

# Chi Wing Fu

## List of Publications by Year in descending order

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149  
papers

8,678  
citations

125106

35  
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93651

72  
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149  
all docs

149  
docs citations

149  
times ranked

6457  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Sim-to-Real Object Recognition and Localization Framework for Industrial Robotic Bin Picking. IEEE Robotics and Automation Letters, 2022, 7, 3961-3968.	3.3	20
2	Worst-Case Rigidity Analysis and Optimization for Assemblies with Mechanical Joints. Computer Graphics Forum, 2022, 41, 507-519.	1.8	3
3	Instance Shadow Detection with A Single-Stage Detector. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, , 1-14.	9.7	2
4	Towards Robust Part-aware Instance Segmentation for Industrial Bin Picking. , 2022, , .		4
5	DNF-Net: A Deep Normal Filtering Network for Mesh Denoising. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4060-4072.	2.9	32
6	SAC-Net: Spatial Attenuation Context for Salient Object Detection. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 1079-1090.	5.6	46
7	Transformation-Consistent Self-Ensembling Model for Semisupervised Medical Image Segmentation. IEEE Transactions on Neural Networks and Learning Systems, 2021, 32, 523-534.	7.2	240
8	Single-Image Real-Time Rain Removal Based on Depth-Guided Non-Local Features. IEEE Transactions on Image Processing, 2021, 30, 1759-1770.	6.0	36
9	FloorLevel-Net: Recognizing Floor-Level Lines With Height-Attention-Guided Multi-Task Learning. IEEE Transactions on Image Processing, 2021, 30, 6686-6699.	6.0	3
10	Saliency-Aware Texture Smoothing. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2471-2484.	2.9	23
11	Direction-Aware Spatial Context Features for Shadow Detection and Removal. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 42, 2795-2808.	9.7	115
12	Multi-task recurrent convolutional network with correlation loss for surgical video analysis. Medical Image Analysis, 2020, 59, 101572.	7.0	116
13	Aggregating Attentional Dilated Features for Salient Object Detection. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 3358-3371.	5.6	45
14	ShapeWordle: Tailoring Wordles using Shape-aware Archimedean Spirals. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 991-1000.	2.9	8
15	A Recursive Subdivision Technique for Sampling Multi-class Scatterplots. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 729-738.	2.9	14
16	Interactive Structure-aware Blending of Diverse Edge Bundling Visualizations. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 687-696.	2.9	8
17	CANet: Cross-Disease Attention Network for Joint Diabetic Retinopathy and Diabetic Macular Edema Grading. IEEE Transactions on Medical Imaging, 2020, 39, 1483-1493.	5.4	235
18	DoFE: Domain-Oriented Feature Embedding for Generalizable Fundus Image Segmentation on Unseen Datasets. IEEE Transactions on Medical Imaging, 2020, 39, 4237-4248.	5.4	59

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19	Computational Design and Optimization of Non-Circular Gears. Computer Graphics Forum, 2020, 39, 399-409.	1.8	10
20	PointGroup: Dual-Set Point Grouping for 3D Instance Segmentation. , 2020, , .		185
21	Instance Shadow Detection. , 2020, , .		45
22	PointAugment: An Auto-Augmentation Framework for Point Cloud Classification. , 2020, , .		85
23	Revisiting metric learning for few-shot image classification. Neurocomputing, 2020, 406, 49-58.	3.5	60
24	Ï-Net: Stacking Densely Convolutional LSTMs for Sub-Cortical Brain Structure Segmentation. IEEE Transactions on Medical Imaging, 2020, 39, 2806-2817.	5.4	22
25	Deep Recognition of Vanishing-Point-Constrained Building Planes in Urban Street Views. IEEE Transactions on Image Processing, 2020, 29, 5912-5923.	6.0	12
26	Learning from Extrinsic and Intrinsic Supervisions for Domain Generalization. Lecture Notes in Computer Science, 2020, , 159-176.	1.0	78
27	Difficulty-Aware Meta-learning for Rare Disease Diagnosis. Lecture Notes in Computer Science, 2020, , 357-366.	1.0	28
28	Unsupervised Detection of Distinctive Regions on 3D Shapes. ACM Transactions on Graphics, 2020, 39, 1-14.	4.9	9
29	Virtually-Extended Proprioception: Providing Spatial Reference in VR through an Appended Virtual Limb. , 2020, , .		5
30	TilinGNN. ACM Transactions on Graphics, 2020, 39, .	4.9	4
31	On Visualizing Continuous Turbulence Scales. Computer Graphics Forum, 2019, 38, 300-315.	1.8	1
32	Optimizing Color Assignment for Perception of Class Separability in Multiclass Scatterplots. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 820-829.	2.9	35
33	LassoNet: Deep Lasso-Selection of 3D Point Clouds. IEEE Transactions on Visualization and Computer Graphics, 2019, , 1-1.	2.9	15
34	Computational Design of Steady 3D Dissection Puzzles. Computer Graphics Forum, 2019, 38, 291-303.	1.8	17
35	Patch-Based Output Space Adversarial Learning for Joint Optic Disc and Cup Segmentation. IEEE Transactions on Medical Imaging, 2019, 38, 2485-2495.	5.4	180
36	Deep Multi-Model Fusion for Single-Image Dehazing. , 2019, , .		85

