

Emanuele Rodolà

List of Publications by Year in descending order

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71
papers

2,428
citations

394421

19
h-index

377865

34
g-index

71
all docs

71
docs citations

71
times ranked

1472
citing authors

#	ARTICLE	IF	CITATIONS
1	Deciphering interaction fingerprints from protein molecular surfaces using geometric deep learning. Nature Methods, 2020, 17, 184-192.	19.0	371
2	Partial Functional Correspondence. Computer Graphics Forum, 2017, 36, 222-236.	3.0	147
3	Deep Functional Maps: Structured Prediction for Dense Shape Correspondence. , 2017, , .		145
4	Dense Non-rigid Shape Correspondence Using Random Forests. , 2014, , .		102
5	Anisotropic Diffusion Descriptors. Computer Graphics Forum, 2016, 35, 431-441.	3.0	94
6	A Scale Independent Selection Process for 3D Object Recognition in Cluttered Scenes. International Journal of Computer Vision, 2013, 102, 129-145.	15.6	85
7	ZoomOut. ACM Transactions on Graphics, 2019, 38, 1-14.	7.2	82
8	RUNE-Tag: A high accuracy fiducial marker with strong occlusion resilience. , 2011, , .		76
9	Fully Spectral Partial Shape Matching. Computer Graphics Forum, 2017, 36, 247-258.	3.0	69
10	Product Manifold Filter: Non-rigid Shape Correspondence via Kernel Density Estimation in the Product Space. , 2017, , .		68
11	Multiview registration via graph diffusion of dual quaternions. , 2011, , .		58
12	Efficient Deformable Shape Correspondence via Kernel Matching. , 2017, , .		54
13	A game-theoretic approach to deformable shape matching. , 2012, , .		53
14	Non-Rigid Puzzles. Computer Graphics Forum, 2016, 35, 135-143.	3.0	53
15	2-D Skeleton-Based Action Recognition via Two-Branch Stacked LSTM-RNNs. IEEE Transactions on Multimedia, 2020, 22, 2481-2496.	7.2	51
16	An Accurate and Robust Artificial Marker Based on Cyclic Codes. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2016, 38, 2359-2373.	13.9	50
17	Imposing Semi-Local Geometric Constraints for Accurate Correspondences Selection in Structure from Motion: A Game-Theoretic Perspective. International Journal of Computer Vision, 2012, 97, 36-53.	15.6	49
18	Fast and accurate surface alignment through an isometry-enforcing game. Pattern Recognition, 2015, 48, 2209-2226.	8.1	43

#	ARTICLE	IF	CITATIONS
19	Matching Deformable Objects in Clutter. , 2016, , .		42
20	Localized Manifold Harmonics for Spectral Shape Analysis. Computer Graphics Forum, 2018, 37, 20-34.	3.0	38
21	Coupled Functional Maps. , 2016, , .		34
22	Improved Functional Mappings via Product Preservation. Computer Graphics Forum, 2018, 37, 179-190.	3.0	34
23	Elastic Net Constraints for Shape Matching. , 2013, , .		33
24	Computing and processing correspondences with functional maps. , 2017, , .		33
25	Consistent Partial Matching of Shape Collections via Sparse Modeling. Computer Graphics Forum, 2017, 36, 209-221.	3.0	32
26	Robust Camera Calibration using Inaccurate Targets. , 2010, , .		32
27	Computing and processing correspondences with functional maps. , 2016, , .		30
28	FARM: Functional Automatic Registration Method for 3D Human Bodies. Computer Graphics Forum, 2020, 39, 160-173.	3.0	30
29	Robust Region Detection via Consensus Segmentation of Deformable Shapes. Computer Graphics Forum, 2014, 33, 97-106.	3.0	26
30	Geometric deep learning. , 2016, , .		26
31	Multimodal Feature Fusion and Knowledge-Driven Learning via Experts Consult for Thyroid Nodule Classification. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 2527-2534.	8.3	26
32	A simple and effective relevance-based point sampling for 3D shapes. Pattern Recognition Letters, 2015, 59, 41-47.	4.2	24
33	A game-theoretic approach to fine surface registration without initial motion estimation. , 2010, , .		23
34	LIMP: Learning Latent Shape Representations with Metric Preservation Priors. Lecture Notes in Computer Science, 2020, , 19-35.	1.3	22
35	Realistic photometric stereo using partial differential irradiance equation ratios. Computers and Graphics, 2015, 51, 8-16.	2.5	21
36	Optimal Intrinsic Descriptors for Non-Rigid Shape Analysis. , 2014, , .		21

