Ying He

List of Publications by Year
in descending order

195 papers	3,268 citations	212478 28 h-index	312153 41 g-index
198 all docs	198 docs citations	198 times ranked	2492 citing authors

#	Article	IF	Citations
1	A Variational Framework for Curve Shortening in Various Geometric Domains. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 1951-1963.	2.9	2
2	STD-Net: Structure-Preserving and Topology-Adaptive Deformation Network for Single-View 3D Reconstruction. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 1785-1798.	2.9	2
3	Low Rank Matrix Approximation for 3D Geometry Filtering. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1835-1847.	2.9	23
4	GeodesicEmbedding (GE): A High-Dimensional Embedding Approach for Fast Geodesic Distance Queries. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 4930-4939.	2.9	1
5	Geodesic Tracks: Computing Discrete Geodesics With Track-Based Steiner Point Propagation. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 4887-4901.	2.9	3
6	C3 Assignment: Camera Cubemap Color Assignment for Creative Interior Design. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 2895-2908.	2.9	3
7	An Accuracy Controllable and Memory Efficient Method for Computing High-Quality Geodesic Distances on Triangle Meshes. CAD Computer Aided Design, 2022, 150, 103333.	1.4	3
8	An electromyogram-based tapping gesture model with differentiated vibration feedback by low-fidelity actuators. Virtual Reality, 2021, 25, 383-397.	4.1	1
9	Automatic Sitting Pose Generation for Ergonomic Ratings of Chairs. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1890-1903.	2.9	5
10	Parallel and Scalable Heat Methods for Geodesic Distance Computation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 579-594.	9.7	14
11	On the Vertex-oriented Triangle Propagation (VTP) Algorithm: Parallelization and Approximation. CAD Computer Aided Design, 2021, 130, 102943.	1.4	5
12	Blur Removal Via Blurred-Noisy Image Pair. IEEE Transactions on Image Processing, 2021, 30, 345-359.	6.0	17
13	Pointfilter: Point Cloud Filtering via Encoder-Decoder Modeling. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2015-2027.	2.9	50
14	A Variational Framework for Computing Geodesic Paths on Sweep Surfaces. CAD Computer Aided Design, 2021, 140, 103077.	1.4	3
15	Deep Magnification-Flexible Upsampling Over 3D Point Clouds. IEEE Transactions on Image Processing, 2021, 30, 8354-8367.	6.0	27
16	Poisson Vector Graphics (PVG)-Guided Face Color Transfer in Videos. IEEE Computer Graphics and Applications, 2021, 41, 152-163.	1.0	1
17	CorrNet3D: Unsupervised End-to-end Learning of Dense Correspondence for 3D Point Clouds. , 2021, , .		34
18	Poisson Vector Graphics (PVG). IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1361-1371.	2.9	13

