

# Enzo De Sena

## List of Publications by Year in descending order

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26  
papers

430  
citations

1163117

8  
h-index

1058476

14  
g-index

26  
all docs

26  
docs citations

26  
times ranked

326  
citing authors

#	ARTICLE	IF	CITATIONS
1	Scattering Delay Network Simulator of Coupled Volume Acoustics. IEEE/ACM Transactions on Audio Speech and Language Processing, 2022, 30, 582-593.	5.8	5
2	On the Convergence of the Multipole Expansion Method. SIAM Journal on Numerical Analysis, 2021, 59, 2473-2499.	2.3	1
3	Low-Complexity Steered Response Power Mapping Based on Nyquist-Shannon Sampling. , 2021, , .		6
4	Localization Uncertainty in Time-Amplitude Stereophonic Reproduction. IEEE/ACM Transactions on Audio Speech and Language Processing, 2020, 28, 1000-1015.	5.8	0
5	Joint Acoustic Localization and Dereverberation Through Plane Wave Decomposition and Sparse Regularization. IEEE/ACM Transactions on Audio Speech and Language Processing, 2019, 27, 1893-1905.	5.8	7
6	Perceptual Soundfield Reconstruction in Three Dimensions via Sound Field Extrapolation. , 2019, , .		1
7	Localization of a virtual wall by means of active echolocation by untrained sighted persons. Applied Acoustics, 2018, 139, 82-92.	3.3	10
8	Joint Source Localization and Dereverberation by Sound Field Interpolation Using Sparse Regularization. , 2018, , .		5
9	An Automatic Design Procedure for Low-order IIR Parametric Equalizers. AES: Journal of the Audio Engineering Society, 2018, 66, 935-952.	1.0	1
10	A Scalable Algorithm for Physically Motivated and Sparse Approximation of Room Impulse Responses With Orthonormal Basis Functions. IEEE/ACM Transactions on Audio Speech and Language Processing, 2017, 25, 1547-1561.	5.8	12
11	Perceptual Spatial Audio Recording, Simulation, and Rendering: An overview of spatial-audio techniques based on psychoacoustics. IEEE Signal Processing Magazine, 2017, 34, 36-54.	5.6	38
12	Room Impulse Response Interpolation Using a Sparse Spatio-Temporal Representation of the Sound Field. IEEE/ACM Transactions on Audio Speech and Language Processing, 2017, 25, 1929-1941.	5.8	43
13	Improving the perceptual quality of ideal binary masked speech. , 2017, , .		4
14	The Subwoofer Room Impulse Response (SUBRIR) Database. AES: Journal of the Audio Engineering Society, 2017, 65, 389-401.	1.0	2
15	Localization Experiments with Reporting by Head Orientation: Statistical Framework and Case Study. AES: Journal of the Audio Engineering Society, 2017, 65, 982-996.	1.0	4
16	Multichannel identification of room acoustic systems with adaptive filters based on orthonormal basis functions. , 2016, , .		2
17	On the Modeling of Rectangular Geometries in Room Acoustic Simulations. IEEE/ACM Transactions on Audio Speech and Language Processing, 2015, 23, 774-786.	5.8	45
18	Efficient Synthesis of Room Acoustics via Scattering Delay Networks. IEEE/ACM Transactions on Audio Speech and Language Processing, 2015, 23, 1478-1492.	5.8	31

#	ARTICLE	IF	CITATIONS
19	Analysis and Design of Multichannel Systems for Perceptual Sound Field Reconstruction. IEEE Transactions on Audio Speech and Language Processing, 2013, 21, 1653-1665.	3.2	16
20	A computational model for the estimation of localisation uncertainty. , 2013, , .		2
21	On the Design and Implementation of Higher Order Differential Microphones. IEEE Transactions on Audio Speech and Language Processing, 2012, 20, 162-174.	3.2	99
22	Frequency-Domain Scattering Delay Networks for Simulating Room Acoustics in Virtual Environments. , 2011, , .		3
23	A generalized design method for directivity patterns of spherical microphone arrays. , 2011, , .		2
24	VERGILIUS: A Scenario Generator for VANET. , 2010, , .		16
25	VANET: On Mobility Scenarios and Urban Infrastructure. A Case Study. , 2007, , .		20
26	Evaluating vehicle network strategies for downtown Portland. , 2007, , .		55