Kris M Kitani

List of Publications by Year
in descending order

75 papers	3,309 citations	687363 13 h-index	552781 26 g-index
76 all docs	76 docs citations	76 times ranked	1893 citing authors

#	Article	IF	Citations
1	Human motion trajectory prediction: a survey. International Journal of Robotics Research, 2020, 39, 895-935.	8.5	381
2	Activity Forecasting. Lecture Notes in Computer Science, 2012, , 201-214.	1.3	316
3	Going Deeper into First-Person Activity Recognition. , 2016, , .		192
4	3D Multi-Object Tracking: A Baseline and New Evaluation Metrics. , 2020, , .		186
5	Fast unsupervised ego-action learning for first-person sports videos. , 2011, , .		165
6	AgentFormer: Agent-Aware Transformers for Socio-Temporal Multi-Agent Forecasting. , 2021, , .		159
7	Pixel-Level Hand Detection in Ego-centric Videos. , 2013, , .		154
8	Joint Object Detection and Multi-Object Tracking with Graph Neural Networks. , 2021, , .		127
9	Forecasting Interactive Dynamics of Pedestrians with Fictitious Play. , 2017, , .		95
10	r2p2: A ReparameteRized Pushforward Policy for Diverse, Precise Generative Path Forecasting. Lecture Notes in Computer Science, 2018, , 794-811.	1.3	90
11	Learning scene-specific pedestrian detectors without real data. , 2015, , .		88
12	BBeep. , 2019, , .		75
13	First-Person Activity Forecasting with Online Inverse Reinforcement Learning. , 2017, , .		70
14	DLow: Diversifying Latent Flows for Diverse Human Motion Prediction. Lecture Notes in Computer Science, 2020, , 346-364.	1.3	70
15	SimPoE: Simulated Character Control for 3D Human Pose Estimation. , 2021, , .		65
16	Smartphone-based Indoor Localization for Blind Navigation across Building Complexes. , 2018, , .		62
17	Action-Reaction: Forecasting the Dynamics of Human Interaction. Lecture Notes in Computer Science, 2014, , 489-504.	1.3	60
18	Ego-Pose Estimation and Forecasting As Real-Time PD Control. , 2019, , .		59

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19	Airport Accessibility and Navigation Assistance for People with Visual Impairments. , 2019, , .		57
20	Coupling eye-motion and ego-motion features for first-person activity recognition. , 2012, , .		53
21	Model Recommendation with Virtual Probes for Egocentric Hand Detection. , 2013, , .		49
22	Smartphone-based localization for blind navigation in building-scale indoor environments. Pervasive and Mobile Computing, 2019, 57, 14-32.	3.3	49
23	Recognizing Micro-Actions and Reactions from Paired Egocentric Videos. , 2016, , .		47
24	Using individuality to track individuals: Clustering individual trajectories in crowds using local appearance and frequency trait. , 2009, , .		46
25	EdgeSonic. , 2011, , .		43
26	Predicting wide receiver trajectories in American football. , 2016, , .		36
27	Back-Hand-Pose. , 2020, , .		35
28	Environmental Factors in Indoor Navigation Based on Real-World Trajectories of Blind Users. , 2018, , .		32
29	PTP: Parallelized Tracking and Prediction With Graph Neural Networks and Diversity Sampling. IEEE Robotics and Automation Letters, 2021, 6, 4640-4647.	5.1	32
30	3D Ego-Pose Estimation via Imitation Learning. Lecture Notes in Computer Science, 2018, , 763-778.	1.3	29
31	An Ego-Vision System for Hand Grasp Analysis. IEEE Transactions on Human-Machine Systems, 2017, 47, 524-535.	3.5	28
32	Synthesizing a Scene-Specific Pedestrian Detector and Pose Estimator for Static Video Surveillance. International Journal of Computer Vision, 2018, 126, 1027-1044.	15.6	28
33	Learning Action Maps of Large Environments via First-Person Vision. , 2016, , .		23
34	Learning Shape Representations for Person Re-Identification under Clothing Change. , 2021, , .		22
35	Impact of Expertise on Interaction Preferences for Navigation Assistance of Visually Impaired Individuals. , 2019, , .		19
36	RECOVERING THE BASIC STRUCTURE OF HUMAN ACTIVITIES FROM NOISY VIDEO-BASED SYMBOL STRINGS. International Journal of Pattern Recognition and Artificial Intelligence, 2008, 22, 1621-1646.	1.2	18