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19	HLO: Half-kernel Laplacian operator for surface smoothing. CAD Computer Aided Design, 2020, 121, 102807.	1.4	7
20	Robust Computation of 3D Apollonius Diagrams. Computer Graphics Forum, 2020, 39, 43-55.	1.8	4
21	Dirichlet energy of Delaunay meshes and intrinsic Delaunay triangulations. CAD Computer Aided Design, 2020, 126, 102851.	1.4	8
22	Computing Smooth Quasi-geodesic Distance Field (QGDF) with Quadratic Programming. CAD Computer Aided Design, 2020, 127, 102879.	1.4	8
23	Fast Construction of Discrete Geodesic Graphs. ACM Transactions on Graphics, 2020, 39, 1-14.	4.9	14
24	PUGeo-Net: A Geometry-Centric Network for 3D Point Cloud Upsampling. Lecture Notes in Computer Science, 2020, , 752-769.	1.0	63
25	3D articulated skeleton extraction using a single consumer-grade depth camera. Computer Vision and Image Understanding, 2019, 188, 102792.	3.0	11
26	VisioMap: Lightweight 3-D Scene Reconstruction Toward Natural Indoor Localization. IEEE Internet of Things Journal, 2019, 6, 8870-8882.	5.5	6
27	Constructing 3D Self-Supporting Surfaces with Isotropic Stress Using 4D Minimal Hypersurfaces of Revolution. ACM Transactions on Graphics, 2019, 38, 1-13.	4.9	6
28	LineUp. ACM Transactions on Graphics, 2019, 38, 1-16.	4.9	14
29	Parallelizing discrete geodesic algorithms with perfect efficiency. CAD Computer Aided Design, 2019, 115, 161-171.	1.4	7
30	DE-Path: A Differential-Evolution-Based Method for Computing Energy-Minimizing Paths on Surfaces. CAD Computer Aided Design, 2019, 114, 73-81.	1.4	6
31	Vectorization Based Color Transfer for Portrait Images. CAD Computer Aided Design, 2019, 115, 111-121.	1.4	9
32	Fast Computation of Content-Sensitive Superpixels and Supervoxels Using Q-Distances. , 2019, , .		10
33	Field‐aligned Quadrangulation for Image Vectorization. Computer Graphics Forum, 2019, 38, 171-180.	1.8	6
34	ImmerTai: Immersive Motion Learning in VR Environments. Journal of Visual Communication and Image Representation, 2019, 58, 416-427.	1.7	44
35	Delta DLP 3-D Printing of Large Models. IEEE Transactions on Automation Science and Engineering, 2018, 15, 1193-1204.	3.4	14
36	Intrinsic Manifold SLIC: A Simple and Efficient Method for Computing Content-Sensitive Superpixels. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 653-666.	9.7	73

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37	Decorating 3D models with Poisson vector graphics. CAD Computer Aided Design, 2018, 102, 1-11.	1.4	1
38	Lightweight preprocessing and fast query of geodesic distance via proximity graph. CAD Computer Aided Design, 2018, 102, 128-138.	1.4	4
39	Fast and robust shape diameter function. PLoS ONE, 2018, 13, e0190666.	1.1	3
40	FoldedGI: A highly parallel algorithm for interference detection by folding a geometry image into a 1D buffer. Graphical Models, 2018, 100, 26-32.	1.1	2
41	Delaunay mesh simplification with differential evolution. ACM Transactions on Graphics, 2018, 37, 1-12.	4.9	13
42	Algebraic equation of geodesics on the 2D Euclidean space with an exponential density function. Communications in Information and Systems, 2018, 18, 91-106.	0.3	0
43	An approximate method for circle packing and disc covering. Communications in Information and Systems, 2018, 18, 73-89.	0.3	0
44	Sparse Low-Rank Matrix Approximation for Data Compression. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 1043-1054.	5.6	24
45	ART: Adaptive fRequency-Temporal Co-Existing of ZigBee and WiFi. IEEE Transactions on Mobile Computing, 2017, 16, 662-674.	3.9	31
46	Constructing Intrinsic Delaunay Triangulations from the Dual of Geodesic Voronoi Diagrams. ACM Transactions on Graphics, 2017, 36, 1-15.	4.9	17
47	Immersive and collaborative Taichi motion learning in various VR environments. , 2017, , .		11
48	Discrete geodesic graph (DGG) for computing geodesic distances on polyhedral surfaces. Computer Aided Geometric Design, 2017, 52-53, 262-284.	0.5	19
49	Space complexity of exact discrete geodesic algorithms on regular triangulations. Information Processing Letters, 2017, 124, 10-14.	0.4	1
50	Sparse representation for colors of 3D point cloud via virtual adaptive sampling. , 2017, , .		19
51	Knot Optimization for Biharmonic B-splines on Manifold Triangle Meshes. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2082-2095.	2.9	6
52	An optimization-driven approach for computing geodesic paths on triangle meshes. CAD Computer Aided Design, 2017, 90, 105-112.	1.4	14
53	Manifold SLIC: A Fast Method to Compute Content-Sensitive Superpixels. , 2016, , .		89
54	Delta DLP 3D printing with large size. , 2016, , .		9

