

Tai-Jiang Mu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6796494/publications.pdf>

Version: 2024-02-01

18
papers

1,684
citations

840776

11
h-index

1058476

14
g-index

18
all docs

18
docs citations

18
times ranked

373
citing authors

#	ARTICLE	IF	CITATIONS
1	PCT: Point cloud transformer. Computational Visual Media, 2021, 7, 187-199.	17.5	670
2	Attention mechanisms in computer vision: A survey. Computational Visual Media, 2022, 8, 331-368.	17.5	647
3	A Large Chinese Text Dataset in the Wild. Journal of Computer Science and Technology, 2019, 34, 509-521.	1.5	61
4	ClusterVO: Clustering Moving Instances and Estimating Visual Odometry for Self and Surroundings. , 2020, , .		53
5	Lidar-Monocular Visual Odometry using Point and Line Features. , 2020, , .		42
6	Deep Video Stabilization Using Adversarial Networks. Computer Graphics Forum, 2018, 37, 267-276.	3.0	40
7	Lane Detection: A Survey with New Results. Journal of Computer Science and Technology, 2020, 35, 493-505.	1.5	34
8	Subdivision-based Mesh Convolution Networks. ACM Transactions on Graphics, 2022, 41, 1-16.	7.2	33
9	Accurate Dynamic SLAM Using CRF-Based Long-Term Consistency. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1745-1757.	4.4	21
10	Stereoscopic image completion and depth recovery. Visual Computer, 2014, 30, 833-843.	3.5	19
11	A new dataset of dog breed images and a benchmark for finegrained classification. Computational Visual Media, 2020, 6, 477-487.	17.5	18
12	Detecting humanâ€™ object interaction with multi-level pairwise feature network. Computational Visual Media, 2021, 7, 229-239.	17.5	16
13	A response time model for abrupt changes in binocular disparity. Visual Computer, 2015, 31, 675-687.	3.5	13
14	Can attention enable MLPs to catch up with CNNs?. Computational Visual Media, 2021, 7, 283-288.	17.5	8
15	HDR-Net-Fusion: Real-time 3D dynamic scene reconstruction with a hierarchical deep reinforcement network. Computational Visual Media, 2021, 7, 419-435.	17.5	5
16	WallNet: Reconstructing General Room Layouts from RGB Images. Graphical Models, 2020, 111, 101076.	2.4	4
17	Synthesizing Robot Programs with Interactive Tutor Mode. International Journal of Automation and Computing, 2019, 16, 462-474.	4.5	0
18	Nerva: Automated application synthesis for humanoid robot from user natural language description. Communications in Information and Systems, 2017, 17, 45-64.	0.5	0