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37	Recognizing hand-object interactions in wearable camera videos. , 2015, , .		18
38	First-Person Activity Forecasting from Video with Online Inverse Reinforcement Learning. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 42, 304-317.	13.9	17
39	3D Human Motion Estimation via Motion Compression and Refinement. Lecture Notes in Computer Science, 2021, , 324-340.	1.3	17
40	Human-centric panoramic imaging stitching. , 2012, , .		14
41	Recognizing Visual Signatures of Spontaneous Head Gestures. , 2018, , .		14
42	Improving Lesion Segmentation for Diabetic Retinopathy Using Adversarial Learning. Lecture Notes in Computer Science, 2019, , 333-344.	1.3	13
43	BallCam!. , 2012, , .		12
44	Adversarial domain adaptation for cross data source macromolecule <i>in situ</i> structural classification in cellular electron cryo-tomograms. Bioinformatics, 2019, 35, i260-i268.	4.1	12
45	Recovering the Basic Structure of Human Activities from a Video-Based Symbol String. , 2007, , .		10
46	An Introduction to the 3rd Workshop on Egocentric (First-Person) Vision. , 2014, , .		10
47	Semi-automated home-based therapy for the upper extremity of stroke survivors. , 2018, , .		10
48	Hand parsing for fine-grained recognition of human grasps in monocular images. , 2015, , .		9
49	Ego-Action Analysis for First-Person Sports Videos. IEEE Pervasive Computing, 2012, 11, 92-95.	1.3	8
50	A scalable approach for understanding the visual structures of hand grasps. , 2015, , .		8
51	How do we use our hands? Discovering a diverse set of common grasps. , 2015, , .		8
52	Experiencing the ball's POV for ballistic sports. , 2013, , .		7
53	Audio-Visual Self-Supervised Terrain Type Recognition for Ground Mobile Platforms. IEEE Access, 2021, 9, 29970-29979.	4.2	7
54	HARMONIC: A multimodal dataset of assistive human–robot collaboration. International Journal of Robotics Research, 2022, 41, 3-11.	8.5	7

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55	Multi-pose multi-target tracking for activity understanding. , 2013, , .		6
56	Smart Skin: Vision-Based Soft Pressure Sensing System for In-Home Hand Rehabilitation. Soft Robotics, 2022, 9, 473-485.	8.0	6
57	Detecting Interesting Events Using Unsupervised Density Ratio Estimation. Lecture Notes in Computer Science, 2012, , 151-161.	1.3	6
58	Spatiotemporal Video Highlight by Neural Network Considering Gaze and Hands of Surgeon in Egocentric Surgical Videos. Journal of Medical Robotics Research, 2022, 07, .	1.2	5
59	KDFNet: Learning Keypoint Distance Field for 6D Object Pose Estimation. , 2021, , .		4
60	Ego-Surfing: Person Localization in First-Person Videos Using Ego-Motion Signatures. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 2749-2761.	13.9	3
61	When We First Met: Visual-Inertial Person Localization for Co-Robot Rendezvous. , 2020, , .		3
62	Face Alignment Refinement. , 2015, , .		2
63	Recognizing Multiple Objects via Regression Incorporating the Co-occurrence of Categories. Lecture Notes in Computer Science, 2009, , 497-508.	1.3	2
64	RECOGNIZING OVERLAPPED HUMAN ACTIVITIES FROM A SEQUENCE OF PRIMITIVE ACTIONS VIA DELETED INTERPOLATION. International Journal of Pattern Recognition and Artificial Intelligence, 2008, 22, 1343-1362.	1.2	1
65	Video segmentation and stabilization for BallCam. , 2017, , .		1
66	A-EXP4: Online Social Policy Learning for Adaptive Robot-Pedestrian Interaction. , 2019, , .		1
67	Massive City-Scale Surface Condition Analysis Using Ground and Aerial Imagery. Lecture Notes in Computer Science, 2015, , 49-64.	1.3	1
68	Helping People Through Space and Time: Assistance as a Perspective on Human-Robot Interaction. Frontiers in Robotics and AI, 2021, 8, 720319.	3.2	1
69	Ego-motion analysis using average image data intensity. , 2011, , .		0
70	Semantic video segmentation using both appearance and geometric information. Proceedings of SPIE, 2015, , .	0.8	0
71	Activity-Aware Video Stabilization for BallCam. , 2016, , .		0
72	Cutting through the clutter: Task-relevant features for image matching. , 2016, , .		0

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73	Crack Detection and Refinement Via Deep Reinforcement Learning. , 2021, , .		0
74	Recognizing multiple objects based on co-occurrence of categories. Progress in Informatics, 2010, , 43.	0.2	0
75	Dynamic View Synthesis from Camera in Spinning Ball. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2014, 68, J495-J501.	0.1	0