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55	Manifold differential evolution (MDE). ACM Transactions on Graphics, 2016, 35, 1-10.	4.9	44
56	Sparsifying orthogonal transforms with compact bases for data compression. , 2016, , .		1
57	Low-latency compression of mocap data using learned spatial decorrelation transform. Computer Aided Geometric Design, 2016, 43, 211-225.	0.5	9
58	Autonomous deployment of wireless sensor networks for optimal coverage with directional sensing model. Computer Networks, 2016, 108, 120-132.	3.2	32
59	Robust laplacian matrix learning for smooth graph signals. , 2016, , .		5
60	Sparse two-dimensional singular value decomposition. , 2016, , .		1
61	User controllable anisotropic shape distribution on 3D meshes. Computational Visual Media, 2016, 2, 305-319.	10.8	7
62	Barehanded music. , 2016, , .		24
63	Consistent quadrangulation for shape collections via feature line co-extraction. CAD Computer Aided Design, 2016, 70, 78-88.	1.4	5
64	Solving the initial value problem of discrete geodesics. CAD Computer Aided Design, 2016, 70, 144-152.	1.4	9
65	Reordering-based transform for compressing human motion capture data. , 2015, , .		1
66	A unified framework for isotropic meshing based on narrow-band Euclidean distance transformation. Computational Visual Media, 2015, 1, 239-251.	10.8	15
67	Autonomous Deployment for Load Balancing <inline-formula> <tex-math notation="TeX">k</tex-math></inline-formula>-Surface Coverage in Sensor Networks. IEEE Transactions on Wireless Communications, 2015, 14, 279-293.	6.1	42
68	Compressing 3-D Human Motions via Keyframe-Based Geometry Videos. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 51-62.	5.6	27
69	Burial Level Change Defines a High Energetic Relevance for Protein Binding Interfaces. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2015, 12, 410-421.	1.9	1
70	Fast Wavefront Propagation (FWP) for Computing Exact Geodesic Distances on Meshes. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 822-834.	2.9	46
71	Efficient construction and simplification of Delaunay meshes. ACM Transactions on Graphics, 2015, 34, 1-13.	4.9	40
72	Human Motion Capture Data Tailored Transform Coding. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 848-859.	2.9	26

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73	GRIP: Greedy Routing through dIstributed Parametrization for guaranteed delivery in WSNs. Wireless Networks, 2015, 21, 67-80.	2.0	1
74	Facial Structure Analysis Separates Autism Spectrum Disorders into Meaningful Clinical Subgroups. Journal of Autism and Developmental Disorders, 2015, 45, 1302-1317.	1.7	35
75	Interior structure transfer via harmonic 1-forms. Multimedia Tools and Applications, 2015, 74, 139-158.	2.6	2
76	Intrinsic computation of centroidal Voronoi tessellation (CVT) on meshes. CAD Computer Aided Design, 2015, 58, 51-61.	1.4	55
77	Parallel chen-han (PCH) algorithm for discrete geodesics. ACM Transactions on Graphics, 2014, 33, 1-11.	4.9	38
78	Low-rank based compact representation of motion capture data. , 2014, , .		3
79	Splatting lines. , 2014, , .		8
80	iLocScan. , 2014, , .		42
81	A novel compression framework for 3D time-varying meshes. , 2014, , .		8
82	Polyline€sourced Geodesic Voronoi Diagrams on Triangle Meshes. Computer Graphics Forum, 2014, 33, 161-170.	1.8	14
83	Automatic registration of vestibular systems with exact landmark correspondence. Graphical Models, 2014, 76, 532-541.	1.1	5
84	SnapBlocks: a snapping interface for assembling toy blocks with XBOX Kinect. Multimedia Tools and Applications, 2014, 73, 2009-2032.	2.6	8
85	LBDP: Localized Boundary Detection and Parametrization for 3-D Sensor Networks. IEEE/ACM Transactions on Networking, 2014, 22, 567-579.	2.6	13
86	Mining Weakly Labeled Web Facial Images for Search-Based Face Annotation. IEEE Transactions on Knowledge and Data Engineering, 2014, 26, 166-179.	4.0	39
87	A simple and local method for computing quasi-conformal map on 3D surfaces. CAD Computer Aided Design, 2014, 46, 192-199.	1.4	0
88	A parallel algorithm for improving the maximal property of Poisson disk sampling. CAD Computer Aided Design, 2014, 46, 37-44.	1.4	7
89	Restoring corrupted motion capture data via jointly low-rank matrix completion. , 2014, , .		6
90	Scalable and Compact Representation for Motion Capture Data Using Tensor Decomposition. IEEE Signal Processing Letters, 2014, 21, 255-259.	2.1	14

