P J Narayanan

List of Publications by Year
in descending order

57	1,347	933264	752573
papers	citations	10	20
		h-index	g-index

59	59	59	1029
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	View-Graph Selection Framework for SfM. Lecture Notes in Computer Science, 2018, , 553-568.	1.0	4
2	Recovering the 3D Geometry of Heritage Monuments from Image Collections. , 2017, , 109-129.		0
3	Intrinsic image decomposition using focal stacks. , 2016, , .		3
4	Learning to hash-tag videos with Tag2Vec. , 2016, , .		2
5	Large-scale virtual texturing on a distributed rendering system. , 2015, , .		0
6	Coherent and importance sampled LVC BDPT on the GPU. , 2015, , .		0
7	Interactive Simulation of Generalised Newtonian Fluids using GPUs. , 2014, , .		1
8	Multistage SFM: Revisiting Incremental Structure from Motion. , 2014, , .		21
9	Fast registration of articulated objects from depth images. , 2013, , .		1
10	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
11	Generalized newtonian fluid simulations. , 2013, , .		2
12	Designing Perspectively Correct Multiplanar Displays. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 407-419.	2.9	6
13	Can GPUs sort strings efficiently?. , 2013, , .		14
14	Parallel divide and conquer ray tracing. , 2013, , .		2
15	Discrete range searching primitive for the GPU and its applications. Journal of Experimental Algorithmics, 2012, 17, .	0.7	9
16	Increasing intensity resolution on a single display using spatio-temporal mixing. , 2012, , .		0
17	Distributed massive model rendering. , 2012, , .		4
18	Practical Time Bundle Adjustment for 3D Reconstruction on the GPU. Lecture Notes in Computer Science, 2012, , 423-435.	1.0	16

#	Article	IF	Citations
19	Hybrid ray tracing and path tracing of Bezier surfaces using a mixed hierarchy. , 2012, , .		1
20	Fast graph cuts using shrink-expand reparameterization. , 2012, , .		1
21	Raytracing Dynamic Scenes on the GPU Using Grids. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 5-16.	2.9	12
22	Visibility Probability Structure from SfM Datasets and Applications. Lecture Notes in Computer Science, 2012, , 130-143.	1.0	34
23	Mixed-Resolution Patch-Matching. Lecture Notes in Computer Science, 2012, , 187-198.	1.0	2
24	Scalable clustering using multiple GPUs. , 2011, , .		8
25	Trajectory based video object manipulation. , 2011, , .		7
26	Person De-Identification in Videos. IEEE Transactions on Circuits and Systems for Video Technology, 2011, 21, 299-310.	5.6	91
27	Hybrid implementation of error diffusion dithering. , 2011, , .		11
28	Editorial introduction to the special issue. Visual Computer, 2011, 27, 1037-1037.	2.5	0
29	A GPU-assisted personal video organizing system. , 2011, , .		2
30	Efficient Discrete Range Searching primitives on the GPU with applications. , 2010, , .		5
31	SOME GPU ALGORITHMS FOR GRAPH CONNECTED COMPONENTS AND SPANNING TREE. Parallel Processing Letters, 2010, 20, 325-339.	0.4	19
32	Real-Time Ray Tracing of Implicit Surfaces on the GPU. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 261-272.	2.9	43
33	A fast GPU algorithm for graph connectivity. , 2010, , .		58
34	Solving Multilabel MRFs Using Incremental α-Expansion on the GPUs. Lecture Notes in Computer Science, 2010, , 633-643.	1.0	6
35	Person De-identification in Videos. Lecture Notes in Computer Science, 2010, , 266-276.	1.0	4
36	Fast and scalable list ranking on the GPU. , 2009, , .		39

#	Article	IF	Citations
37	Singular value decomposition on GPU using CUDA. , 2009, , .		86
38	A performance prediction model for the CUDA GPGPU platform. , 2009, , .		68
39	A view-dependent, polyhedral 3D display. , 2009, , .		7
40	CUDA cuts: Fast graph cuts on the GPU. , 2008, , .		153
41	A Vision System for Monitoring Intermodal Freight Trains. Proceedings IEEE Workshop on Applications of Computer Vision, 2007, , .	0.0	5
42	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
43	Virtualized Reality: Perspectives on 4D Digitization of Dynamic Events. IEEE Computer Graphics and Applications, 2007, 27, 32-40.	1.0	31
44	Accelerating Large Graph Algorithms on the GPU Using CUDA. , 2007, , 197-208.		426
45	Garuda: A Scalable Tiled Display Wall Using Commodity PCs. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 864-877.	2.9	38
46	Streaming terrain rendering. , 2006, , .		3
47	Compression of multiple depth maps for IBR. Visual Computer, 2005, 21, 611-618.	2.5	8
48	Fourier domain representation of planar curves for recognition in multiple views. Pattern Recognition, 2004, 37, 739-754.	5.1	8
49	Discrete contours in multiple views: approximation and recognition. Image and Vision Computing, 2004, 22, 1229-1239.	2.7	10
50	Tools for Developing OCRs for Indian Scripts. , 2003, , .		5
51	An adaptive multifeature correspondence algorithm for stereo using dynamic programming. Pattern Recognition Letters, 2002, 23, 549-556.	2.6	4
52	Generalised correlation for multi-feature correspondence. Pattern Recognition, 2002, 35, 1303-1313.	5.1	6
53	A Multimedia-based City Information System. IETE Technical Review (Institution of Electronics and) Tj ETQq1 1 0.784314 rgBT /Overlo	2.1	0
54	Parallel search for the interpretation of aerial images. Concurrency and Computation: Practice and Experience, 1994, 6, 517-541.	0.6	0

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55	Processor autonomy on SIMD architectures. , 1993, , .		17
56	Replicated data algorithms in image processing. CVGIP Image Understanding, 1992, 56, 351-365.	1.3	7
57	Surface reconstruction (of rough terrain) in range image shadows. Pattern Recognition Letters, 1992, 13, 657-667.	2.6	0