Stefano Berretti

List of Publications by Year
in descending order

122 papers	2,571 citations	279701 23 h-index	243529 44 g-index
129 all docs	129 docs citations	129 times ranked	1865 citing authors

#	ARTICLE	IF	CITATIONS
1	3-D Human Action Recognition by Shape Analysis of Motion Trajectories on Riemannian Manifold. IEEE Transactions on Cybernetics, 2015, 45, 1340-1352.	6.2	248
2	3D Face Recognition Using Isogeodesic Stripes. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2010, 32, 2162-2177.	9.7	181
3	Efficient matching and indexing of graph models in content-based retrieval. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2001, 23, 1089-1105.	9.7	157
4	Retrieval by shape similarity with perceptual distance and effective indexing. IEEE Transactions on Multimedia, 2000, 2, 225-239.	5.2	154
5	Recognizing Actions from Depth Cameras as Weakly Aligned Multi-part Bag-of-Poses. , 2013, , .		139
6	3D facial expression recognition using SIFT descriptors of automatically detected keypoints. Visual Computer, 2011, 27, 1021-1036.	2.5	120
7	A Set of Selected SIFT Features for 3D Facial Expression Recognition. , 2010, , .		103
8	Shape analysis of local facial patches for 3D facial expression recognition. Pattern Recognition, 2011, 44, 1581-1589.	5.1	68
9	Matching 3D face scans using interest points and local histogram descriptors. Computers and Graphics, 2013, 37, 509-525.	1.4	68
10	4-D Facial Expression Recognition by Learning Geometric Deformations. IEEE Transactions on Cybernetics, 2014, 44, 2443-2457.	6.2	63
11	The Mesh-LBP: A Framework for Extracting Local Binary Patterns From Discrete Manifolds. IEEE Transactions on Image Processing, 2015, 24, 220-235.	6.0	53
12	Boosting 3D LBP-Based Face Recognition by Fusing Shape and Texture Descriptors on the Mesh. IEEE Transactions on Information Forensics and Security, 2016, 11, 964-979.	4.5	52
13	Sparse Matching of Salient Facial Curves for Recognition of 3-D Faces With Missing Parts. IEEE Transactions on Information Forensics and Security, 2013, 8, 374-389.	4.5	47
14	Weighted walkthroughs between extended entities for retrieval by spatial arrangement. IEEE Transactions on Multimedia, 2003, 5, 52-70.	5.2	45
15	Motion segment decomposition of RGB-D sequences for human behavior understanding. Pattern Recognition, 2017, 61, 222-233.	5.1	42
16	3D Mesh decomposition using Reeb graphs. Image and Vision Computing, 2009, 27, 1540-1554.	2.7	41
17	Description and retrieval of 3D face models using iso-geodesic stripes. , 2006, , .		40
18	Space-Time Pose Representation for 3D Human Action Recognition. Lecture Notes in Computer Science, 2013, , 456-464.	1.0	36

