Djamila Aouada

List of Publications by Year in descending order

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85 papers	1,118 citations	840776 11 h-index	580821 25 g-index
86 all docs	86 docs citations	86 times ranked	822 citing authors

#	Article	IF	Citations
1	Why Is Everyone Training Very Deep Neural Network With Skip Connections?. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 5961-5975.	11.3	7
2	Deep network compression with teacher latent subspace learning and LASSO. Applied Intelligence, 2021, 51, 834-853.	5.3	6
3	Dense and Sparse 3D Deformation Signatures for 3D Dynamic Face Recognition. IEEE Access, 2021, 9, 38687-38705.	4.2	2
4	Revisiting the Training of Very Deep Neural Networks without Skip Connections. , 2021, , .		1
5	Towards Generalization of 3D Human Pose Estimation in the Wild. Lecture Notes in Computer Science, 2021, , 72-81.	1.3	0
6	Training very deep neural networks: Rethinking the role of skip connections. Neurocomputing, 2021, 441, 105-117.	5.9	7
7	Explaining Defect Detection withÂSaliency Maps. Lecture Notes in Computer Science, 2021, , 506-518.	1.3	5
8	Leveraging Temporal Information for 3D Trajectory Estimation of Space Objects. , 2021, , .		4
9	Improved Highway Network Block for Training Very Deep Neural Networks. IEEE Access, 2020, 8, 176758-176773.	4.2	3
10	Pvdeconv: Point-Voxel Deconvolution for Autoencoding CAD Construction in 3D. , 2020, , .		4
11	Structured Compression of Deep Neural Networks with Debiased Elastic Group LASSO. , 2020, , .		4
12	Home-Based Rehabilitation System for Stroke Survivors: A Clinical Evaluation. Journal of Medical Systems, 2020, 44, 203.	3.6	4
13	3D Sparse Deformation Signature for Dynamic Face Recognition. , 2020, , .		3
14	Going Deeper With Neural Networks Without Skip Connections. , 2020, , .		4
15	Fast Adaptive Reparametrization (FAR) With Application to Human Action Recognition. IEEE Signal Processing Letters, 2020, 27, 580-584.	3.6	3
16	3d Deformation Signature for Dynamic Face Recognition. , 2020, , .		2
17	3DBooSTeR: 3D Body Shape and Texture Recovery. Lecture Notes in Computer Science, 2020, , 726-740.	1.3	6
18	SHARP 2020: The 1st Shape Recovery from Partial Textured 3D Scans Challenge Results. Lecture Notes in Computer Science, 2020, , 741-755.	1.3	3

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19	Why Do Deep Neural Networks with Skip Connections and Concatenated Hidden Representations Work?. Lecture Notes in Computer Science, 2020, , 380-392.	1.3	2
20	DeepVI: A Novel Framework for Learning Deep View-Invariant Human Action Representations using a Single RGB Camera. , 2020, , .		1
21	Learning to Fuse Latent Representations for Multimodal Data. , 2019, , .		0
22	View-invariant Action Recognition from RGB Data via 3D Pose Estimation. , 2019, , .		9
23	Localized Trajectories for 2D and 3D Action Recognition. Sensors, 2019, 19, 3503.	3.8	12
24	Bodyfitr: Robust Automatic 3D Human Body Fitting. , 2019, , .		9
25	Home self-training: Visual feedback for assisting physical activity for stroke survivors. Computer Methods and Programs in Biomedicine, 2019, 176, 111-120.	4.7	16
26	Temporal 3D Human Pose Estimation for Action Recognition from Arbitrary Viewpoints. , 2019, , .		2
27	Two-Stage RGB-Based Action Detection Using Augmented 3D Poses. Lecture Notes in Computer Science, 2019, , 26-35.	1.3	6
28	A View-invariant Framework for Fast Skeleton-based Action Recognition using a Single RGB Camera. , 2019, , .		4
29	Deformation-Based 3D Facial Expression Representation. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-22.	4.3	8
30	Full 3D Reconstruction of Non-Rigidly Deforming Objects. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-23.	4.3	5
31	Deformation Based Curved Shape Representation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 1338-1351.	13.9	31
32	3DBodyTex: Textured 3D Body Dataset. , 2018, , .		12
33	Highway Network Block with Gates Constraints for Training Very Deep Networks. , 2018, , .		9
34	Deformation-Based Abnormal Motion Detection using 3D Skeletons. , 2018, , .		4
35	Pose Encoding for Robust Skeleton-Based Action Recognition. , 2018, , .		29
36	Improving the Capacity of Very Deep Networks with Maxout Units. , 2018, , .		9