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37	PointWeb: Enhancing Local Neighborhood Features for Point Cloud Processing. , 2019, , .		382
38	Deep Floor Plan Recognition Using a Multi-Task Network With Room-Boundary-Guided Attention. , 2019, , .		47
39	Hierarchical Point-Edge Interaction Network for Point Cloud Semantic Segmentation. , 2019, , .		119
40	Mask-ShadowGAN: Learning to Remove Shadows From Unpaired Data. , 2019, , .		110
41	Depth-Attentional Features for Single-Image Rain Removal. , 2019, , .		191
42	PU-GAN: A Point Cloud Upsampling Adversarial Network. , 2019, , .		218
43	Underexposed Photo Enhancement Using Deep Illumination Estimation. , 2019, , .		468
44	Head-Fingers-Arms: Physically-Coupled and Decoupled Multimodal Interaction Designs in Mobile VR. , 2019, , .		2
45	Image-Based Aspect Ratio Selection. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 840-849.	2.9	2
46	Structure-aware Fisheye Views for Efficient Large Graph Exploration. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 566-575.	2.9	16
47	Boundary and Entropy-Driven Adversarial Learning for Fundus Image Segmentation. Lecture Notes in Computer Science, 2019, , 102-110.	1.0	57
48	Uncertainty-Aware Self-ensembling Model for Semi-supervised 3D Left Atrium Segmentation. Lecture Notes in Computer Science, 2019, , 605-613.	1.0	309
49	Revisiting Stress Majorization as a Unified Framework for Interactive Constrained Graph Visualization. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 489-499.	2.9	35
50	3D multi-scale FCN with random modality voxel dropout learning for Intervertebral Disc Localization and Segmentation from Multi-modality MR Images. Medical Image Analysis, 2018, 45, 41-54.	7.0	110
51	Is There a Robust Technique for Selecting Aspect Ratios in Line Charts?. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 3096-3110.	2.9	9
52	Feature-preserving ultrasound speckle reduction via L 0 minimization. Neurocomputing, 2018, 294, 48-60.	3.5	7
53	SV-RCNet: Workflow Recognition From Surgical Videos Using Recurrent Convolutional Network. IEEE Transactions on Medical Imaging, 2018, 37, 1114-1126.	5.4	184
54	A Perception-Driven Approach to Supervised Dimensionality Reduction for Visualization. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1828-1840.	2.9	42

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55	Globally Consistent Wrinkle-Aware Shading of Line Drawings. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2103-2117.	2.9	8
56	Towards High-Quality Visualization of Superfluid Vortices. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2440-2455.	2.9	6
57	Cluster aware Star Coordinates. Journal of Visual Languages and Computing, 2018, 44, 28-38.	1.8	2
58	Direction-Aware Spatial Context Features for Shadow Detection. , 2018, , .		142
59	PU-Net: Point Cloud Upsampling Network. , 2018, , .		310
60	Non-Local Low-Rank Normal Filtering for Mesh Denoising. Computer Graphics Forum, 2018, 37, 155-166.	1.8	31
61	DualGaze: Addressing the Midas Touch Problem in Gaze Mediated VR Interaction. , 2018, , .		19
62	Bidirectional Feature Pyramid Network with Recurrent Attention Residual Modules for Shadow Detection. Lecture Notes in Computer Science, 2018, , 122-137.	1.0	112
63	TwistIn. , 2018, 2, 1-24.		12
64	H-DenseUNet: Hybrid Densely Connected UNet for Liver and Tumor Segmentation From CT Volumes. IEEE Transactions on Medical Imaging, 2018, 37, 2663-2674.	5.4	1,439
65	3D fabrication with universal building blocks and pyramidal shells. ACM Transactions on Graphics, 2018, 37, 1-15.	4.9	15
66	Fabricable eulerian wires for 3D shape abstraction. ACM Transactions on Graphics, 2018, 37, 1-13.	4.9	11
67	Deeply Supervised Rotation Equivariant Network for Lesion Segmentation in Dermoscopy Images. Lecture Notes in Computer Science, 2018, , 235-243.	1.0	14
68	EC-Net: An Edge-Aware Point Set Consolidation Network. Lecture Notes in Computer Science, 2018, , 398-414.	1.0	134
69	Interactive High-Relief Reconstruction for Organic and Double-Sided Objects from a Photo. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1796-1808.	2.9	17
70	Visualizing the Relationship Between Human Mobility and Points of Interest. IEEE Transactions on Intelligent Transportation Systems, 2017, 18, 2271-2284.	4.7	59
71	A visual analytics design for studying rhythm patterns from human daily movement data. Visual Informatics, 2017, 1, 81-91.	2.5	15
72	FaceCollage. , 2017, , .		4

