# Jianbing Shen

## List of Publications by Citations



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|---|---|---|---|
| 149 papers | 7,782 citations | 50 h-index | 85 g-index |
| 161 ext. papers | 9,962 ext. citations | 6.2 avg, IF | 7.26 L-index |

| # | Paper | IF | Citations |
|---|---|---|---|
| 149 | Video Salient Object Detection via Fully Convolutional Networks. *IEEE Transactions on Image Processing*, **2018**, 27, 38-49 | 8.7 | 382 |
| 148 | Deep Visual Attention Prediction. *IEEE Transactions on Image Processing*, **2018**, 27, 2368-2378 | 8.7 | 358 |
| 147 | Saliency-Aware Video Object Segmentation. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2018**, 40, 20-33 | 13.3 | 268 |
| 146 | Consistent Video Saliency Using Local Gradient Flow Optimization and Global Refinement. *IEEE Transactions on Image Processing*, **2015**, 24, 4185-96 | 8.7 | 248 |
| 145 | Lazy random walks for superpixel segmentation. *IEEE Transactions on Image Processing*, **2014**, 23, 1451-62 | 8.7 | 246 |
| 144 | Saliency-aware geodesic video object segmentation **2015**, | | 240 |
| 143 | Deep Learning for Person Re-identification: A Survey and Outlook. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2021**, PP, | 13.3 | 209 |
| 142 | Real-Time Superpixel Segmentation by DBSCAN Clustering Algorithm. *IEEE Transactions on Image Processing*, **2016**, 25, 5933-5942 | 8.7 | 196 |
| 141 | A Deep Network Solution for Attention and Aesthetics Aware Photo Cropping. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2019**, 41, 1531-1544 | 13.3 | 178 |
| 140 | Salient Object Detection With Pyramid Attention and Salient Edges **2019**, | | 174 |
| 139 | Shifting More Attention to Video Salient Object Detection **2019**, | | 173 |
| 138 | Triplet Loss in Siamese Network for Object Tracking. *Lecture Notes in Computer Science*, **2018**, 472-488 | 0.9 | 171 |
| 137 | **2019**, | | 161 |
| 136 | Sub-Markov Random Walk for Image Segmentation. *IEEE Transactions on Image Processing*, **2016**, 25, 516-27 | 8.7 | 154 |
| 135 | . *IEEE Transactions on Multimedia*, **2017**, 19, 763-771 | 6.6 | 146 |
| 134 | Pyramid Dilated Deeper ConvLSTM for Video Salient Object Detection. *Lecture Notes in Computer Science*, **2018**, 744-760 | 0.9 | 132 |
| 133 | Quadruplet Network With One-Shot Learning for Fast Visual Object Tracking. *IEEE Transactions on Image Processing*, **2019**, 28, 3516-3527 | 8.7 | 121 |

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| 132 | Robust video object cosegmentation. *IEEE Transactions on Image Processing*, **2015**, 24, 3137-48 | 8.7 | 120 |
| 131 | Learning Human-Object Interactions by Graph Parsing Neural Networks. *Lecture Notes in Computer Science*, **2018**, 407-423 | 0.9 | 117 |
| 130 | Correspondence Driven Saliency Transfer. *IEEE Transactions on Image Processing*, **2016**, 25, 5025-5034 | 8.7 | 115 |
| 129 | Revisiting Video Saliency Prediction in the Deep Learning Era. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2021**, 43, 220-237 | 13.3 | 108 |
| 128 | Stereoscopic Thumbnail Creation via Efficient Stereo Saliency Detection. *IEEE Transactions on Visualization and Computer Graphics*, **2017**, 23, 2014-2027 | 4 | 106 |
| 127 | Attentive Fashion Grammar Network for Fashion Landmark Detection and Clothing Category Classification **2018**, | | 101 |
| 126 | Revisiting Video Saliency: A Large-Scale Benchmark and a New Model **2018**, | | 98 |
| 125 | . *IEEE Transactions on Multimedia*, **2015**, 17, 1818-1828 | 6.6 | 97 |
| 124 | Zero-Shot Video Object Segmentation via Attentive Graph Neural Networks **2019**, | | 93 |
| 123 | Exposure fusion using boosting Laplacian pyramid. *IEEE Transactions on Cybernetics*, **2014**, 44, 1579-90 | 10.2 | 91 |
| 122 | Salient Object Detection Driven by Fixation Prediction **2018**, | | 91 |
| 121 | Semi-Supervised Video Object Segmentation with Super-Trajectories. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2018**, | 13.3 | 82 |
| 120 | Salient Object Detection in the Deep Learning Era: An In-depth Survey. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2021**, PP, | 13.3 | 82 |
| 119 | Intrinsic images using optimization **2011**, | | 79 |
| 118 | **2019**, | | 75 |
| 117 | Hyperparameter Optimization for Tracking with Continuous Deep Q-Learning **2018**, | | 75 |
| 116 | Local Semantic Siamese Networks for Fast Tracking. *IEEE Transactions on Image Processing*, **2019**, | 8.7 | 72 |
| 115 | Submodular Trajectories for Better Motion Segmentation in Videos. *IEEE Transactions on Image Processing*, **2018**, | 8.7 | 71 |

