Federico Bolelli

List of Publications by Year
in descending order

32 papers	508 citations	687363 13 h-index	794594 19 g-index
34 all docs	34 docs citations	34 times ranked	218 citing authors

#	ARTICLE	IF	CITATIONS
1	Deep Segmentation of the Mandibular Canal: A New 3D Annotated Dataset of CBCT Volumes. IEEE Access, 2022, 10, 11500-11510.	4.2	23
2	Long-Range 3D Self-Attention for MRI Prostate Segmentation. , 2022, , .		3
3	Confidence Calibration for Deep Renal Biopsy Immunofluorescence Image Classification. , 2021, , .		5
4	A Heuristic-Based Decision Tree for Connected Components Labeling of 3D Volumes: Implementation and Reproducibility Notes. Lecture Notes in Computer Science, 2021, , 139-145.	1.3	1
5	Supporting Skin Lesion Diagnosis with Content-Based Image Retrieval. , 2021, , .		15
6	A Cone Beam Computed Tomography Annotation Tool for Automatic Detection of the Inferior Alveolar Nerve Canal. , 2021, , .		8
7	The DeepHealth Toolkit: A Unified Framework to Boost Biomedical Applications. , 2021, , .		13
8	A Heuristic-Based Decision Tree for Connected Components Labeling of 3D Volumes. , 2021, , .		2
9	A deep analysis on high‐resolution dermoscopic image classification. IET Computer Vision, 2021, 15, 514-526.	2.0	8
10	One DAG to Rule Them All. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, PP, 1-1.	13.9	11
11	Fast Run-Based Connected Components Labeling for Bitonal Images. , 2021, , .		0
12	Toward reliable experiments on the performance of Connected Components Labeling algorithms. Journal of Real-Time Image Processing, 2020, 17, 229-244.	3.5	23
13	Augmenting data with GANs to segment melanoma skin lesions. Multimedia Tools and Applications, 2020, 79, 15575-15592.	3.9	57
14	Optimized Block-Based Algorithms to Label Connected Components on GPUs. IEEE Transactions on Parallel and Distributed Systems, 2020, 31, 423-438.	5.6	23
15	Spaghetti Labeling: Directed Acyclic Graphs for Block-Based Connected Components Labeling. IEEE Transactions on Image Processing, 2020, 29, 1999-2012.	9.8	36
16	Evaluation of the Classification Accuracy of the Kidney Biopsy Direct Immunofluorescence through Convolutional Neural Networks. Clinical Journal of the American Society of Nephrology: CJASN, 2020, 15, 1445-1454.	4.5	34
17	A Warp Speed Chain-Code Algorithm Based on Binary Decision Trees. , 2020, , .		1
18	Connected Components Labeling on DRAGs: Implementation and Reproducibility Notes. Lecture Notes in Computer Science, 2019, , 89-93.	1.3	2

#	Article	IF	Citations
19	M-VAD names: a dataset for video captioning with naming. Multimedia Tools and Applications, 2019, 78, 14007-14027.	3.9	18
20	How Does Connected Components Labeling with Decision Trees Perform on GPUs?. Lecture Notes in Computer Science, 2019, , 39-51.	1.3	11
21	Skin Lesion Segmentation Ensemble with Diverse Training Strategies. Lecture Notes in Computer Science, 2019, , 89-101.	1.3	17
22	A Block-Based Union-Find Algorithm to Label Connected Components on GPUs. Lecture Notes in Computer Science, 2019, , 271-281.	1.3	4
23	Connected Components Labeling on DRAGs. , 2018, , .		21
24	Optimizing GPU-Based Connected Components Labeling Algorithms. , 2018, , .		10
25	A Hierarchical Quasi-Recurrent approach to Video Captioning. , 2018, , .		11
26	Improving Skin Lesion Segmentation with Generative Adversarial Networks. , 2018, , .		18
27	XDOCS: An Application to Index Historical Documents. Communications in Computer and Information Science, 2018, , 151-162.	0.5	16
28	Indexing of Historical Document Images: Ad Hoc Dewarping Technique for Handwritten Text. Communications in Computer and Information Science, 2017, , 45-55.	0.5	17
29	Two More Strategies to Speed Up Connected Components Labeling Algorithms. Lecture Notes in Computer Science, 2017, , 48-58.	1.3	18
30	Historical Handwritten Text Images Word Spotting Through Sliding Window HOGÂFeatures. Lecture Notes in Computer Science, 2017, , 729-738.	1.3	16
31	YACCLAB - Yet Another Connected Components Labeling Benchmark. , 2016, , .		31
32	Optimized Connected Components Labeling with Pixel Prediction. Lecture Notes in Computer Science, 2016, , 431-440.	1.3	30