

Kris M Kitani

List of Publications by Year in descending order

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Version: 2024-02-01

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 | Smart Skin: Vision-Based Soft Pressure Sensing System for In-Home Hand Rehabilitation. <i>Soft Robotics</i> , 2022, 9, 473-485. | 8.0 | 6 |
| 2 | Spatiotemporal Video Highlight by Neural Network Considering Gaze and Hands of Surgeon in Egocentric Surgical Videos. <i>Journal of Medical Robotics Research</i> , 2022, 07, . | 1.2 | 5 |
| 3 | HARMONIC: A multimodal dataset of assistive human-robot collaboration. <i>International Journal of Robotics Research</i> , 2022, 41, 3-11. | 8.5 | 7 |
| 4 | 3D Human Motion Estimation via Motion Compression and Refinement. <i>Lecture Notes in Computer Science</i> , 2021, , 324-340. | 1.3 | 17 |
| 5 | Learning Shape Representations for Person Re-Identification under Clothing Change. , 2021, , . | | 22 |
| 6 | PTP: Parallelized Tracking and Prediction With Graph Neural Networks and Diversity Sampling. <i>IEEE Robotics and Automation Letters</i> , 2021, 6, 4640-4647. | 5.1 | 32 |
| 7 | Crack Detection and Refinement Via Deep Reinforcement Learning. , 2021, , . | | 0 |
| 8 | Audio-Visual Self-Supervised Terrain Type Recognition for Ground Mobile Platforms. <i>IEEE Access</i> , 2021, 9, 29970-29979. | 4.2 | 7 |
| 9 | Joint Object Detection and Multi-Object Tracking with Graph Neural Networks. , 2021, , . | | 127 |
| 10 | SimPoE: Simulated Character Control for 3D Human Pose Estimation. , 2021, , . | | 65 |
| 11 | KDFNet: Learning Keypoint Distance Field for 6D Object Pose Estimation. , 2021, , . | | 4 |
| 12 | Helping People Through Space and Time: Assistance as a Perspective on Human-Robot Interaction. <i>Frontiers in Robotics and AI</i> , 2021, 8, 720319. | 3.2 | 1 |
| 13 | AgentFormer: Agent-Aware Transformers for Socio-Temporal Multi-Agent Forecasting. , 2021, , . | | 159 |
| 14 | First-Person Activity Forecasting from Video with Online Inverse Reinforcement Learning. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2020, 42, 304-317. | 13.9 | 17 |
| 15 | Human motion trajectory prediction: a survey. <i>International Journal of Robotics Research</i> , 2020, 39, 895-935. | 8.5 | 381 |
| 16 | DLow: Diversifying Latent Flows for Diverse Human Motion Prediction. <i>Lecture Notes in Computer Science</i> , 2020, , 346-364. | 1.3 | 70 |
| 17 | 3D Multi-Object Tracking: A Baseline and New Evaluation Metrics. , 2020, , . | | 186 |
| 18 | Back-Hand-Pose. , 2020, , . | | 35 |

| # | ARTICLE | IF | CITATIONS |
|----|--|------|-----------|
| 19 | When We First Met: Visual-Inertial Person Localization for Co-Robot Rendezvous. , 2020, , . | | 3 |
| 20 | Improving Lesion Segmentation for Diabetic Retinopathy Using Adversarial Learning. Lecture Notes in Computer Science, 2019, , 333-344. | 1.3 | 13 |
| 21 | 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 |
| 22 | Impact of Expertise on Interaction Preferences for Navigation Assistance of Visually Impaired Individuals. , 2019, , . | | 19 |
| 23 | Airport Accessibility and Navigation Assistance for People with Visual Impairments. , 2019, , . | | 57 |
| 24 | BBeep. , 2019, , . | | 75 |
| 25 | Smartphone-based localization for blind navigation in building-scale indoor environments. Pervasive and Mobile Computing, 2019, 57, 14-32. | 3.3 | 49 |
| 26 | Ego-Pose Estimation and Forecasting As Real-Time PD Control. , 2019, , . | | 59 |
| 27 | A-EXP4: Online Social Policy Learning for Adaptive Robot-Pedestrian Interaction. , 2019, , . | | 1 |
| 28 | 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 |
| 29 | 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 |
| 30 | Smartphone-based Indoor Localization for Blind Navigation across Building Complexes. , 2018, , . | | 62 |
| 31 | Recognizing Visual Signatures of Spontaneous Head Gestures. , 2018, , . | | 14 |
| 32 | Semi-automated home-based therapy for the upper extremity of stroke survivors. , 2018, , . | | 10 |
| 33 | Environmental Factors in Indoor Navigation Based on Real-World Trajectories of Blind Users. , 2018, , . | | 32 |
| 34 | r2p2: A Reparameterized Pushforward Policy for Diverse, Precise Generative Path Forecasting. Lecture Notes in Computer Science, 2018, , 794-811. | 1.3 | 90 |
| 35 | 3D Ego-Pose Estimation via Imitation Learning. Lecture Notes in Computer Science, 2018, , 763-778. | 1.3 | 29 |
| 36 | An Ego-Vision System for Hand Grasp Analysis. IEEE Transactions on Human-Machine Systems, 2017, 47, 524-535. | 3.5 | 28 |