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| 114 | Interactive Segmentation Using Constrained Laplacian Optimization. *IEEE Transactions on Circuits and Systems for Video Technology*, **2014**, 24, 1088-1100 | 6.4 | 70 |
| 113 | Inferring Salient Objects from Human Fixations. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2020**, 42, 1913-1927 | 13.3 | 70 |
| 112 | Fast Online Tracking With Detection Refinement. *IEEE Transactions on Intelligent Transportation Systems*, **2018**, 19, 162-173 | 6.1 | 64 |
| 111 | Higher Order Energies for Image Segmentation. *IEEE Transactions on Image Processing*, **2017**, 26, 4911-4922 | 8.7 | 64 |
| 110 | Visual Object Tracking by Hierarchical Attention Siamese Network. *IEEE Transactions on Cybernetics*, **2020**, 50, 3068-3080 | 10.2 | 63 |
| 109 | Video Saliency Detection Using Object Proposals. *IEEE Transactions on Cybernetics*, **2018**, 48, 3159-3170 | 10.2 | 60 |
| 108 | Visible-Infrared Person Re-Identification via Homogeneous Augmented Tri-Modal Learning. *IEEE Transactions on Information Forensics and Security*, **2021**, 16, 728-739 | 8 | 60 |
| 107 | Interactive Cosegmentation Using Global and Local Energy Optimization. *IEEE Transactions on Image Processing*, **2015**, 24, 3966-77 | 8.7 | 57 |
| 106 | Visual Tracking Under Motion Blur. *IEEE Transactions on Image Processing*, **2016**, 25, 5867-5876 | 8.7 | 55 |
| 105 | Video Saliency Prediction using Spatiotemporal Residual Attentive Networks. *IEEE Transactions on Image Processing*, **2019**, | 8.7 | 55 |
| 104 | Dynamical Hyperparameter Optimization via Deep Reinforcement Learning in Tracking. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2021**, 43, 1515-1529 | 13.3 | 55 |
| 103 | Learning Video Object Segmentation From Unlabeled Videos **2020**, | | 54 |
| 102 | **2019**, | | 53 |
| 101 | Intrinsic Image Decomposition Using Optimization and User Scribbles. *IEEE Transactions on Cybernetics*, **2013**, 43, 425-36 | 10.2 | 52 |
| 100 | . *IEEE Transactions on Multimedia*, **2016**, 18, 1011-1021 | 6.6 | 51 |
| 99 | . *IEEE Transactions on Multimedia*, **2015**, 17, 2225-2234 | 6.6 | 50 |
| 98 | ET-Net: A Generic Edge-aTtention Guidance Network for Medical Image Segmentation. *Lecture Notes in Computer Science*, **2019**, 442-450 | 0.9 | 50 |
| 97 | Gradient based image completion by solving the Poisson equation. *Computers and Graphics*, **2007**, 31, 119-126 | 1.8 | 49 |