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37	A Revisit of Action Detection Using Improved Trajectories. , 2018, , .		4
38	Key-Skeleton Based Feedback Tool for Assisting Physical Activity. , 2018, , .		3
39	Anticipating Suspicious Actions using a Small Dataset of Action Templates. , 2018, , .		4
40	Real-Time Enhancement of Dynamic Depth Videos with Non-Rigid Deformations. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2017, 39, 2045-2059.	13.9	8
41	Facial Expression Recognition via Joint Deep Learning of RGB-Depth Map Latent Representations. , 2017, , .		29
42	Flexible feedback system for posture monitoring and correction. , 2017, , .		11
43	Enhanced trajectory-based action recognition using human pose. , 2017, , .		16
44	Unsupervised Vanishing Point Detection and Camera Calibration from a Single Manhattan Image with Radial Distortion. , 2017, , .		27
45	Deformation transfer of 3D human shapes and poses on manifolds. , 2017, , .		7
46	Training Very Deep Networks via Residual Learning with Stochastic Input Shortcut Connections. Lecture Notes in Computer Science, 2017, , 23-33.	1.3	11
47	Video-based Feedback for Assisting Physical Activity. , 2017, , .		13
48	STARR - Decision SupporT and self-mAnagement system for stRoke survivoRs Vision based Rehabilitation System. , 2017, , .		2
49	Similarity Metric for Curved Shapes in Euclidean Space. , 2016, , .		8
50	A revisit to human action recognition from depth sequences: Guided SVM-sampling for joint selection. , 2016, , .		6
51	Enhancement of dynamic depth scenes by upsampling for precise super-resolution (UP-SR). Computer Vision and Image Understanding, 2016, 147, 38-49.	4.7	14
52	Feature engineering strategies for credit card fraud detection. Expert Systems With Applications, 2016, 51, 134-142.	7.6	222
53	Visual and Human-Interpretable Feedback for Assisting Physical Activity. Lecture Notes in Computer Science, 2016, , 115-129.	1.3	10
54	A novel cost-sensitive framework for customer churn predictive modeling. Decision Analytics, 2015, 2, .	1.4	28

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55	Template-based statistical shape modelling on deformation space. , 2015, , .		3
56	Detecting Credit Card Fraud Using Periodic Features. , 2015, , .		18
57	Example-dependent cost-sensitive decision trees. Expert Systems With Applications, 2015, 42, 6609-6619.	7.6	146
58	Unified multi-lateral filter for real-time depth map enhancement. Image and Vision Computing, 2015, 41, 26-41.	4.5	18
59	Real-time non-rigid multi-frame depth video super-resolution. , 2015, , .		6
60	View-Independent Enhanced 3D Reconstruction of Non-rigidly Deforming Objects. Lecture Notes in Computer Science, 2015, , 712-724.	1.3	1
61	Patch-based Statistical Performance Analysis of Upsampling for Precise Superâ€“Resolution. , 2015, , .		1
62	RGB-D Multi-view System Calibration for Full 3D Scene Reconstruction. , 2014, , .		12
63	Improving Credit Card Fraud Detection with Calibrated Probabilities. , 2014, , .		34
64	Kinect Deform: Enhanced 3D Reconstruction of Non-rigidly Deforming Objects. , 2014, , .		5
65	Surface UP-SR for an improved face recognition using low resolution depth cameras. , 2014, , .		5
66	SPN²: Single-sided privacy preserving nearest neighbor and its application to face recognition. , 2014, , .		1
67	Cost Sensitive Credit Card Fraud Detection Using Bayes Minimum Risk. , 2013, , .		86
68	Dynamic super resolution of depth sequences with non-rigid motions. , 2013, , .		5
69	Multi-frame super-resolution by enhanced shift & add. , 2013, , .		4
70	Realâ€time depth enhancement by fusion for RGBâ€Ð cameras. IET Computer Vision, 2013, 7, 335-345.	2.0	23
71	Real-Time Distance-Dependent Mapping for a Hybrid ToF Multi-Camera Rig. IEEE Journal on Selected Topics in Signal Processing, 2012, 6, 425-436.	10.8	14
72	Spatio-temporal ToF data enhancement by fusion. , 2012, , .		2

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73	Depth Enhancement by Fusion for Passive and Active Sensing. Lecture Notes in Computer Science, 2012, , 506-515.	1.3	5
74	Real-time hybrid ToF multi-camera rig fusion system for depth map enhancement. , 2011, , .		6
75	A new multi-lateral filter for real-time depth enhancement. , 2011, , .		15
76	Spiral colour model: Reduction from 3-D to 2-D. , 2011, , .		0
77	Who clicks there!. , 2011, , .		5
78	Squigraphs for Fine and Compact Modeling of 3-D Shapes. IEEE Transactions on Image Processing, 2010, 19, 306-321.	9.8	14
79	Mahalanobis-based Adaptive Nonlinear Dimension Reduction. , 2010, , .		0
80	Novel similarity invariant for space curves using turning angles and its application to object recognition. , 2009, , .		0
81	Meaningful 3D shape partitioning using Morse functions. , 2009, , .		3
82	Geometric modeling of rigid and non-rigid 3D shapes using the global geodesic function. , 2008, , .		6
83	3D object recognition using fully intrinsic skeletal graphs. Proceedings of SPIE, 2008, , .	0.8	3
84	Statistical Analysis of the Global Geodesic Function for 3D Object Classification. , 2007, , .		8
85	Towards Automatic Human Body Model Fitting to a 3D Scan. , 0, , .		5