Song-Hai Zhang

List of Publications by Year
in descending order

15 papers	**1,020** citations	1051969 **10** h-index	1181555 **14** g-index
15 all docs	**15** docs citations	**15** times ranked	**313** citing authors

#	Article	IF	Citations
1	Learning Implicit Glyph Shape Representation. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 4172-4182.	2.9	7
2	Deep image synthesis from intuitive user input: A review and perspectives. Computational Visual Media, 2022, 8, 3-31.	10.8	21
3	Smoothness preserving layout for dynamic labels by hybrid optimization. Computational Visual Media, 2022, 8, 149-163.	10.8	0
4	Towards Better Caption Supervision for Object Detection. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1941-1954.	2.9	7
5	User-Guided Deep Human Image Matting Using Arbitrary Trimaps. IEEE Transactions on Image Processing, 2022, 31, 2040-2052.	6.0	4
6	Attention mechanisms in computer vision: A survey. Computational Visual Media, 2022, 8, 331-368.	10.8	647
7	A new dataset of dog breed images and a benchmark for finegrained classification. Computational Visual Media, 2020, 6, 477-487.	10.8	18
8	Visualization of COVID-19 spread based on spread and extinction indexes. Science China Information Sciences, 2020, 63, 1.	2.7	7
9	A Survey of 3D Indoor Scene Synthesis. Journal of Computer Science and Technology, 2019, 34, 594-608.	0.9	39
10	Deep Online Video Stabilization With Multi-Grid Warping Transformation Learning. IEEE Transactions on Image Processing, 2019, 28, 2283-2292.	6.0	80
11	Knowledge graph construction with structure and parameter learning for indoor scene design. Computational Visual Media, 2018, 4, 123-137.	10.8	31
12	Multi-Task Learning for Food Identification and Analysis with Deep Convolutional Neural Networks. Journal of Computer Science and Technology, 2016, 31, 489-500.	0.9	45
13	Comfort-driven disparity adjustment for stereoscopic video. Computational Visual Media, 2016, 2, 3-17.	10.8	19
14	Saliency-Based Fidelity Adaptation Preprocessing for Video Coding. Journal of Computer Science and Technology, 2011, 26, 195-202.	0.9	12
15	Vectorizing Cartoon Animations. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 618-629.	2.9	83