Migration in Software-Defined Networks. , 2015, , .		3
14	Contrastive Self-supervised Representation Learning Using Synthetic Data. International Journal of Automation and Computing, 2021, 18, 556-567.	4.5	3
15	Lightweight Bilateral Convolutional Neural Networks for Interactive Single-Bounce Diffuse Indirect Illumination. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1824-1834.	2.9	3
16	Anisotropic density estimation for photon mapping. Computational Visual Media, 2015, 1, 221-228.	10.8	2