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| 96 | Video Object Segmentation with Episodic Graph Memory Networks. *Lecture Notes in Computer Science*, **2020**, 661-679 | 0.9 | 49 |
| 95 | Multiobject Tracking by Submodular Optimization. *IEEE Transactions on Cybernetics*, **2018**, | 10.2 | 49 |
| 94 | Discriminative Tracking Using Tensor Pooling. *IEEE Transactions on Cybernetics*, **2016**, 46, 2411-2422 | 10.2 | 48 |
| 93 | RGB-D salient object detection: A survey. *Computational Visual Media*, **2021**, 7, 1-33 | 3.9 | 47 |
| 92 | Video Co-Saliency Guided Co-Segmentation. *IEEE Transactions on Circuits and Systems for Video Technology*, **2018**, 28, 1727-1736 | 6.4 | 46 |
| 91 | Depth-aware image seam carving. *IEEE Transactions on Cybernetics*, **2013**, 43, 1453-61 | 10.2 | 46 |
| 90 | Generalized Pooling for Robust Object Tracking. *IEEE Transactions on Image Processing*, **2016**, 25, 4199-4208 | 6.7 | 45 |
| 89 | Deep Cropping via Attention Box Prediction and Aesthetics Assessment **2017**, | | 44 |
| 88 | Augmentation Invariant and Instance Spreading Feature for Softmax Embedding. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2020**, PP, | 13.3 | 42 |
| 87 | MATNet: Motion-Attentive Transition Network for Zero-Shot Video Object Segmentation. *IEEE Transactions on Image Processing*, **2020**, PP, | 8.7 | 41 |
| 86 | Learning Compositional Neural Information Fusion for Human Parsing **2019**, | | 40 |
| 85 | High-Order Energies for Stereo Segmentation. *IEEE Transactions on Cybernetics*, **2016**, 46, 1616-27 | 10.2 | 39 |
| 84 | Towards Bridging Semantic Gap to Improve Semantic Segmentation **2019**, | | 37 |
| 83 | Submodular Function Optimization for Motion Clustering and Image Segmentation. *IEEE Transactions on Neural Networks and Learning Systems*, **2019**, 30, 2637-2649 | 10.3 | 34 |
| 82 | . *IEEE Transactions on Multimedia*, **2019**, 21, 510-521 | 6.6 | 32 |
| 81 | Video Supervoxels Using Partially Absorbing Random Walks. *IEEE Transactions on Circuits and Systems for Video Technology*, **2016**, 26, 928-938 | 6.4 | 31 |
| 80 | A deep Coarse-to-Fine network for head pose estimation from synthetic data. *Pattern Recognition*, **2019**, 94, 196-206 | 7.7 | 29 |
| 79 | Manifold Regularized Correlation Object Tracking. *IEEE Transactions on Neural Networks and Learning Systems*, **2018**, 29, 1786-1795 | 10.3 | 29 |

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| 78 | Augmented reality based real-time subcutaneous vein imaging system. *Biomedical Optics Express*, **2016**, 7, 2565-85 | 3.5 | 29 |
| 77 | Parallel and efficient approximate nearest patch matching for image editing applications. *Neurocomputing*, **2018**, 305, 39-50 | 5.4 | 25 |
| 76 | Robust Match Fusion Using Optimization. *IEEE Transactions on Cybernetics*, **2015**, 45, 1549-60 | 10.2 | 24 |
| 75 | Siamese Network for RGB-D Salient Object Detection and Beyond. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2021**, PP, | 13.3 | 24 |
| 74 | Linearization to Nonlinear Learning for Visual Tracking **2015**, | | 23 |
| 73 | Paying Attention to Video Object Pattern Understanding. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2021**, 43, 2413-2428 | 13.3 | 23 |
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| 71 | Real-time feature-aware video abstraction. *Visual Computer*, **2008**, 24, 727-734 | 2.3 | 22 |
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| 68 | Superpixel Optimization Using Higher Order Energy. *IEEE Transactions on Circuits and Systems for Video Technology*, **2016**, 26, 917-927 | 6.4 | 21 |
| 67 | Learning to Fuse Asymmetric Feature Maps in Siamese Trackers **2021**, | | 21 |
| 66 | CLNet: A Compact Latent Network for Fast Adjusting Siamese Trackers. *Lecture Notes in Computer Science*, **2020**, 378-395 | 0.9 | 21 |
| 65 | Facial landmark detection by semi-supervised deep learning. *Neurocomputing*, **2018**, 297, 22-32 | 5.4 | 20 |
| 64 | Real-time saliency-aware video abstraction. *Visual Computer*, **2009**, 25, 973-984 | 2.3 | 20 |
| 63 | Deep Object Tracking with Shrinkage Loss. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2020**, PP, | 13.3 | 18 |
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| 61 | Selective Video Object Cutout. *IEEE Transactions on Image Processing*, **2017**, 26, 5645-5655 | 8.7 | 16 |