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91	A Highly Efficient Compression Framework for Time-Varying 3-D Facial Expressions. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 1541-1553.	5.6	24
92	Retrieval-Based Face Annotation by Weak Label Regularized Local Coordinate Coding. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2014, 36, 550-563.	9.7	47
93	Making sky lanterns from polygonal meshes. Computers and Electrical Engineering, 2014, 40, 1592-1603.	3.0	0
94	An Intrinsic Algorithm for Parallel Poisson Disk Sampling on Arbitrary Surfaces. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1425-1437.	2.9	36
95	Rate-Distortion Model Based Bit Allocation for 3-D Facial Compression Using Geometry Video. IEEE Transactions on Circuits and Systems for Video Technology, 2013, 23, 1537-1541.	5.6	8
96	FAVOR. , 2013, , .		11
97	Structural analysis on mutation residues and interfacial water molecules for human TIM disease understanding. BMC Bioinformatics, 2013, 14, S11.	1.2	14
98	Human motion capture data recovery via trajectory-based sparse representation. , 2013, , .		13
99	Unsupervised co-segmentation for 3D shapes using iterative multi-label optimization. CAD Computer Aided Design, 2013, 45, 312-320.	1.4	54
100	Parallel computing 2D Voronoi diagrams using untransformed sweepcircles. CAD Computer Aided Design, 2013, 45, 483-493.	1.4	8
101	Learning to name faces. , 2013, , .		16
102	Interactive Applications for Sketch-Based Editable Polycube Map. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1158-1171.	2.9	11
103	A multi-touch interface for fast architectural sketching and massing. , 2013, , .		9
104	Expression-invariant and sparse representation for mesh-based compression for 3-D face models. , 2013, , .		1
105	FANS. , 2013, , .		7
106	Texture brush. , 2013, , .		10
107	Saddle vertex graph (SVG). ACM Transactions on Graphics, 2013, 32, 1-12.	4.9	60
108	The closest and farthest points to an affine ellipse or ellipsoid. Tsinghua Science and Technology, 2012, 17, 481-484.	4.1	2

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109	A global algorithm to compute defect-tolerant geodesic distance. , 2012, , .		7
110	Dynamic 3-D facial compression using low rank and sparse decomposition. , 2012, , .		4
111	Modeling and Compressing 3-D Facial Expressions Using Geometry Videos. IEEE Transactions on Circuits and Systems for Video Technology, 2012, 22, 77-90.	5.6	17
112	Stable geodesic surface signatures. Tsinghua Science and Technology, 2012, 17, 471-480.	4.1	1
113	Conservation of water molecules in protein binding interfaces. International Journal of Bioinformatics Research and Applications, 2012, 8, 228.	0.1	3
114	A Sketching Interface for Sitting Pose Design in the Virtual Environment. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1979-1991.	2.9	30
115	LAACAD: Load Balancing k-Area Coverage through Autonomous Deployment in Wireless Sensor Networks. , 2012, , .		15
116	A unified learning framework for auto face annotation by mining web facial images. , 2012, , .		13
117	Harmonic quorum systems: Data management in 2D/3D wireless sensor networks with holes. , 2012, , .		7
118	Efficient and robust 3D line drawings using difference-of-Gaussian. Graphical Models, 2012, 74, 87-98.	1.1	10
119	An intrinsic algorithm for computing geodesic distance fields on triangle meshes with holes. Graphical Models, 2012, 74, 209-220.	1.1	8
120	Progressive dry-core-wet-rim hydration trend in a nested-ring topology of protein binding interfaces. BMC Bioinformatics, 2012, 13, 51.	1.2	7
121	Constant-time all-pairs geodesic distance query on triangle meshes. , 2012, , .		29
122	Detail-preserving exposure fusion using subband architecture. Visual Computer, 2012, 28, 463-473.	2.5	17
123	Efficiently Computing Exact Geodesic Loops within Finite Steps. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 879-889.	2.9	20
124	Sparse Coding for Flexible, Robust 3D Facial-Expression Synthesis. IEEE Computer Graphics and Applications, 2012, 32, 76-88.	1.0	25
125	3DQS: Distributed Data Access in 3D Wireless Sensor Networks. , 2011, , .		8
126	Isotropic Mesh Simplification by Evolving the Geodesic Delaunay Triangulation. , 2011, , .		5

