

# Filippo Bergamasco

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/798336/publications.pdf>

Version: 2024-02-01

59  
papers

920  
citations

623734

14  
h-index

580821

25  
g-index

59  
all docs

59  
docs citations

59  
times ranked

770  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Scale Independent Selection Process for 3D Object Recognition in Cluttered Scenes. International Journal of Computer Vision, 2013, 102, 129-145.	15.6	85
2	RUNE-Tag: A high accuracy fiducial marker with strong occlusion resilience. , 2011, , .		76
3	Observation of Extreme Sea Waves in a Space-Time Ensemble. Journal of Physical Oceanography, 2015, 45, 2261-2275.	1.7	75
4	Analysis and Interpretation of Frequency-Wavenumber Spectra of Young Wind Waves. Journal of Physical Oceanography, 2015, 45, 2484-2496.	1.7	64
5	A game-theoretic approach to deformable shape matching. , 2012, , .		53
6	Pi-Tag: a fast image-space marker design based on projective invariants. Machine Vision and Applications, 2013, 24, 1295-1310.	2.7	53
7	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
8	WASS: An open-source pipeline for 3D stereo reconstruction of ocean waves. Computers and Geosciences, 2017, 107, 28-36.	4.2	48
9	On the shape and likelihood of oceanic rogue waves. Scientific Reports, 2017, 7, 8276.	3.3	39
10	Stereo wave imaging from moving vessels: Practical use and applications. Coastal Engineering, 2016, 109, 114-127.	4.0	34
11	Numerical modeling of space-time wave extremes using WAVEWATCH III. Ocean Dynamics, 2017, 67, 535-549.	2.2	24
12	A data set of sea surface stereo images to resolve space-time wave fields. Scientific Data, 2020, 7, 145.	5.3	22
13	Towards a unified framework for extreme sea waves from spectral models: rationale and applications. Ocean Engineering, 2021, 219, 108263.	4.3	20
14	Characterizing the signature of a spatio-temporal wind wave field. Ocean Modelling, 2018, 129, 104-123.	2.4	17
15	A Non-cooperative Game for 3D Object Recognition in Cluttered Scenes. , 2011, , .		16
16	Deep Demosaicing for Polarimetric Filter Array Cameras. IEEE Transactions on Image Processing, 2022, 31, 2017-2026.	9.8	16
17	Stereo imaging and X-band radar wave data fusion: An assessment. Ocean Engineering, 2018, 152, 346-352.	4.3	14
18	Robust phase unwrapping by probabilistic consensus. Optics and Lasers in Engineering, 2019, 121, 428-440.	3.8	14

#	ARTICLE	IF	CITATIONS
19	Cylinders extraction in non-oriented point clouds as a clustering problem. Pattern Recognition, 2020, 107, 107443.	8.1	13
20	Image-Space Marker Detection and Recognition Using Projective Invariants. , 2011, , .		12
21	A Robust Multi-camera 3D Ellipse Fitting for Contactless Measurements. , 2012, , .		12
22	Parameter-Free Lens Distortion Calibration of Central Cameras. , 2017, , .		12
23	A graph-based technique for semi-supervised segmentation of 3D surfaces. Pattern Recognition Letters, 2012, 33, 2057-2064.	4.2	11
24	Camera Calibration from Coplanar Circles. , 2014, , .		11
25	A Low-Cost Stereo Video System for Measuring Directional Wind Waves. Journal of Marine Science and Engineering, 2020, 8, 831.	2.6	11
26	Adopting an unconstrained ray model in light-field cameras for 3D shape reconstruction. , 2015, , .		10
27	Can a Fully Unconstrained Imaging Model Be Applied Effectively to Central Cameras?. , 2013, , .		9
28	A Physics-Driven CNN Model for Real-Time Sea Waves 3D Reconstruction. Remote Sensing, 2021, 13, 3780.	4.0	8
29	Dynamic Optimal Path Selection for 3D Triangulation with Multiple Cameras. Lecture Notes in Computer Science, 2015, , 468-479.	1.3	8
30	Adaptive Albedo Compensation for Accurate Phase-Shift Coding. , 2018, , .		7
31	On the extreme value statistics of spatio-temporal maximum sea waves under cyclone winds. Progress in Oceanography, 2021, 197, 102642.	3.2	7
32	Multi-view horizon-driven sea plane estimation for stereo wave imaging on moving vessels. Computers and Geosciences, 2016, 95, 105-117.	4.2	6
33	Robust joint selection of camera orientations and feature projections over multiple views. , 2016, , .		6
34	Cross-Dataset Data Augmentation for Convolutional Neural Networks Training. , 2018, , .		6
35	Analysis of the effect of fish oil on wind waves and implications for air-water interaction studies. Ocean Science, 2019, 15, 725-743.	3.4	6
36	Towards an Operational Stereo System for Directional Wave Measurements From Moving Platforms. , 2014, , .		5