#	ARTICLE	IF	CITATIONS
37	Sampling Relevant Points for Surface Registration. , 2011, , .		18
38	Efficient Globally Optimal 2D-to-3D Deformable Shape Matching. , 2016, , .		17
39	A Non-cooperative Game for 3D Object Recognition in Cluttered Scenes. , 2011, , .		16
40	Loosely Distinctive Features for Robust Surface Alignment. Lecture Notes in Computer Science, 2010, , 519-532.	1.3	15
41	Regularized Pointwise Map Recovery from Functional Correspondence. Computer Graphics Forum, 2017, 36, 700-711.	3.0	14
42	Correspondence-Free Region Localization for Partial Shape Similarity via Hamiltonian Spectrum Alignment. , 2019, , .		14
43	Anisotropic Laplace-Beltrami Operators for Shape Analysis. Lecture Notes in Computer Science, 2015, , 299-312.	1.3	12
44	Shape Analysis with Anisotropic Windowed Fourier Transform. , 2016, , .		11
45	Spectral Shape Recovery and Analysis Via Data-driven Connections. International Journal of Computer Vision, 2021, 129, 2745-2760.	15.6	11
46	Adopting an unconstrained ray model in light-field cameras for 3D shape reconstruction. , 2015, , .		10
47	GFrames: Gradient-Based Local Reference Frame for 3D Shape Matching. , 2019, , .		10
48	Generating Adversarial Surfaces via Bandâ€Limited Perturbations. Computer Graphics Forum, 2020, 39, 253-264.	3.0	10
49	Universal Spectral Adversarial Attacks for Deformable Shapes. , 2021, , .		10
50	Instant recovery of shape from spectrum via latent space connections. , 2020, , .		10
51	Can a Fully Unconstrained Imaging Model Be Applied Effectively to Central Cameras?. , 2013, , .		9
52	Spatial Maps: From Low Rank Spectral to Sparse Spatial Functional Representations. , 2017, , .		9
53	Waveletâ€based Heat Kernel Derivatives: Towards Informative Localized Shape Analysis. Computer Graphics Forum, 2021, 40, 165-179.	3.0	7
54	Efficient Shape Matching using Vector Extrapolation. , 2013, , .		6

#	ARTICLE	IF	CITATIONS
55	Learning Similarities for Rigid and Non-rigid Object Detection. , 2014, , .		5
56	Functional Maps Representation On Product Manifolds. Computer Graphics Forum, 2019, 38, 678-689.	3.0	5
57	Orthogonalized Fourier Polynomials for Signal Approximation and Transfer. Computer Graphics Forum, 2021, 40, 435-447.	3.0	5
58	3D Shape Analysis Through a Quantum Lens: the Average Mixing Kernel Signature. International Journal of Computer Vision, 2022, 130, 1474-1493.	15.6	5
59	Towards Precise Completion of Deformable Shapes. Lecture Notes in Computer Science, 2020, , 359-377.	1.3	4
60	Robust Figure Extraction on Textured Background: A Game-Theoretic Approach. , 2010, , .		3
61	A game-theoretical approach for joint matching of multiple feature throughout unordered images. , 2016, , .		3
62	A parametric analysis of discrete Hamiltonian functional maps. Computer Graphics Forum, 2020, 39, 103-118.	3.0	3
63	Partial Single- and Multishape Dense Correspondence Using Functional Maps. Handbook of Numerical Analysis, 2018, 19, 55-90.	1.8	2
64	High-Resolution Augmentation for Automatic Template-Based Matching of Human Models. , 2019, , .		2
65	Learning Spectral Unions of Partial Deformable 3D Shapes. Computer Graphics Forum, 2022, 41, 407-417.	3.0	2
66	Fast 3D surface reconstruction by unambiguous compound phase coding. , 2009, , .		1
67	A Game-Theoretic Approach to Robust Selection of Multi-view Point Correspondence. , 2010, , .		1
68	Stable and fast techniques for unambiguous compound phase coding. Image and Vision Computing, 2013, 31, 341-356.	4.5	1
69	Analysis of surface parametrizations for modern photometric stereo modeling. Proceedings of SPIE, 2015, , .	0.8	0
70	Applying Random Forests to the Problem of Dense Non-rigid Shape Correspondence. Mathematics and Visualization, 2016, , 231-248.	0.6	0
71	A Game-Theoretic Approach to the Enforcement of Global Consistency in Multi-view Feature Matching. Lecture Notes in Computer Science, 2010, , 354-364.	1.3	0