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127	An Effective Approach to Pose Invariant 3D Face Recognition. Lecture Notes in Computer Science, 2011, , 217-228.	1.0	3
128	Retrieval-based face annotation by weak label regularized local coordinate coding. , 2011, , .		21
129	Making burr puzzles from 3D models. ACM Transactions on Graphics, 2011, 30, 1-8.	4.9	70
130	Real-Time Shape Illustration Using Laplacian Lines. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 993-1006.	2.9	25
131	Spectral Geometry Image: Image Based 3D Models for Digital Broadcasting Applications. IEEE Transactions on Broadcasting, 2011, 57, 636-645.	2.5	9
132	Constructing hexahedral shell meshes via volumetric polycube maps. CAD Computer Aided Design, 2011, 43, 1222-1233.	1.4	7
133	Efficiently computing geodesic offsets on triangle meshes by the extended Xin–Wang algorithm. CAD Computer Aided Design, 2011, 43, 1468-1476.	1.4	19
134	Orienting raw point sets by global contraction and visibility voting. Computers and Graphics, 2011, 35, 733-740.	1.4	11
135	Modeling 3D articulated motions with conformal geometry videos (CGVs). , 2011, , .		8
136	Mining social images with distance metric learning for automated image tagging. , 2011, , .		47
137	Constant-time O (1) all pairs geodesic distance query on triangle meshes. , 2011, , .		7
138	UNFOLD. , 2011, , .		16
139	A hybrid object/image space approach for efficient and robust line drawings. , 2011, , .		0
140	Editable polycube map for GPU-based subdivision surfaces. , 2011, , .		36
141	An interactive multi-touch sketching interface for diffusion curves. , 2011, , .		4
142	Mining weakly labeled web facial images for search-based face annotation. , 2011, , .		14
143	Sketch based image deformation and editing with guaranteed feature correspondence. , 2011, , .		2
144	GeoQuorum: Load balancing and energy efficient data access in wireless sensor networks. , 2011, , .		16

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145	Parallel and accurate Poisson disk sampling on arbitrary surfaces. , 2011, , .		12
146	Making burr puzzles from 3D models. , 2011, , .		13
147	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
148	K-set tilable surfaces. ACM Transactions on Graphics, 2010, 29, 1-6.	4.9	54
149	Real-time computation of photic extremum lines (PELs). Visual Computer, 2010, 26, 399-407.	2.5	11
150	Parameterization of Star-Shaped Volumes Using Greenâ€™s Functions. Lecture Notes in Computer Science, 2010, , 219-235.	1.0	18
151	Modeling 3D facial expressions using geometry videos. , 2010, , .		8
152	LayerPaint. , 2010, , .		15
153	Metric-Driven RoSy Field Design and Remeshing. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 95-108.	2.9	46
154	Re-texturing by Intrinsic Video. , 2010, , .		3
155	Subband Architecture Based Exposure Fusion. , 2010, , .		1
156	A System for Capturing, Rendering and Multiplexing Images on Multi-view Autostereoscopic Display. , 2010, , .		3
157	On the Transfer of Painting Style to Photographic Images through Attention to Colour Contrast. , 2010, , .		3
158	Depth-Aware Video Abstraction. , 2010, , .		2
159	Direct-Product Volumetric Parameterization of Handlebodies via Harmonic Fields. , 2010, , .		27
160	Hexahedral shell mesh construction via volumetric polycube map. , 2010, , .		25
161	Laplacian lines for real-time shape illustration. , 2009, , .		30
162	Câˆžsmooth freeform surfaces over hyperbolic domains. , 2009, , .		1

