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	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
2	A Psychologically Inspired Fuzzy Cognitive Deep Learning Framework to Predict Crowd Behavior. IEEE Transactions on Affective Computing, 2022, 13, 1005-1022.	5.7	21
3	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
4	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
5	Guest Editorial: Medical Data Security Solution for Healthcare Industries. IEEE Transactions on Industrial Informatics, 2022, , 1-1.	7.2	3
6	Macro- and Micro-Expressions Facial Datasets: A Survey. Sensors, 2022, 22, 1524.	2.1	17
7	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
8	Convolution operations for relief-pattern retrieval, segmentation and classification on mesh manifolds. Pattern Recognition Letters, 2021, 142, 32-38.	2.6	5
9	Representing and analyzing relief patterns using LBP variants on mesh manifold. Pattern Analysis and Applications, 2021, 24, 557-573.	3.1	1
10	Learning 3DMM Deformation Coefficients for Action Unit Detection. Communications in Computer and Information Science, 2021, , 1-14.	0.4	0
11	Automatic Estimation of Self-Reported Pain by Interpretable Representations of Motion Dynamics. , 2021, 2020, .		6
12	Action Unit Detection by Learning the Deformation Coefficients of a 3D Morphable Model. Sensors, 2021, 21, 589.	2.1	7
13	Probability Guided Maxout. , 2021, , .		0
14	Fall Detection of Elderly People Using the Manifold of Positive Semidefinite Matrices. Journal of Imaging, 2021, 7, 109.	1.7	14
15	Monocular 3D Body Shape Reconstruction under Clothing. Journal of Imaging, 2021, 7, 257.	1.7	3
16	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
17	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
18	SHREC 2020: Retrieval of digital surfaces with similar geometric reliefs. Computers and Graphics, 2020, 91, 199-218.	1.4	10

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19	Fused Geometry Augmented Images For Analyzing Textured Mesh. , 2020, , .		2
20	CSIOR: An Algorithm For Ordered Triangular Mesh Regularization. , 2020, , .		0
21	CSIOR: Circle-Surface Intersection Ordered Resampling. Computer Aided Geometric Design, 2020, 79, 101837.	0.5	3
22	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
23	Fused Geometry Augmented Images for Analyzing Textured Mesh. Lecture Notes in Computer Science, 2020, , 3-12.	1.0	0
24	Single View 3D Face Reconstruction. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 215-227.	0.1	0
25	CSIOR: An Ordered Structured Resampling of Mesh Surfaces. Lecture Notes in Computer Science, 2020, , 28-41.	1.0	0
26	Modelling the Statistics of Cyclic Activities by Trajectory Analysis on the Manifold of Positive-Semi-Definite Matrices. , 2020, , .		1
27	Discovering Identity Specific Activation Patterns in Deep Descriptors for Template Based Face Recognition. , 2019, , .		5
28	Extending LBP and Convolution-Like Operations on the Mesh. , 2019, , .		0
29	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
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	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
32	Rendering Realistic Subject-Dependent Expression Images by Learning 3DMM Deformation Coefficients. Lecture Notes in Computer Science, 2019, , 441-455.	1.0	8
33	Deep Learning from 3DLBP Descriptors for Depth Image Based Face Recognition. , 2019, , .		5
34	Fitting, Comparison, and Alignment of Trajectories on Positive Semi-Definite Matrices with Application to Action Recognition. , 2019, , .		6
35	3DMM for Accurate Reconstruction of Depth Data. Lecture Notes in Computer Science, 2019, , 532-543.	1.0	2
36	3D Face Reconstruction from RGB-D Data by Morphable Model to Point Cloud Dense Fitting. , 2019, , .		1