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| 60 | Motion-Aware Rapid Video Saliency Detection. *IEEE Transactions on Circuits and Systems for Video Technology*, **2020**, 30, 4887-4898 | 6.4 | 16 |
| 59 | Scene text recognition using residual convolutional recurrent neural network. *Machine Vision and Applications*, **2018**, 29, 861-871 | 2.8 | 15 |
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| 56 | Visual Tracking by Sampling in Part Space. *IEEE Transactions on Image Processing*, **2017**, 26, 5800-5810 | 8.7 | 14 |
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| 52 | Robust Object Tracking by Nonlinear Learning. *IEEE Transactions on Neural Networks and Learning Systems*, **2018**, 29, 4769-4781 | 10.3 | 12 |
| 51 | Re-thinking Co-Salient Object Detection. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2021**, PP, | 13.3 | 12 |
| 50 | Interactive image/video retexturing using GPU parallelism. *Computers and Graphics*, **2012**, 36, 1048-1059 | 1.8 | 11 |
| 49 | Adaptive Nonlocal Random Walks for Image Superpixel Segmentation. *IEEE Transactions on Circuits and Systems for Video Technology*, **2020**, 30, 822-834 | 6.4 | 11 |
| 48 | Reducing Estimation Bias via Triplet-Average Deep Deterministic Policy Gradient. *IEEE Transactions on Neural Networks and Learning Systems*, **2020**, 31, 4933-4945 | 10.3 | 10 |
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| 45 | Saliency Cut in Stereo Images **2013**, | | 9 |
| 44 | Re-texturing by intrinsic video. *Information Sciences*, **2014**, 281, 726-735 | 7.7 | 9 |
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| 42 | Text Image Deblurring Using Kernel Sparsity Prior. *IEEE Transactions on Cybernetics*, **2020**, 50, 997-1008 | 10.2 | 9 |
| 41 | Hierarchical Human Semantic Parsing with Comprehensive Part-Relation Modeling. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2021**, PP, | 13.3 | 9 |
| 40 | Stereo Video Object Segmentation Using Stereoscopic Foreground Trajectories. *IEEE Transactions on Cybernetics*, **2018**, | 10.2 | 8 |
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| 36 | Multi-scale Capsule Attention-Based Salient Object Detection with Multi-crossed Layer Connections **2019**, | | 7 |
| 35 | Single-Image Distance Measurement by a Smart Mobile Device. *IEEE Transactions on Cybernetics*, **2017**, 47, 4451-4462 | 10.2 | 7 |
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| 32 | Full-Duplex Strategy for Video Object Segmentation **2021**, | | 7 |
| 31 | Segmentation Using SubMarkov Random Walk. *Lecture Notes in Computer Science*, **2015**, 237-248 | 0.9 | 6 |
| 30 | Learning to detect stereo saliency **2014**, | | 6 |
| 29 | Deformation-based interactive texture design using energy optimization. *Visual Computer*, **2007**, 23, 631-639 | 2.3 | 6 |
| 28 | High-speed video salient object detection with temporal propagation using correlation filter. *Neurocomputing*, **2019**, 356, 107-118 | 5.4 | 5 |
| 27 | A stable long-term object tracking method with re-detection strategy. *Pattern Recognition Letters*, **2019**, 127, 119-127 | 4.7 | 5 |
| 26 | Gradient Based Image Completion by Solving Poisson Equation. *Lecture Notes in Computer Science*, **2005**, 257-268 | 0.9 | 5 |
| 25 | Diffusion-based saliency detection with optimal seed selection scheme. *Neurocomputing*, **2017**, 239, 94-101 | 5.4 | 4 |