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73	A Non-local Low-Rank Framework for Ultrasound Speckle Reduction. , 2017, , .		48
74	Joint Bi-layer Optimization for Single-Image Rain Streak Removal. , 2017, , .		195
75	Reconfigurable interlocking furniture. ACM Transactions on Graphics, 2017, 36, 1-14.	4.9	25
76	Computational design of wind-up toys. ACM Transactions on Graphics, 2017, 36, 1-13.	4.9	24
77	Hand-posture-augmented multitouch interactions for exploratory visualization. , 2016, , .		3
78	A visual analytics design for studying crowd movement rhythms from public transportation data. , 2016, , .		2
79	Pyramid of arclength descriptor for generating collage of shapes. ACM Transactions on Graphics, 2016, 35, 1-12.	4.9	14
80	CofiFab. ACM Transactions on Graphics, 2016, 35, 1-11.	4.9	66
81	Non-Local Sparse and Low-Rank Regularization for Structure-Preserving Image Smoothing. Computer Graphics Forum, 2016, 35, 217-226.	1.8	24
82	CardboardSense. , 2016, , .		9
83	3D Navigation on Impossible Figures via Dynamically Reconfigurable Maze. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2275-2288.	2.9	4
84	Multi-scale and Modality Dropout Learning for Intervertebral Disc Localization and Segmentation. Lecture Notes in Computer Science, 2016, , 85-91.	1.0	5
85	Mesh Denoising using Extended ROF Model with $L_1$ Fidelity. Computer Graphics Forum, 2015, 34, 35-45.	1.8	33
86	2.5D Cartoon Hair Modeling and Manipulation. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 304-314.	2.9	14
87	Real-Time and Temporal-Coherent Foreground Extraction With Commodity RGBD Camera. IEEE Journal on Selected Topics in Signal Processing, 2015, 9, 449-461.	7.3	12
88	Printing 3D objects with interlocking parts. Computer Aided Geometric Design, 2015, 35-36, 137-148.	0.5	68
89	Computational interlocking furniture assembly. ACM Transactions on Graphics, 2015, 34, 1-11.	4.9	53
90	Visualizing Mobility of Public Transportation System. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1833-1842.	2.9	90

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91	Interactive Line Drawing Recognition and Vectorization with Commodity Camera. , 2014, , .		2
92	Using Social Media Platforms for Human-Robot Interaction in Domestic Environment. International Journal of Human-Computer Interaction, 2014, 30, 627-642.	3.3	15
93	Visual Signature of High-Dimensional Geometry in Parallel Coordinates. , 2014, , .		0
94	Turbulence Simulation by Adaptive Multi-Relaxation Lattice Boltzmann Modeling. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 289-302.	2.9	9
95	An Interactive Computational Design Tool for Large Reciprocal Frame Structures. Nexus Network Journal, 2014, 16, 109-118.	0.5	5
96	Connected Bond Recognition for Handwritten Chemical Skeletal Structural Formulas. , 2014, , .		2
97	Chemical Symbol Feature Set for Handwritten Chemical Symbol Recognition. Lecture Notes in Computer Science, 2014, , 312-322.	1.0	0
98	A Progressive Structural Analysis Approach for Handwritten Chemical Formula Recognition. , 2013, , .		5
99	Online chemical symbol recognition for handwritten chemical expression recognition. , 2013, , .		10
100	Double-Sided 2.5D Graphics. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 225-235.	2.9	3
101	Visualizing Interchange Patterns in Massive Movement Data. Computer Graphics Forum, 2013, 32, 271-280.	1.8	70
102	High-quality Kinect depth filtering for real-time 3D telepresence. , 2013, , .		0
103	Reciprocal frame structures made easy. ACM Transactions on Graphics, 2013, 32, 1-13.	4.9	52
104	A multi-touch interface for fast architectural sketching and massing. , 2013, , .		9
105	Robots in my contact list. , 2012, , .		7
106	Recursive interlocking puzzles. ACM Transactions on Graphics, 2012, 31, 1-10.	4.9	75
107	A handle bar metaphor for virtual object manipulation with mid-air interaction. , 2012, , .		143
108	Brush-and-drag. , 2012, , .		6