#	Article	IF	Citations
19	Automatic facial expression recognition in real-time from dynamic sequences of 3D face scans. Visual Computer, 2013, 29, 1333-1350.	2.5	35
20	Selecting stable keypoints and local descriptors for person identification using 3D face scans. Visual Computer, 2014, 30, 1275-1292.	2.5	35
21	A Dictionary Learning-Based 3D Morphable Shape Model. IEEE Transactions on Multimedia, 2017, 19, 2666-2679.	5.2	35
22	Effective 3D based frontalization for unconstrained face recognition. , 2016, , .		33
23	A Novel Geometric Framework on Gram Matrix Trajectories for Human Behavior Understanding. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 42, 1-14.	9.7	32
24	Dynamic Facial Expression Generation on Hilbert Hypersphere With Conditional Wasserstein Generative Adversarial Nets. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 848-863.	9.7	30
25	Dictionary Learning Based 3D Morphable Model Construction for Face Recognition with Varying Expression and Pose. , 2015, , .		28
26	Local 3D Shape Analysis for Facial Expression Recognition. , 2010, , .		27
27	Face Recognition by Super-Resolved 3D Models From Consumer Depth Cameras. IEEE Transactions on Information Forensics and Security, 2014, 9, 1436-1449.	4.5	27
28	Superfaces: A Super-Resolution Model for 3D Faces. Lecture Notes in Computer Science, 2012, , 73-82.	1.0	24
29	Local binary patterns on triangular meshes: Concept and applications. Computer Vision and Image Understanding, 2015, 139, 161-177.	3.0	21
30	Enhanced skeleton and face 3D data for person re-identification from depth cameras. Computers and Graphics, 2019, 79, 69-80.	1.4	21
31	A Psychologically Inspired Fuzzy Cognitive Deep Learning Framework to Predict Crowd Behavior. IEEE Transactions on Affective Computing, 2022, 13, 1005-1022.	5.7	21
32	Representing 3D texture on mesh manifolds for retrieval and recognition applications. , 2015, , .		19
33	Deep 3D morphable model refinement via progressive growing of conditional Generative Adversarial Networks. Computer Vision and Image Understanding, 2019, 185, 31-42.	3.0	19
34	Representation, Analysis, and Recognition of 3D Humans. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-36.	3.0	18
35	Automatic Analysis of Facial Expressions Based on Deep Covariance Trajectories. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 3892-3905.	7.2	18
36	Learned 3D Shape Representations Using Fused Geometrically Augmented Images: Application to Facial Expression and Action Unit Detection. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 2900-2916.	5.6	18

#	Article	IF	Citations
37	Emotion Recognition by Body Movement Representation on the Manifold of Symmetric Positive Definite Matrices. Lecture Notes in Computer Science, 2017, , 550-560.	1.0	18
38	Reconstructing High-Resolution Face Models From Kinect Depth Sequences. IEEE Transactions on Information Forensics and Security, 2016, 11, 2843-2853.	4.5	17
39	Macro- and Micro-Expressions Facial Datasets: A Survey. Sensors, 2022, 22, 1524.	2.1	17
40	Spatial arrangement of color in retrieval by visual similarity. Pattern Recognition, 2002, 35, 1661-1674.	5.1	15
41	Merging Results for Distributed Content Based Image Retrieval. Multimedia Tools and Applications, 2004, 24, 215-232.	2.6	15
42	Distinguishing Facial Features for Ethnicity-Based 3D Face Recognition. ACM Transactions on Intelligent Systems and Technology, 2012, 3, 1-20.	2.9	15
43	Fall Detection of Elderly People Using the Manifold of Positive Semidefinite Matrices. Journal of Imaging, 2021, 7, 109.	1.7	14
44	The Mesh-LBP: Computing Local Binary Patterns on Discrete Manifolds. , 2013, , .		13
45	Learning shape variations of motion trajectories for gait analysis. , 2016, , .		13
46	Combined shape analysis of human poses and motion units for action segmentation and recognition. , 2015, , .		12
47	3D Mesh Partitioning for Retrieval by Parts Applications. , 0, , .		11
48	Investigating Nuisances in DCNN-Based Face Recognition. IEEE Transactions on Image Processing, 2018, 27, 5638-5651.	6.0	11
49	Retrieval of 3D Objects Using Curvature Correlograms. , 0, , .		10
50	Investigating Nuisance Factors in Face Recognition with DCNN Representation. , 2017, , .		10
51	SHREC 2020: Retrieval of digital surfaces with similar geometric reliefs. Computers and Graphics, 2020, 91, 199-218.	1.4	10
52	3D Face Identification Based on Arrangement of Salient Wrinkles. , 2006, , .		9
53	3D Face Recognition by Modeling the Arrangement of Concave and Convex Regions. Lecture Notes in Computer Science, 2007, , 108-118.	1.0	9
54	Recognition of 3D faces with missing parts based on profile networks. , 2010, , .		9