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|----|--|-----|-----------|
| 37 | Video segmentation and stabilization for BallCam. , 2017, , . | | 1 |
| 38 | Forecasting Interactive Dynamics of Pedestrians with Fictitious Play. , 2017, , . | | 95 |
| 39 | First-Person Activity Forecasting with Online Inverse Reinforcement Learning. , 2017, , . | | 70 |
| 40 | Learning Action Maps of Large Environments via First-Person Vision. , 2016, , . | | 23 |
| 41 | Going Deeper into First-Person Activity Recognition. , 2016, , . | | 192 |
| 42 | Recognizing Micro-Actions and Reactions from Paired Egocentric Videos. , 2016, , . | | 47 |
| 43 | Activity-Aware Video Stabilization for BallCam. , 2016, , . | | 0 |
| 44 | Cutting through the clutter: Task-relevant features for image matching. , 2016, , . | | 0 |
| 45 | Predicting wide receiver trajectories in American football. , 2016, , . | | 36 |
| 46 | Hand parsing for fine-grained recognition of human grasps in monocular images. , 2015, , . | | 9 |
| 47 | A scalable approach for understanding the visual structures of hand grasps. , 2015, , . | | 8 |
| 48 | Recognizing hand-object interactions in wearable camera videos. , 2015, , . | | 18 |
| 49 | Learning scene-specific pedestrian detectors without real data. , 2015, , . | | 88 |
| 50 | Semantic video segmentation using both appearance and geometric information. Proceedings of SPIE, 2015, , . | 0.8 | 0 |
| 51 | Face Alignment Refinement. , 2015, , . | | 2 |
| 52 | How do we use our hands? Discovering a diverse set of common grasps. , 2015, , . | | 8 |
| 53 | Massive City-Scale Surface Condition Analysis Using Ground and Aerial Imagery. Lecture Notes in Computer Science, 2015, , 49-64. | 1.3 | 1 |
| 54 | An Introduction to the 3rd Workshop on Egocentric (First-Person) Vision. , 2014, , . | | 10 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 55 | Action-Reaction: Forecasting the Dynamics of Human Interaction. Lecture Notes in Computer Science, 2014, , 489-504. | 1.3 | 60 |
| 56 | 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 |
| 57 | Pixel-Level Hand Detection in Ego-centric Videos. , 2013, , . | | 154 |
| 58 | Model Recommendation with Virtual Probes for Egocentric Hand Detection. , 2013, , . | | 49 |
| 59 | Experiencing the ball's POV for ballistic sports. , 2013, , . | | 7 |
| 60 | Multi-pose multi-target tracking for activity understanding. , 2013, , . | | 6 |
| 61 | BallCam!. , 2012, , . | | 12 |
| 62 | Human-centric panoramic imaging stitching. , 2012, , . | | 14 |
| 63 | Ego-Action Analysis for First-Person Sports Videos. IEEE Pervasive Computing, 2012, 11, 92-95. | 1.3 | 8 |
| 64 | Coupling eye-motion and ego-motion features for first-person activity recognition. , 2012, , . | | 53 |
| 65 | Activity Forecasting. Lecture Notes in Computer Science, 2012, , 201-214. | 1.3 | 316 |
| 66 | Detecting Interesting Events Using Unsupervised Density Ratio Estimation. Lecture Notes in Computer Science, 2012, , 151-161. | 1.3 | 6 |
| 67 | Fast unsupervised ego-action learning for first-person sports videos. , 2011, , . | | 165 |
| 68 | Ego-motion analysis using average image data intensity. , 2011, , . | | 0 |
| 69 | EdgeSonic. , 2011, , . | | 43 |
| 70 | Recognizing multiple objects based on co-occurrence of categories. Progress in Informatics, 2010, , 43. | 0.2 | 0 |
| 71 | Using individuality to track individuals: Clustering individual trajectories in crowds using local appearance and frequency trait. , 2009, , . | | 46 |
| 72 | Recognizing Multiple Objects via Regression Incorporating the Co-occurrence of Categories. Lecture Notes in Computer Science, 2009, , 497-508. | 1.3 | 2 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 73 | 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 |
| 74 | 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 |
| 75 | Recovering the Basic Structure of Human Activities from a Video-Based Symbol String. , 2007, , . | | 10 |