#	ARTICLE	IF	CITATIONS
109	Statistical Invariance for Texture Synthesis. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1836-1848.	2.9	7
110	Multitouching the Fourth Dimension. Computer, 2012, 45, 80-88.	1.2	20
111	Efficiently Computing Exact Geodesic Loops within Finite Steps. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 879-889.	2.9	20
112	Online structural analysis for handwritten chemical expression recognition. , 2011, , .		3
113	Making burr puzzles from 3D models. ACM Transactions on Graphics, 2011, 30, 1-8.	4.9	70
114	An interactive multi-touch sketching interface for diffusion curves. , 2011, , .		4
115	Distinguishing multiple smart-phone interactions on a multi-touch wall display using tilt correlation. , 2011, , .		9
116	WYSIWYF. , 2011, , .		50
117	Making burr puzzles from 3D models. , 2011, , .		13
118	Euclidean Geodesic Loops on High-Genus Surfaces Applied to the Morphometry of Vestibular Systems. Lecture Notes in Computer Science, 2011, 14, 384-392.	1.0	6
119	K-set tilable surfaces. ACM Transactions on Graphics, 2010, 29, 1-6.	4.9	54
120	Anisotropic blue noise sampling. ACM Transactions on Graphics, 2010, 29, 1-12.	4.9	38
121	Uniformly sampling multi-resolution analysis for image-based relighting. Journal of Visual Communication and Image Representation, 2010, 21, 693-706.	1.7	0
122	Parameterization of Star-Shaped Volumes Using Greenâ€™s Functions. Lecture Notes in Computer Science, 2010, , 219-235.	1.0	18
123	Modeling and rendering of impossible figures. ACM Transactions on Graphics, 2010, 29, 1-15.	4.9	15
124	Multi-touch techniques for exploring large-scale 3D astrophysical simulations. , 2010, , .		41
125	LayerPaint. , 2010, , .		15
126	Interactive Visualization of Hyperspectral Images of Historical Documents. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 1441-1448.	2.9	27



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127	3D polyomino puzzle. , 2009, , .		4
128	The Rhombic Dodecahedron Map: An Efficient Scheme for Encoding Panoramic Video. IEEE Transactions on Multimedia, 2009, 11, 634-644.	5.2	62
129	3D polyomino puzzle. ACM Transactions on Graphics, 2009, 28, 1-8.	4.9	46
130	A divide-and-conquer approach for automatic polycube map construction. Computers and Graphics, 2009, 33, 369-380.	1.4	72
131	GL4D: A GPU-based Architecture for Interactive 4D Visualization. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 1587-1594.	2.9	22
132	Visualizing Multiwavelength Astrophysical Data. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1555-1562.	2.9	13
133	Dual Poisson-Disk Tiling: An Efficient Method for Distributing Features on Arbitrary Surfaces. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 982-998.	2.9	21
134	A USER INTERFACE DESIGN FOR ACQUIRING STATISTICS FROM VIDEO. International Journal of Image and Graphics, 2008, 08, 327-349.	1.2	0
135	Solid texture synthesis from 2D exemplars. , 2007, , .		73
136	A Transparently Scalable Visualization Architecture for Exploring the Universe. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 108-121.	2.9	15
137	Visualizing Large-Scale Uncertainty in Astrophysical Data. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 1640-1647.	2.9	36
138	Solid texture synthesis from 2D exemplars. ACM Transactions on Graphics, 2007, 26, 2.	4.9	124
139	Tileable BTF. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 953-965.	2.9	12
140	Scalable WIM: Effective Exploration in Large-scale Astrophysical Environments. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 1005-1012.	2.9	24
141	Navigation techniques for large-scale astronomical exploration. , 2006, , .		1
142	Binary-space-partitioned images for resolving image-based visibility. IEEE Transactions on Visualization and Computer Graphics, 2004, 10, 58-71.	2.9	0
143	Instant relighting of volumetric data. , 2003, , .		0
144	The plenoptic illumination function. IEEE Transactions on Multimedia, 2002, 4, 361-371.	5.2	43

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145	Interactive relighting of panoramas. IEEE Computer Graphics and Applications, 2001, 21, 32-41.	1.0	30
146	Very Large Scale Visualization Methods for Astrophysical Data. Eurographics, 2000, , 115-124.	0.4	8
147	Computing Visibility for Triangulated Panoramas. Eurographics, 1999, , 161-174.	0.4	2
148	Triangle-Based View Interpolation without Depth-Buffering. Journal of Graphics Tools, 1998, 3, 13-31.	0.5	11
149	A panoramic-based walkthrough system using real photos. , 0, , .		4