#	Article	IF	Citations
55	Modelling Spatial Relationships between Colour Clusters. Pattern Analysis and Applications, 2001, 4, 83-92.	3.1	8
56	A Grassmann framework for 4D facial shape analysis. Pattern Recognition, 2016, 57, 21-30.	5.1	8
57	Rendering Realistic Subject-Dependent Expression Images by Learning 3DMM Deformation Coefficients. Lecture Notes in Computer Science, 2019, , 441-455.	1.0	8
58	A Sparse and Locally Coherent Morphable Face Model for Dense Semantic Correspondence Across Heterogeneous 3D Faces. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 6667-6682.	9.7	8
59	Action Unit Detection by Learning the Deformation Coefficients of a 3D Morphable Model. Sensors, 2021, 21, 589.	2.1	7
60	SHREC&#x2019;08 entry: 3D face recognition using integral shape information. , 2008, , .		6
61	Facial curves between keypoints for recognition of 3D faces with missing parts. , 2011, , .		6
62	Fitting, Comparison, and Alignment of Trajectories on Positive Semi-Definite Matrices with Application to Action Recognition. , 2019, , .		6
63	Automatic Estimation of Self-Reported Pain by Interpretable Representations of Motion Dynamics. , 2021, 2020, .		6
64	A 3D Dynamic Database for Unconstrained Face Recognition. , 2014, , .		6
65	Modeling spatial relationships between color sets. , 2000, , .		5
66	Modeling Spatial Relationships between 3D Objects. , 2006, , .		5
67	Face recognition by SVMS classification of 2D and 3D Radial Geodesics. , 2008, , .		5
68	3D partial face matching using local shape descriptors. , 2011, , .		5
69	Intelligent Systems Technologies and Applications. Advances in Intelligent Systems and Computing, 2016, , .	0.5	5
70	Discovering Identity Specific Activation Patterns in Deep Descriptors for Template Based Face Recognition. , 2019, , .		5
71	Deep Learning from 3DLBP Descriptors for Depth Image Based Face Recognition. , 2019, , .		5
72	Convolution operations for relief-pattern retrieval, segmentation and classification on mesh manifolds. Pattern Recognition Letters, 2021, 142, 32-38.	2.6	5

#	Article	IF	Citations
73	Long Term Person Re-identification from Depth Cameras Using Facial and Skeleton Data. Lecture Notes in Computer Science, 2018, , 29-41.	1.0	5
74	Boosting 3D LBP-based face recognition by fusing shape and texture descriptors on the mesh. , 2015, , .		4
75	Extended YouTube Faces: a Dataset for Heterogeneous Open-Set Face Identification. , 2018, , .		4
76	Using indexing structures for resource descriptors extraction from distributed image repositories. , 0, , .		3
77	Geodesic Distances for 3D-3D and 2D-3D Face Recognition. , 2007, , .		3
78	Using Geodesic Distances for 2D-3D and 3D-3D Face Recognition. , 2007, , .		3
79	Reconstructing high-resolution face models from Kinect depth sequences acquired in uncooperative contexts. , 2015, , .		3
80	Spontaneous Expression Detection from 3D Dynamic Sequences by Analyzing Trajectories on Grassmann Manifolds. IEEE Transactions on Affective Computing, 2018, 9, 271-284.	5.7	3
81	Reconstructing 3D Face Models by Incremental Aggregation and Refinement of Depth Frames. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-24.	3.0	3
82	CSIOR: Circle-Surface Intersection Ordered Resampling. Computer Aided Geometric Design, 2020, 79, 101837.	0.5	3
83	Monocular 3D Body Shape Reconstruction under Clothing. Journal of Imaging, 2021, 7, 257.	1.7	3
84	Guest Editorial: Medical Data Security Solution for Healthcare Industries. IEEE Transactions on Industrial Informatics, 2022, , 1-1.	7.2	3
85	Object-Based Image Retrieval Using Active Nets. , 2006, , .		2
86	Analysis and retrieval of 3D facial models using iso-geodesic stripes. , 2008, , .		2
87	3D Face Reconstruction from Two Orthogonal Images for Face Recognition Applications. International Journal of Digital Library Systems, 2010, 1, 42-58.	0.1	2
88	Local descriptors matching for 3D face recognition. , 2013, , .		2
89	Fused Geometry Augmented Images For Analyzing Textured Mesh. , 2020, , .		2
90	Learning 3DMM Deformation Coefficients for Rendering Realistic Expression Images. Lecture Notes in Computer Science, 2018, , 320-333.	1.0	2

