Ehsan Miandji

List of Publications by Year
in descending order

15 papers	**181** citations	1478505 **6** h-index	1199594 **12** g-index
16 all docs	**16** docs citations	**16** times ranked	**125** citing authors

#	Article	IF	Citations
1	A Sparse Non-parametric BRDF Model. ACM Transactions on Graphics, 2022, 41, 1-18.	7.2	3
2	Multi-Mask Camera Model for Compressed Acquisition of Light Fields. IEEE Transactions on Computational Imaging, 2021, 7, 191-208.	4.4	7
3	Deep Light Field Acquisition Using Learned Coded Mask Distributions for Color Filter Array Sensors. IEEE Transactions on Computational Imaging, 2021, 7, 475-488.	4.4	5
4	Compressive HDR Light Field Imaging Using a Single Multi-ISO Sensor. IEEE Transactions on Computational Imaging, 2021, 7, 1369-1384.	4.4	2
5	Single Sensor Compressive Light Field Video Camera. Computer Graphics Forum, 2020, 39, 463-474.	3.0	7
6	A Unified Framework for Compression and Compressed Sensing of Light Fields and Light Field Videos. ACM Transactions on Graphics, 2019, 38, 1-18.	7.2	18
7	Light Field Video Compression and Real Time Rendering. Computer Graphics Forum, 2019, 38, 265-276.	3.0	2
8	OMP-based DOA estimation performance analysis. , 2018, 79, 57-65.		16
9	A Performance Guarantee for Orthogonal Matching Pursuit Using Mutual Coherence. Circuits, Systems, and Signal Processing, 2018, 37, 1562-1574.	2.0	2
10	Multi-Shot Single Sensor Light Field Camera Using a Color Coded Mask. , 2018, , .		15
11	On Probability of Support Recovery for Orthogonal Matching Pursuit Using Mutual Coherence. IEEE Signal Processing Letters, 2017, 24, 1646-1650.	3.6	16
12	On nonlocal image completion using an ensemble of dictionaries. , 2016, , .		0
13	Compressive Image Reconstruction in Reduced Union of Subspaces. Computer Graphics Forum, 2015, 34, 33-44.	3.0	23
14	Photorealistic rendering of mixed reality scenes. Computer Graphics Forum, 2015, 34, 643-665.	3.0	50
15	Learning based compression of surface light fields for real-time rendering of global illumination scenes. , 2013, , .		10