

# P J Narayanan

## List of Publications by Year in descending order

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Version: 2024-02-01

57  
papers

1,347  
citations

933264

10  
h-index

752573

20  
g-index

59  
all docs

59  
docs citations

59  
times ranked

1029  
citing authors

#	ARTICLE	IF	CITATIONS
1	Accelerating Large Graph Algorithms on the GPU Using CUDA. , 2007, , 197-208.		426
2	CUDA cuts: Fast graph cuts on the GPU. , 2008, , .		153
3	Person De-Identification in Videos. IEEE Transactions on Circuits and Systems for Video Technology, 2011, 21, 299-310.	5.6	91
4	Singular value decomposition on GPU using CUDA. , 2009, , .		86
5	A performance prediction model for the CUDA GPGPU platform. , 2009, , .		68
6	A fast GPU algorithm for graph connectivity. , 2010, , .		58
7	Real-Time Ray Tracing of Implicit Surfaces on the GPU. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 261-272.	2.9	43
8	Fast and scalable list ranking on the GPU. , 2009, , .		39
9	Garuda: A Scalable Tiled Display Wall Using Commodity PCs. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 864-877.	2.9	38
10	Visibility Probability Structure from SfM Datasets and Applications. Lecture Notes in Computer Science, 2012, , 130-143.	1.0	34
11	Virtualized Reality: Perspectives on 4D Digitization of Dynamic Events. IEEE Computer Graphics and Applications, 2007, 27, 32-40.	1.0	31
12	Multistage SFM: Revisiting Incremental Structure from Motion. , 2014, , .		21
13	SOME GPU ALGORITHMS FOR GRAPH CONNECTED COMPONENTS AND SPANNING TREE. Parallel Processing Letters, 2010, 20, 325-339.	0.4	19
14	Processor autonomy on SIMD architectures. , 1993, , .		17
15	Practical Time Bundle Adjustment for 3D Reconstruction on the GPU. Lecture Notes in Computer Science, 2012, , 423-435.	1.0	16
16	Interactive Video Manipulation Using Object Trajectories and Scene Backgrounds. IEEE Transactions on Circuits and Systems for Video Technology, 2013, 23, 1565-1576.	5.6	15
17	Machine vision analysis of the energy efficiency of intermodal freight trains. Proceedings of the Institution of Mechanical Engineers, Part F: Journal of Rail and Rapid Transit, 2007, 221, 353-364.	1.3	14
18	Can GPUs sort strings efficiently?. , 2013, , .		14

#	ARTICLE	IF	CITATIONS
19	Raytracing Dynamic Scenes on the GPU Using Grids. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 5-16.	2.9	12
20	Hybrid implementation of error diffusion dithering. , 2011, , .		11
21	Discrete contours in multiple views: approximation and recognition. Image and Vision Computing, 2004, 22, 1229-1239.	2.7	10
22	Discrete range searching primitive for the GPU and its applications. Journal of Experimental Algorithmics, 2012, 17, .	0.7	9
23	Fourier domain representation of planar curves for recognition in multiple views. Pattern Recognition, 2004, 37, 739-754.	5.1	8
24	Compression of multiple depth maps for IBR. Visual Computer, 2005, 21, 611-618.	2.5	8
25	Scalable clustering using multiple GPUs. , 2011, , .		8
26	Replicated data algorithms in image processing. CVGIP Image Understanding, 1992, 56, 351-365.	1.3	7
27	Trajectory based video object manipulation. , 2011, , .		7
28	A view-dependent, polyhedral 3D display. , 2009, , .		7
29	Generalised correlation for multi-feature correspondence. Pattern Recognition, 2002, 35, 1303-1313.	5.1	6
30	Designing Perspectively Correct Multiplanar Displays. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 407-419.	2.9	6
31	Solving Multilabel MRFs Using Incremental $\hat{\pm}$ -Expansion on the GPUs. Lecture Notes in Computer Science, 2010, , 633-643.	1.0	6
32	Tools for Developing OCRs for Indian Scripts. , 2003, , .		5
33	A Vision System for Monitoring Intermodal Freight Trains. Proceedings IEEE Workshop on Applications of Computer Vision, 2007, , .	0.0	5
34	Efficient Discrete Range Searching primitives on the GPU with applications. , 2010, , .		5
35	An adaptive multifeature correspondence algorithm for stereo using dynamic programming. Pattern Recognition Letters, 2002, 23, 549-556.	2.6	4
36	Distributed massive model rendering. , 2012, , .		4

#	ARTICLE	IF	CITATIONS
37	View-Graph Selection Framework for SfM. Lecture Notes in Computer Science, 2018, , 553-568.	1.0	4
38	Person De-identification in Videos. Lecture Notes in Computer Science, 2010, , 266-276.	1.0	4
39	Streaming terrain rendering. , 2006, , .		3
40	Intrinsic image decomposition using focal stacks. , 2016, , .		3
41	A GPU-assisted personal video organizing system. , 2011, , .		2
42	Generalized newtonian fluid simulations. , 2013, , .		2
43	Parallel divide and conquer ray tracing. , 2013, , .		2
44	Learning to hash-tag videos with Tag2Vec. , 2016, , .		2
45	Mixed-Resolution Patch-Matching. Lecture Notes in Computer Science, 2012, , 187-198.	1.0	2
46	Hybrid ray tracing and path tracing of Bezier surfaces using a mixed hierarchy. , 2012, , .		1
47	Fast graph cuts using shrink-expand reparameterization. , 2012, , .		1
48	Fast registration of articulated objects from depth images. , 2013, , .		1
49	Interactive Simulation of Generalised Newtonian Fluids using GPUs. , 2014, , .		1
50	Surface reconstruction (of rough terrain) in range image shadows. Pattern Recognition Letters, 1992, 13, 657-667.	2.6	0
51	Parallel search for the interpretation of aerial images. Concurrency and Computation: Practice and Experience, 1994, 6, 517-541.	0.6	0
52	A Multimedia-based City Information System. IETE Technical Review (Institution of Electronics and) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50	2.1	0
53	Editorial introduction to the special issue. Visual Computer, 2011, 27, 1037-1037.	2.5	0
54	Increasing intensity resolution on a single display using spatio-temporal mixing. , 2012, , .		0

#	ARTICLE	IF	CITATIONS
55	Large-scale virtual texturing on a distributed rendering system. , 2015, , .		0
56	Coherent and importance sampled LVC BDPT on the GPU. , 2015, , .		0
57	Recovering the 3D Geometry of Heritage Monuments from Image Collections. , 2017, , 109-129.		0