#	Article	IF	Citations
91	3DMM for Accurate Reconstruction of Depth Data. Lecture Notes in Computer Science, 2019, , 532-543.	1.0	2
92	Learning Streamed Attention Network from Descriptor Images for Cross-Resolution 3D Face Recognition. ACM Transactions on Multimedia Computing, Communications and Applications, 2023, 19, 1-20.	3.0	2
93	Guest Editorial Emerging IoT-Driven Smart Health: From Cloud to Edge. IEEE Journal of Biomedical and Health Informatics, 2022, 26, 937-938.	3.9	2
94	Indexed retrieval by shape appearance. IET Computer Vision, 2000, 147, 356.	1.3	1
95	3D Face Recognition by Spatial Arrangement of Iso-Geodesic Surfaces. , 2008, , .		1
96	3D face retrieval using integral geometric shape information. , 2008, , .		1
97	Computing Local Binary Patterns on Discrete Manifolds. , 2014, , .		1
98	Representing and analyzing relief patterns using LBP variants on mesh manifold. Pattern Analysis and Applications, 2021, 24, 557-573.	3.1	1
99	Content Based Image Retrieval Using Active-Nets. , 2009, , 85-114.		1
100	Weakly Aligned Multi-part Bag-of-Poses for Action Recognition from Depth Cameras. Lecture Notes in Computer Science, 2013, , 446-455.	1.0	1
101	3D Face Reconstruction from RGB-D Data by Morphable Model to Point Cloud Dense Fitting. , 2019, , .		1
102	Face Recognition Based on Manifold Learning and SVM Classification of 2D and 3D Geodesic Curves. , 0, , 62-81.		1
103	Modelling the Statistics of Cyclic Activities by Trajectory Analysis on the Manifold of Positive-Semi-Definite Matrices. , 2020, , .		1
104	Increasing 3D Resolution of Kinect Faces. Lecture Notes in Computer Science, 2015, , 639-653.	1.0	0
105	Analyzing trajectories on Grassmann manifold for early emotion detection from depth videos. , 2015, , .		0
106	Introduction to the Special Issue on Representation, Analysis, and Recognition of 3D Humans. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-2.	3.0	0
107	Extending LBP and Convolution-Like Operations on the Mesh. , 2019, , .		0
108	CSIOR: An Algorithm For Ordered Triangular Mesh Regularization. , 2020, , .		0

#	Article	IF	Citations
109	Learning 3DMM Deformation Coefficients for Action Unit Detection. Communications in Computer and Information Science, 2021, , 1-14.	0.4	0
110	Probability Guided Maxout. , 2021, , .		0
111	Color Spatial Arrangement for Image Retrieval by Visual Similarity. Image Processing Series, 2006, , 227-258.	0.2	0
112	3D Face Reconstruction from Two Orthogonal Images for Face Recognition Applications. , 2012, , 223-239.		0
113	A Dense Deformation Field for Facial Expression Analysis in Dynamic Sequences of 3D Scans. Lecture Notes in Computer Science, 2013, , 148-159.	1.0	0
114	About 3D Faces. Studies in Computational Intelligence, 2014, , 187-221.	0.7	0
115	A Grassmannian Framework for Face Recognition of 3D Dynamic Sequences with Challenging Conditions. Lecture Notes in Computer Science, 2015, , 326-340.	1.0	0
116	3D Face Recognition in Continuous Spaces. Lecture Notes in Computer Science, 2017, , 3-13.	1.0	0
117	3D Face Recognition Using Spatial Relations. , 2018, , 679-706.		0
118	Fused Geometry Augmented Images for Analyzing Textured Mesh. Lecture Notes in Computer Science, 2020, , 3-12.	1.0	0
119	Single View 3D Face Reconstruction. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 215-227.	0.1	0
120	CSIOR: An Ordered Structured Resampling of Mesh Surfaces. Lecture Notes in Computer Science, 2020, , 28-41.	1.0	0
121	3D Face Recognition Using Spatial Relations. Advances in Computational Intelligence and Robotics Book Series, 0, , 98-123.	0.4	0
122	3D Indexing and Retrieval. , 0, , 87-138.		0