#	ARTICLE	IF	CITATIONS
37	Toward real-time optical estimation of ocean wavesâ€™ space-time fields. Computers and Geosciences, 2021, 147, 104666.	4.2	5
38	High-Coverage 3D Scanning through Online Structured Light Calibration. , 2014, , .		4
39	Italian seas wave extremes: a preliminary assessment. Rendiconti Lincei, 2015, 26, 25-35.	2.2	4
40	Stochastic Space-Time Extremes of Wind Sea States: Validation and Modeling. , 2014, , .		4
41	Using multiple sensors for reliable markerless identification through supervised learning. Machine Vision and Applications, 2013, 24, 1539-1554.	2.7	3
42	Design and Evaluation of a Viewer-Dependent Stereoscopic Display. , 2014, , .		3
43	A game-theoretical approach for joint matching of multiple feature throughout unordered images. , 2016, , .		3
44	Semi-supervised Segmentation of 3D Surfaces Using a Weighted Graph Representation. Lecture Notes in Computer Science, 2011, , 225-234.	1.3	3
45	Neighborhood-Based Recovery of Phase Unwrapping Faults. , 2018, , .		2
46	Spatially Distributed Sea Wave Measurements. Journal of Marine Science and Engineering, 2021, 9, 238.	2.6	2
47	A Relevance-Based CNN Trimming Method for Low-Resources Embedded Vision. Lecture Notes in Computer Science, 2022, , 297-309.	1.3	2
48	A low cost tracking system for position-dependent 3D visual interaction. , 2014, , .		1
49	Dense multi-view homography estimation and plane segmentation. , 2016, , .		1
50	Learning Computer Vision through the Development of a Camera-Trackable Game Controller. Advances in Human and Social Aspects of Technology Book Series, 2014, , 154-163.	0.3	1
51	Geolocating Time: Digitisation and Reverse Engineering of a Roman Sundial. Lecture Notes in Computer Science, 2020, , 143-158.	1.3	1
52	One-Shot HDR Imaging via Stereo PFA Cameras. Lecture Notes in Computer Science, 2022, , 467-478.	1.3	1
53	Phase-based spatio-temporal interpolation for accurate 3D localization in camera networks. Pattern Recognition Letters, 2015, 63, 1-8.	4.2	0
54	A 5 degrees of freedom multi-user pointing device for interactive whiteboards. Pattern Analysis and Applications, 2016, 19, 237-250.	4.6	0

#	ARTICLE	IF	CITATIONS
55	A Practical Setup for Projection-Based Augmented Maps. Advances in Human and Social Aspects of Technology Book Series, 2014, , 13-22.	0.3	0
56	Spectral Dichromatic Parameter Recovery from Two Views via Total Variation Hyper-priors. Lecture Notes in Computer Science, 2017, , 317-333.	1.3	0
57	Learning Computer Vision Through the Development of a Camera-Trackable Game Controller. , 2018, , 1893-1903.		0
58	Saliency-Driven Variational Retargeting for Historical Maps. Lecture Notes in Computer Science, 2019, , 617-630.	1.3	0
59	Practical Metrics for Error Assessment with Interactive Museum Installations. Advances in Social Networking and Online Communities Book Series, 0, , 70-83.	0.4	0