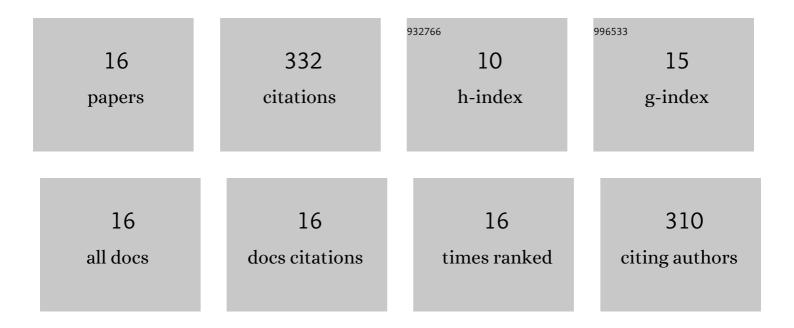


List of Publications by Year in descending order

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KUN XU

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