

# Janez PerÅi

## List of Publications by Year in descending order

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36  
papers

971  
citations

516710

16  
h-index

454955

30  
g-index

37  
all docs

37  
docs citations

37  
times ranked

844  
citing authors

#	ARTICLE	IF	CITATIONS
1	MODSâ€”A USV-Oriented Object Detection and Obstacle Segmentation Benchmark. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 13403-13418.	8.0	17
2	Evaluation of Anomaly Detection Algorithms for the Real-World Applications. , 2021, , .		1
3	A One-Dimensional Non-Intrusive and Privacy-Preserving Identification System for Households. Electronics (Switzerland), 2021, 10, 559.	3.1	1
4	Obstacle Tracking for Unmanned Surface Vessels Using 3-D Point Cloud. IEEE Journal of Oceanic Engineering, 2020, 45, 786-798.	3.8	38
5	Cognitive Relevance Transform for Population Re-Targeting. Sensors, 2020, 20, 4668.	3.8	1
6	Correcting Decalibration of Stereo Cameras in Self-Driving Vehicles. Sensors, 2020, 20, 3241.	3.8	8
7	Using a Situation Awareness Approach to Identify Differences in the Performance Profiles of the Worldâ€™s Top Two Squash Players and Their Opponents. Frontiers in Psychology, 2019, 10, 1036.	2.1	4
8	The MaSTr1325 dataset for training deep USV obstacle detection models. , 2019, , .		51
9	Stereo obstacle detection for unmanned surface vehicles by IMU-assisted semantic segmentation. Robotics and Autonomous Systems, 2018, 104, 1-13.	5.1	85
10	Using a situation awareness approach to determine decision-making behaviour in squash. Journal of Sports Sciences, 2018, 36, 1415-1422.	2.0	8
11	Quantitative Contact-Less Estimation of Energy Expenditure from Video and 3D Imagery. Sensors, 2018, 18, 2435.	3.8	5
12	Improving vision-based obstacle detection on USV using inertial sensor. , 2017, , .		12
13	Effects of rule changes on physical demands and shot characteristics of elite-standard menâ€™s squash and implications for training. Journal of Sports Sciences, 2016, 34, 2170-2174.	2.0	12
14	Fast Image-Based Obstacle Detection From Unmanned Surface Vehicles. IEEE Transactions on Cybernetics, 2016, 46, 641-654.	9.5	105
15	Visual re-identification across large, distributed camera networks. Image and Vision Computing, 2015, 34, 11-26.	4.5	18
16	A new method for assessing squash tactics using 15 court areas for ball locations. Human Movement Science, 2014, 34, 81-90.	1.4	10
17	Towards commoditized smart-camera design. Journal of Systems Architecture, 2013, 59, 847-858.	4.3	5
18	A Time-Motion Analysis of Turns Performed by Highly Ranked Viennese Waltz Dancers. Journal of Human Kinetics, 2013, 37, 55-62.	1.5	8

#	ARTICLE	IF	CITATIONS
19	Tracking by Identification Using Computer Vision and Radio. <i>Sensors</i> , 2013, 13, 241-273.	3.8	18
20	The effect of court location and available time on the tactical shot selection of elite squash players. <i>Journal of Sports Science and Medicine</i> , 2013, 12, 66-73.	1.6	8
21	Movement characteristics of elite tennis players on hard courts with respect to the direction of ground strokes. <i>Journal of Sports Science and Medicine</i> , 2013, 12, 275-81.	1.6	29
22	Efficient Feature Distribution for Object Matching in Visual-Sensor Networks. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2011, 21, 903-916.	8.3	10
23	Fusion of non-visual modalities into the Probabilistic Occupancy Map framework for person localization. , 2011, , .		5
24	A Multistage Registration Method Using Texture Features. <i>Journal of Digital Imaging</i> , 2010, 23, 287-300.	2.9	0
25	Analysis of multi-agent activity using petri nets. <i>Pattern Recognition</i> , 2010, 43, 1491-1501.	8.1	18
26	Histograms of optical flow for efficient representation of body motion. <i>Pattern Recognition Letters</i> , 2010, 31, 1369-1376.	4.2	69
27	Measurement error associated with the SAGIT/Squash computer tracking software. <i>European Journal of Sport Science</i> , 2010, 10, 129-140.	2.7	23
28	Dimensionality Reduction for Distributed Vision Systems Using Random Projection. , 2010, , .		5
29	A trajectory-based analysis of coordinated team activity in a basketball game. <i>Computer Vision and Image Understanding</i> , 2009, 113, 612-621.	4.7	86
30	Closed-world tracking of multiple interacting targets for indoor-sports applications. <i>Computer Vision and Image Understanding</i> , 2009, 113, 598-611.	4.7	56
31	Tactical use of the T area in squash by players of differing standard. <i>Journal of Sports Sciences</i> , 2009, 27, 863-871.	2.0	32
32	PhD forum: Hierarchical feature scheme for object recognition in visual sensor networks. , 2009, , .		1
33	A Bayes-spectral-entropy-based measure of camera focus using a discrete cosine transform. <i>Pattern Recognition Letters</i> , 2006, 27, 1431-1439.	4.2	101
34	Trajectory Based Assessment of Coordinated Human Activity. <i>Lecture Notes in Computer Science</i> , 2003, , 534-543.	1.3	27
35	Observation and analysis of large-scale human motion. <i>Human Movement Science</i> , 2002, 21, 295-311.	1.4	76
36	Tracking People in Sport: Making Use of Partially Controlled Environment. <i>Lecture Notes in Computer Science</i> , 2001, , 374-382.	1.3	15