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37	Representation, Analysis, and Recognition of 3D Humans. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-36.	3.0	18
38	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
39	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
40	Extended YouTube Faces: a Dataset for Heterogeneous Open-Set Face Identification. , 2018, , .		4
41	Investigating Nuisances in DCNN-Based Face Recognition. IEEE Transactions on Image Processing, 2018, 27, 5638-5651.	6.0	11
42	Learning 3DMM Deformation Coefficients for Rendering Realistic Expression Images. Lecture Notes in Computer Science, 2018, , 320-333.	1.0	2
43	3D Face Recognition Using Spatial Relations. , 2018, , 679-706.		0
44	Long Term Person Re-identification from Depth Cameras Using Facial and Skeleton Data. Lecture Notes in Computer Science, 2018, , 29-41.	1.0	5
45	A Dictionary Learning-Based 3D Morphable Shape Model. IEEE Transactions on Multimedia, 2017, 19, 2666-2679.	5.2	35
46	Investigating Nuisance Factors in Face Recognition with DCNN Representation. , 2017, , .		10
47	Motion segment decomposition of RGB-D sequences for human behavior understanding. Pattern Recognition, 2017, 61, 222-233.	5.1	42
48	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
49	3D Face Recognition in Continuous Spaces. Lecture Notes in Computer Science, 2017, , 3-13.	1.0	0
50	Learning shape variations of motion trajectories for gait analysis. , 2016, , .		13
51	Effective 3D based frontalization for unconstrained face recognition. , 2016, , .		33
52	A Grassmann framework for 4D facial shape analysis. Pattern Recognition, 2016, 57, 21-30.	5.1	8
53	Reconstructing High-Resolution Face Models From Kinect Depth Sequences. IEEE Transactions on Information Forensics and Security, 2016, 11, 2843-2853.	4.5	17
54	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

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55	Intelligent Systems Technologies and Applications. Advances in Intelligent Systems and Computing, 2016, , .	0.5	5
56	Representing 3D texture on mesh manifolds for retrieval and recognition applications. , 2015, , .		19
57	Dictionary Learning Based 3D Morphable Model Construction for Face Recognition with Varying Expression and Pose. , 2015, , .		28
58	Combined shape analysis of human poses and motion units for action segmentation and recognition. , 2015, , .		12
59	Boosting 3D LBP-based face recognition by fusing shape and texture descriptors on the mesh. , 2015, , .		4
60	Increasing 3D Resolution of Kinect Faces. Lecture Notes in Computer Science, 2015, , 639-653.	1.0	0
61	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
62	Reconstructing high-resolution face models from Kinect depth sequences acquired in uncooperative contexts. , 2015, , .		3
63	Analyzing trajectories on Grassmann manifold for early emotion detection from depth videos. , 2015, , .		0
64	Local binary patterns on triangular meshes: Concept and applications. Computer Vision and Image Understanding, 2015, 139, 161-177.	3.0	21
65	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
66	A Grassmannian Framework for Face Recognition of 3D Dynamic Sequences with Challenging Conditions. Lecture Notes in Computer Science, 2015, , 326-340.	1.0	0
67	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
68	Selecting stable keypoints and local descriptors for person identification using 3D face scans. Visual Computer, 2014, 30, 1275-1292.	2.5	35
69	4-D Facial Expression Recognition by Learning Geometric Deformations. IEEE Transactions on Cybernetics, 2014, 44, 2443-2457.	6.2	63
70	Computing Local Binary Patterns on Discrete Manifolds. , 2014, , .		1
71	A 3D Dynamic Database for Unconstrained Face Recognition. , 2014, , .		6
72	About 3D Faces. Studies in Computational Intelligence, 2014, , 187-221.	0.7	0

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73	Matching 3D face scans using interest points and local histogram descriptors. Computers and Graphics, 2013, 37, 509-525.	1.4	68
74	Automatic facial expression recognition in real-time from dynamic sequences of 3D face scans. Visual Computer, 2013, 29, 1333-1350.	2.5	35
75	The Mesh-LBP: Computing Local Binary Patterns on Discrete Manifolds. , 2013, , .		13
76	Recognizing Actions from Depth Cameras as Weakly Aligned Multi-part Bag-of-Poses. , 2013, , .		139
77	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
78	Local descriptors matching for 3D face recognition. , 2013, , .		2
79	Space-Time Pose Representation for 3D Human Action Recognition. Lecture Notes in Computer Science, 2013, , 456-464.	1.0	36
80	Weakly Aligned Multi-part Bag-of-Poses for Action Recognition from Depth Cameras. Lecture Notes in Computer Science, 2013, , 446-455.	1.0	1
81	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
82	Distinguishing Facial Features for Ethnicity-Based 3D Face Recognition. ACM Transactions on Intelligent Systems and Technology, 2012, 3, 1-20.	2.9	15
83	Superfaces: A Super-Resolution Model for 3D Faces. Lecture Notes in Computer Science, 2012, , 73-82.	1.0	24
84	3D Face Reconstruction from Two Orthogonal Images for Face Recognition Applications. , 2012, , 223-239.		0
85	3D facial expression recognition using SIFT descriptors of automatically detected keypoints. Visual Computer, 2011, 27, 1021-1036.	2.5	120
86	Shape analysis of local facial patches for 3D facial expression recognition. Pattern Recognition, 2011, 44, 1581-1589.	5.1	68
87	3D partial face matching using local shape descriptors. , 2011, , .		5
88	Facial curves between keypoints for recognition of 3D faces with missing parts. , 2011, , .		6
89	3D Face Reconstruction from Two Orthogonal Images for Face Recognition Applications. International Journal of Digital Library Systems, 2010, 1, 42-58.	0.1	2
90	Local 3D Shape Analysis for Facial Expression Recognition. , 2010, , .		27