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163	Streaming 3D meshes using spectral geometry images. , 2009, , .		6
164	Geometry-aware domain decomposition for T-spline-based manifold modeling. Computers and Graphics, 2009, 33, 359-368.	1.4	9
165	A divide-and-conquer approach for automatic polycube map construction. Computers and Graphics, 2009, 33, 369-380.	1.4	72
166	Harmonic 1-form based skeleton extraction from examples. Graphical Models, 2009, 71, 49-62.	1.1	12
167	Meshless Harmonic Volumetric Mapping Using Fundamental Solution Methods. IEEE Transactions on Automation Science and Engineering, 2009, 6, 409-422.	3.4	32
168	Manifold splines with a single extraordinary point. CAD Computer Aided Design, 2008, 40, 676-690.	1.4	16
169	Polycube splines. CAD Computer Aided Design, 2008, 40, 721-733.	1.4	65
170	Example based skeletonization using harmonic one-forms. , 2008, , .		1
171	User-controllable polycube map for manifold spline construction. , 2008, , .		32
172	Manifold splines with single extraordinary point. , 2007, , .		6
173	Harmonic volumetric mapping for solid modeling applications. , 2007, , .		86
174	Polycube splines. , 2007, , .		36
175	An Effective Illustrative Visualization Framework Based on Photic Extremum Lines (PELs). IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 1328-1335.	2.9	51
176	Geometric accuracy analysis for discrete surface approximation. Computer Aided Geometric Design, 2007, 24, 323-338.	0.5	18
177	Manifold T-Spline. Lecture Notes in Computer Science, 2006, , 409-422.	1.0	18
178	Temporal registration of 2D x-ray mammogram using triangular B-splines finite element method (TBFEM). , 2006, 6144, 1020.		0
179	Manifold splines. Graphical Models, 2006, 68, 237-254.	1.1	51
180	Automatic Shape Control of Triangular B-Splines of Arbitrary Topology. Journal of Computer Science and Technology, 2006, 21, 232-237.	0.9	11

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181	Spline Thin-Shell Simulation of Manifold Surfaces. Lecture Notes in Computer Science, 2006, , 570-577.	1.0	0
182	Trivariate Simplex Splines for Inhomogeneous Solid Modeling in Engineering Design. Journal of Computing and Information Science in Engineering, 2005, 5, 149-157.	1.7	14
183	Manifold splines. , 2005, , .		32
184	A C 1 Globally Interpolatory Spline of Arbitrary Topology. Lecture Notes in Computer Science, 2005, , 295-306.	1.0	13
185	Incorporating Rigid Structures in Non-rigid Registration Using Triangular B-Splines. Lecture Notes in Computer Science, 2005, , 235-246.	1.0	6
186	Brain Image Analysis Using Spherical Splines. Lecture Notes in Computer Science, 2005, , 633-644.	1.0	4
187	A branch-estimation-based state estimation method for radial distribution systems. IEEE Transactions on Power Delivery, 2002, 17, 1057-1062.	2.9	83
188	A novel architecture of distribution management system. , 0, , .		3
189	A rigid approach of generalized power flow analysis for distribution systems. , 0, , .		1
190	Network reconfiguration in unbalanced distribution systems for service restoration and loss reduction. , 0, , .		3
191	Branch-estimation-based state estimation for radial distribution systems. , 0, , .		2
192	Surface reconstruction with triangular b-splines. , 0, , .		5
193	Rational spherical splines for genus zero shape modeling. , 0, , .		7
194	Curves-on-Surface: A General Shape Comparison Framework. , 0, , .		4
195	Constructing self-supporting surfaces with planar quadrilateral elements. Computational Visual Media, 0, , 1.	10.8	1