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| 24 | A Retrospective Comparison of Deep Learning to Manual Annotations for Optic Disc and Optic Cup Segmentation in Fundus Photographs. *Translational Vision Science and Technology*, **2020**, 9, 33 | 3.3 | 4 |
| 23 | Real-time photo style transfer **2009**, | | 4 |
| 22 | . *IEEE Transactions on Multimedia*, **2020**, 1-1 | 6.6 | 4 |
| 21 | Multi-attention deep reinforcement learning and re-ranking for vehicle re-identification. *Neurocomputing*, **2020**, 414, 27-35 | 5.4 | 4 |
| 20 | One-Stage Anchor-Free 3D Vehicle Detection from LiDAR Sensors. *Sensors*, **2021**, 21, | 3.8 | 4 |
| 19 | MSB-FCN: Multi-Scale Bidirectional FCN for Object Skeleton Extraction. *IEEE Transactions on Image Processing*, **2021**, 30, 2301-2312 | 8.7 | 4 |
| 18 | Re-texturing by Intrinsic Video **2010**, | | 3 |
| 17 | A unified framework for designing textures using energy optimization. *Pattern Recognition*, **2010**, 43, 457-469 | 7.7 | 3 |
| 16 | Improving Single Shot Object Detection With Feature Scale Unmixing. *IEEE Transactions on Image Processing*, **2021**, 30, 2708-2721 | 8.7 | 3 |
| 15 | Real-time and light-weighted unsupervised video object segmentation network. *Pattern Recognition*, **2021**, 120, 108120 | 7.7 | 3 |
| 14 | Depth-Aware Video Abstraction **2010**, | | 2 |
| 13 | Double-Row License Plate Segmentation with Convolutional Neural Networks. *Jisuanji Fuzhu Sheji Yu Tuxingxue Xuebao/Journal of Computer-Aided Design and Computer Graphics*, **2019**, 31, 1320 | 0.6 | 2 |
| 12 | Video person re-identification with global statistic pooling and self-attention distillation. *Neurocomputing*, **2021**, 453, 777-789 | 5.4 | 2 |
| 11 | Automatic image vectorization using superpixels and random walkers **2013**, | | 1 |
| 10 | Stereoscopic 3D crosstalk prediction **2014**, | | 1 |
| 9 | Fast DCT-based image saliency detection **2012**, | | 1 |
| 8 | Fast and Reliable Mouse Picking Using Graphics Hardware. *International Journal of Computer Games Technology*, **2009**, 2009, 1-7 | 4.8 | 1 |
| 7 | Efficient image/video retexturing using parallel bilateral grids **2011**, | | 1 |

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| 6 | Feature-Based Texture Design Using Deformation Techniques **2007**, 730-739 | | 1 |
| 5 | Fast Shape-Simplifying Image Abstraction Using Graphics Hardware. *Lecture Notes in Computer Science*, **2009**, 390-398 | 0.9 | 1 |
| 4 | Dynamic Textures Using Wavelet Analysis. *Lecture Notes in Computer Science*, **2006**, 1070-1073 | 0.9 | 1 |
| 3 | Simple and Fast Terrain Rendering Using Graphics Hardware. *Lecture Notes in Computer Science*, **2006**, 715-723 | 0.9 | 1 |
| 2 | Robust Stereoscopic Crosstalk Prediction. *IEEE Transactions on Circuits and Systems for Video Technology*, **2018**, 28, 1158-1168 | 6.4 | |
| 1 | HDR IMAGE RERENDERING USING GPU-BASED PROCESSING. *International Journal of Image and Graphics*, **2012**, 12, 1250007 | 0.5 | |