

Julien Tierny

List of Publications by Year in descending order

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| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Wasserstein Distances, Geodesics and Barycenters of Merge Trees. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 291-301. | 4.4 | 13 |
| 2 | TopoMap: A 0-dimensional Homology Preserving Projection of High-Dimensional Data. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 561-571. | 4.4 | 10 |
| 3 | Localized Topological Simplification of Scalar Data. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 572-582. | 4.4 | 16 |
| 4 | A Progressive Approach to Scalar Field Topology. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2833-2850. | 4.4 | 3 |
| 5 | An Overview of the Topology ToolKit. Mathematics and Visualization, 2021, , 327-342. | 0.6 | 6 |
| 6 | Fast Approximation of Persistence Diagrams with Guarantees. , 2021, , . | | 2 |
| 7 | A Topological Data Analysis perspective on noncovalent interactions in relativistic calculations. International Journal of Quantum Chemistry, 2020, 120, e26133. | 2.0 | 16 |
| 8 | Task-Based Augmented Contour Trees with Fibonacci Heaps. IEEE Transactions on Parallel and Distributed Systems, 2019, 30, 1889-1905. | 5.6 | 25 |
| 9 | Statistical Parameter Selection for Clustering Persistence Diagrams. , 2019, , . | | 7 |
| 10 | Ranking Viscous Finger Simulations to an Acquired Ground Truth with Topology-Aware Matchings. , 2019, , . | | 12 |
| 11 | Topological Analysis of High Velocity Turbulent Flow. , 2019, , . | | 3 |
| 12 | The Topology ToolKit. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 832-842. | 4.4 | 111 |
| 13 | Lifted Wasserstein Matcher for Fast and Robust Topology Tracking. , 2018, , . | | 19 |
| 14 | Fast and Exact Fiber Surfaces for Tetrahedral Meshes. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1782-1795. | 4.4 | 22 |
| 15 | Jacobi Fiber Surfaces for Bivariate Reeb Space Computation. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 960-969. | 4.4 | 27 |
| 16 | Task-based augmented merge trees with Fibonacci heaps. , 2017, , . | | 30 |
| 17 | Topological Data Analysis for Scientific Visualization. Mathematics and Visualization, 2017, , . | 0.6 | 16 |
| 18 | Interpretation of the reduced density gradient. Molecular Physics, 2016, 114, 1406-1414. | 1.7 | 103 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Fiber Surfaces: Generalizing Isosurfaces to Bivariate Data. Computer Graphics Forum, 2015, 34, 241-250. | 3.0 | 45 |
| 20 | Conforming Morse-Smale Complexes. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 2595-2603. | 4.4 | 33 |
| 21 | Jacobians and Hessians of mean value coordinates for closed triangular meshes. Visual Computer, 2014, 30, 981-995. | 3.5 | 12 |
| 22 | Characterizing Molecular Interactions in Chemical Systems. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 2476-2485. | 4.4 | 63 |
| 23 | Topology analysis of time-dependent multi-fluid data using the Reeb graph. Computer Aided Geometric Design, 2013, 30, 557-566. | 1.2 | 8 |
| 24 | Analytic Curve Skeletons for 3D Surface Modeling and Processing. Computer Graphics Forum, 2012, 31, 2223-2232. | 3.0 | 3 |
| 25 | Generalized Topological Simplification of Scalar Fields on Surfaces. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 2005-2013. | 4.4 | 37 |
| 26 | CageR: Cage-Based Reverse Engineering of Animated 3D Shapes. Computer Graphics Forum, 2012, 31, 2303-2316. | 3.0 | 14 |
| 27 | Interactive Exploration and Analysis of Large-Scale Simulations Using Topology-Based Data Segmentation. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1307-1324. | 4.4 | 114 |
| 28 | Partial 3D Shape Retrieval by Reeb Pattern Unfolding. Computer Graphics Forum, 2009, 28, 41-55. | 3.0 | 77 |
| 29 | Loop surgery for volumetric meshes: Reeb graphs reduced to contour trees. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 1177-1184. | 4.4 | 67 |
| 30 | Enhancing 3D mesh topological skeletons with discrete contour constrictions. Visual Computer, 2008, 24, 155-172. | 3.5 | 26 |
| 31 | Viscous Fingering: A Topological Visual Analytic Approach. Applied Mechanics and Materials, 0, 869, 9-19. | 0.2 | 27 |