

# Aykut Erdem

## List of Publications by Year in descending order

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Version: 2024-02-01

58  
papers

1,935  
citations

623188

14  
h-index

377514

34  
g-index

59  
all docs

59  
docs citations

59  
times ranked

2075  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Gated Fusion Network for Dynamic Saliency Prediction. IEEE Transactions on Cognitive and Developmental Systems, 2022, 14, 995-1008.	2.6	3
2	Leveraging semantic saliency maps for query-specific video summarization. Multimedia Tools and Applications, 2022, 81, 17457-17482.	2.6	8
3	Generating visual story graphs with application to photo album summarization. Signal Processing: Image Communication, 2021, 90, 116033.	1.8	3
4	mustGAN: multi-stream Generative Adversarial Networks for MR Image Synthesis. Medical Image Analysis, 2021, 70, 101944.	7.0	68
5	NOVA: Rendering Virtual Worlds with Humans for Computer Vision Tasks. Computer Graphics Forum, 2021, 40, 258-272.	1.8	6
6	MSVD-Turkish: a comprehensive multimodal video dataset for integrated vision and language research in Turkish. Machine Translation, 2021, 35, 265-288.	1.3	2
7	Leveraging auxiliary image descriptions for dense video captioning. Pattern Recognition Letters, 2021, 146, 70-76.	2.6	7
8	Using synthetic data for person tracking under adverse weather conditions. Image and Vision Computing, 2021, 111, 104187.	2.7	10
9	Leveraging Frequency Based Salient Spatial Sound Localization to Improve 360° Video Saliency Prediction. , 2021, , .		6
10	From Noon to Sunset: Interactive Rendering, Relighting, and Recolouring of Landscape Photographs by Modifying Solar Position. Computer Graphics Forum, 2021, 40, 500-515.	1.8	1
11	Synthetic18K: Learning better representations for person re-ID and attribute recognition from 1.4 million synthetic images. Signal Processing: Image Communication, 2021, 97, 116335.	1.8	3
12	Burst Photography for Learning to Enhance Extremely Dark Images. IEEE Transactions on Image Processing, 2021, 30, 9372-9385.	6.0	7
13	Manipulating Attributes of Natural Scenes via Hallucination. ACM Transactions on Graphics, 2020, 39, 1-17.	4.9	14
14	Hedging static saliency models to predict dynamic saliency. Signal Processing: Image Communication, 2020, 81, 115694.	1.8	0
15	MSVD-Turkish: A Large-Scale Dataset for Video Captioning in Turkish. , 2019, , .		4
16	Joint Exploitation of Features and Optical Flow for Real-Time Moving Object Detection on Drones. Lecture Notes in Computer Science, 2019, , 100-116.	1.0	4
17	Image Synthesis in Multi-Contrast MRI With Conditional Generative Adversarial Networks. IEEE Transactions on Medical Imaging, 2019, 38, 2375-2388.	5.4	320
18	A Comparative Analysis of Practices in Training Deep Models for Fashion Attribute Detection. , 2019, , .		0

#	ARTICLE	IF	CITATIONS
19	Spatio-Temporal Saliency Networks for Dynamic Saliency Prediction. IEEE Transactions on Multimedia, 2018, 20, 1688-1698.	5.2	117
20	Finding location of a photograph with deep learning. , 2018, , .		0
21	Generating person images based on attributes. , 2018, , .		0
22	Image captioning in Turkish with subword units. , 2018, , .		5
23	Alpha Matting With KL-Divergence-Based Sparse Sampling. IEEE Transactions on Image Processing, 2017, 26, 4523-4536.	6.0	27
24	Turkish cuisine: A benchmark dataset with Turkish meals for food recognition. , 2017, , .		11
25	A comparative study for feature integration strategies in dynamic saliency estimation. Signal Processing: Image Communication, 2017, 51, 13-25.	1.8	9
26	Data-driven image captioning via salient region discovery. IET Computer Vision, 2017, 11, 398-406.	1.3	8
27	Feature-Based Efficient Moving Object Detection for Low-Altitude Aerial Platforms. , 2017, , .		13
28	Adjusting transient attributes of outdoor images using generative adversarial networks. , 2017, , .		0
29	An Objective Deghosting Quality Metric for HDR Images. Computer Graphics Forum, 2016, 35, 139-152.	1.8	52
30	Summarizing personal image collections with intrinsic properties. , 2016, , .		0
31	TasvirEt: A benchmark dataset for automatic Turkish description generation from images. , 2016, , .		14
32	Deformable part-based tracking by coupled global and local correlation filters. Journal of Visual Communication and Image Representation, 2016, 38, 763-774.	1.7	67
33	Clustering motion trajectories via dominant sets. , 2016, , .		1
34	Dominant sets based analysis of human crowds. , 2016, , .		0
35	The Visual Object Tracking VOT2016 Challenge Results. Lecture Notes in Computer Science, 2016, , 777-823.	1.0	312
36	The Thermal Infrared Visual Object Tracking VOT-TIR2016 Challenge Results. Lecture Notes in Computer Science, 2016, , 824-849.	1.0	32

#	ARTICLE	IF	CITATIONS
37	Image Matting with KL-Divergence Based Sparse Sampling. , 2015, , .		51
38	City Scale Image Geolocalization via Dense Scene Alignment. , 2015, , .		1
39	The State of the Art in HDR Deghosting: A Survey and Evaluation. Computer Graphics Forum, 2015, 34, 683-707.	1.8	77
40	Predicting memorability of images using attention-driven spatial pooling and image semantics. Image and Vision Computing, 2015, 42, 35-46.	2.7	18
41	Evaluating deghosting algorithms for HDR images. , 2014, , .		1
42	Data-driven image captioning with meta-class based retrieval. , 2014, , .		2
43	Visual saliency guided exposure fusion. , 2014, , .		0
44	Image colorization via dense correspondences. , 2014, , .		1
45	Visual Attention-Driven Spatial Pooling for Image Memorability. , 2013, , .		24
46	Structure-preserving image smoothing via region covariances. ACM Transactions on Graphics, 2013, 32, 1-11.	4.9	158
47	Visual saliency estimation by nonlinearly integrating features using region covariances. Journal of Vision, 2013, 13, 11-11.	0.1	317
48	Group sparsity based sparse coding for region covariances. , 2013, , .		0
49	Graph Transduction as a Noncooperative Game. Neural Computation, 2012, 24, 700-723.	1.3	36
50	Revisiting milis multiple instance learning algorithm with a different instance selection mechanism. , 2012, , .		0
51	Graph Transduction as a Non-cooperative Game. Lecture Notes in Computer Science, 2011, , 195-204.	1.0	3
52	Multiple-Instance Learning with Instance Selection via Dominant Sets. Lecture Notes in Computer Science, 2011, , 177-191.	1.0	11
53	A similarity-based approach for shape classification using Aslan skeletons. Pattern Recognition Letters, 2010, 31, 2024-2032.	2.6	13
54	A Game Theoretic Approach to Learning Shape Categories and Contextual Similarities. Lecture Notes in Computer Science, 2010, , 139-148.	1.0	3

#	ARTICLE	IF	CITATIONS
55	Coarse-to-Fine Matching of Shapes Using Disconnected Skeletons by Learning Class-Specific Boundary Deformations. Lecture Notes in Computer Science, 2009, , 21-30.	1.0	0
56	Disconnected Skeleton: Shape at Its Absolute Scale. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 2188-2203.	9.7	71
57	Vision-based continuous Graffitiâ„¢-like text entry system. Optical Engineering, 2004, 43, 553.	0.5	1
58	Computer vision based mouse. , 2002, , .		10