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91	3D Face Recognition Using Isogeodesic Stripes. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2010, 32, 2162-2177.	9.7	181
92	Recognition of 3D faces with missing parts based on profile networks. , 2010, , .		9
93	A Set of Selected SIFT Features for 3D Facial Expression Recognition. , 2010, , .		103
94	3D Mesh decomposition using Reeb graphs. Image and Vision Computing, 2009, 27, 1540-1554.	2.7	41
95	Content Based Image Retrieval Using Active-Nets. , 2009, , 85-114.		1
96	Analysis and retrieval of 3D facial models using iso-geodesic stripes. , 2008, , .		2
97	Face recognition by SVMS classification of 2D and 3D Radial Geodesics. , 2008, , .		5
98	3D Face Recognition by Spatial Arrangement of Iso-Geodesic Surfaces. , 2008, , .		1
99	3D face retrieval using integral geometric shape information. , 2008, , .		1
100	SHREC&#x2019;08 entry: 3D face recognition using integral shape information. , 2008, , .		6
101	3D Face Recognition by Modeling the Arrangement of Concave and Convex Regions. Lecture Notes in Computer Science, 2007, , 108-118.	1.0	9
102	Geodesic Distances for 3D-3D and 2D-3D Face Recognition. , 2007, , .		3
103	Using Geodesic Distances for 2D-3D and 3D-3D Face Recognition. , 2007, , .		3
104	Object-Based Image Retrieval Using Active Nets. , 2006, , .		2
105	3D Face Identification Based on Arrangement of Salient Wrinkles. , 2006, , .		9
106	Modeling Spatial Relationships between 3D Objects. , 2006, , .		5
107	Description and retrieval of 3D face models using iso-geodesic stripes. , 2006, , .		40
108	Color Spatial Arrangement for Image Retrieval by Visual Similarity. Image Processing Series, 2006, , 227-258.	0.2	0

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109	Merging Results for Distributed Content Based Image Retrieval. Multimedia Tools and Applications, 2004, 24, 215-232.	2.6	15
110	Weighted walkthroughs between extended entities for retrieval by spatial arrangement. IEEE Transactions on Multimedia, 2003, 5, 52-70.	5.2	45
111	Spatial arrangement of color in retrieval by visual similarity. Pattern Recognition, 2002, 35, 1661-1674.	5.1	15
112	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
113	Modelling Spatial Relationships between Colour Clusters. Pattern Analysis and Applications, 2001, 4, 83-92.	3.1	8
114	Indexed retrieval by shape appearance. IET Computer Vision, 2000, 147, 356.	1.3	1
115	Modeling spatial relationships between color sets. , 2000, , .		5
116	Retrieval by shape similarity with perceptual distance and effective indexing. IEEE Transactions on Multimedia, 2000, 2, 225-239.	5.2	154
117	Using indexing structures for resource descriptors extraction from distributed image repositories. , 0, , .		3
118	Retrieval of 3D Objects Using Curvature Correlograms. , 0, , .		10
119	3D Mesh Partitioning for Retrieval by Parts Applications. , 0, , .		11
120	3D Face Recognition Using Spatial Relations. Advances in Computational Intelligence and Robotics Book Series, 0, , 98-123.	0.4	0
121	Face Recognition Based on Manifold Learning and SVM Classification of 2D and 3D Geodesic Curves. , 0, , 62-81.		1
122	3D Indexing and Retrieval. , 0, , 87-138.		0