

Yoshio Iwai

List of Publications by Year in descending order

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Version: 2024-02-01

114
papers

354
citations

1307594

7
h-index

1281871

11
g-index

121
all docs

121
docs citations

121
times ranked

211
citing authors

#	ARTICLE	IF	CITATIONS
1	Expression recognition from time-sequential facial images by use of expression change model. , 0, , .		32
2	Gesture recognition using colored gloves. , 1996, , .		27
3	Chemiluminescence emission in cholesteric liquid crystalline core-shell microcapsules. Journal of Materials Chemistry C, 2014, 2, 4904-4908.	5.5	27
4	Calibration Method for Misaligned Catadioptric Camera. IEICE Transactions on Information and Systems, 2006, E89-D, 1984-1993.	0.7	20
5	Real-time context-based gesture recognition using HMM and automaton. , 0, , .		18
6	Video Synthesis with High Spatio-Temporal Resolution Using Motion Compensation and Spectral Fusion. IEICE Transactions on Information and Systems, 2006, E89-D, 2186-2196.	0.7	12
7	Dual-sensor camera for acquiring image sequences with different spatio-temporal resolution. , 0, , .		10
8	Performance Evaluation of Face Recognition in the Wavelet Domain. , 2006, , .		10
9	Synthesis of mesoporous carbons using a triblock copolymer containing sulfonic acid groups and their capacitance property. Journal of Materials Chemistry A, 2014, 2, 10104.	10.3	9
10	Synthesizing Realistic Image-based Avatars by Body Sway Analysis. , 2016, , .		9
11	Extracting discriminative features using task-oriented gaze maps measured from observers for personal attribute classification. Pattern Recognition Letters, 2018, 112, 241-248.	4.2	9
12	Posture estimation using structure and motion models. , 1999, , .		8
13	Object Detection with Adaptive Background Model and Margined Sign Cross Correlation. , 2006, , .		8
14	Video Synthesis with High Spatio-Temporal Resolution Using Motion Compensation and Image Fusion in Wavelet Domain. Lecture Notes in Computer Science, 2006, , 480-489.	1.3	8
15	Gesture recognition based on subspace method and hidden Markov model. , 0, , .		7
16	A fast algorithm of video super-resolution using dimensionality reduction by DCT and example selection. , 2008, , .		7
17	Temporal and Spatial Analysis of Local Body Sway Movements for the Identification of People. IEICE Transactions on Information and Systems, 2019, E102.D, 165-174.	0.7	7
18	Gesture recognition by using colored gloves. , 0, , .		6

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19	High-resolution Video Generation Using Morphing. , 2006, , .		6
20	FACELOCK-Lock Control Security System Using Face Recognition-. IEEJ Transactions on Electronics, Information and Systems, 2004, 124, 784-797.	0.2	6
21	A System for 3D Motion and Position Estimation of Hand from Monocular Image Sequence. Advances in Human Factors/Ergonomics, 1995, , 809-814.	0.1	5
22	Tracking people by using color information from omnidirectional images. , 0, , .		5
23	A flexible feature matching for automatic face and facial feature points detection. , 0, , .		4
24	Low-resolution person recognition using image downsampling. , 2017, , .		4
25	Embedding the Awareness State and Response State in an Image-Based Avatar to Start Natural User Interaction. IEICE Transactions on Information and Systems, 2017, E100.D, 3045-3049.	0.7	4
26	Posture estimation based on motion and structure models. Systems and Computers in Japan, 2001, 32, 48-58.	0.2	3
27	Anomaly detection using local regions in road images acquired from a hand-held camera. , 2018, , .		3
28	Protecting Personal Information using Homomorphic Encryption for Person Re-identification. , 2018, , .		3
29	Real-Time Object Detection with Adaptive Background Model and Margined Sign Correlation. Lecture Notes in Computer Science, 2010, , 65-74.	1.3	3
30	Tracking People with Active Cameras. Lecture Notes in Computer Science, 2013, , 270-279.	1.3	3
31	Geo-localization using Ridgeline Features Extracted from 360-degree Images of Sand Dunes. , 2020, , .		3
32	Recognizing degree of continuous facial expression change. , 0, , .		2
33	Recognition of sign language alphabet using colored gloves. Systems and Computers in Japan, 1999, 30, 51-61.	0.2	2
34	Integrated estimation of facial scale and position. , 0, , .		2
35	Integration of facial position estimation and person identification for face authentication. Systems and Computers in Japan, 2007, 38, 43-58.	0.2	2
36	Expression transmission using exaggerated animation for Elfoid. Frontiers in Psychology, 2015, 6, 1219.	2.1	2

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37	Person re-identification using co-occurrence attributes of physical and adhered human characteristics. , 2016, , .		2
38	Feature extraction using gaze of participants for classifying gender of pedestrians in images. , 2017, , .		2
39	Weakly Supervised Triplet Learning of Canonical Plane Transformation for Joint Object Recognition and Pose Estimation. , 2019, , .		2
40	Generation of Facial Expression for Communication Using Elfoid with Projector. Lecture Notes in Computer Science, 2013, , 27-34.	1.3	2
41	Construction of an Interpersonal Interaction System Using a Real Image-based Avatar. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 102-111.	0.2	2
42	A Fast Algorithm of Video Super-Resolution Using Dimensionality Reduction by DCT and Example Selection. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2008, 62, 1768-1776.	0.1	2
43	Video Synthesis with High Spatio-temporal Resolution Using Spectral Fusion. Lecture Notes in Computer Science, 2006, , 683-690.	1.3	2
44	A Framework for Suspicious Action Detection with Mixture Distributions of Action Primitives. Lecture Notes in Computer Science, 2009, , 519-530.	1.3	2
45	Action Recognition and Suspicious Action Detection with Mixture Distributions of Action Primitives. IEEJ Transactions on Electronics, Information and Systems, 2010, 130, 546-556.	0.2	2
46	Face Tracking and Recognition Considering the Camera's Field of View. Lecture Notes in Computer Science, 2010, , 52-63.	1.3	2
47	Automatic Detection of Unconscious Reactions to Illuminance Changes in Illumination. Lecture Notes in Computer Science, 2012, , 134-143.	1.3	2
48	Identifying faces under varying pose using a single example view. Lecture Notes in Computer Science, 1997, , 647-654.	1.3	1
49	Detecting human face and recognizing facial expressions using potential net. , 0, , .		1
50	Parallelization between face localization and person identification. , 0, , .		1
51	An efficient branch and bound method for face recognition. , 2009, , .		1
52	Face tracking and recognition by using omnidirectional sensor network. , 2009, , .		1
53	TPUnit neural network and simple ensemble for abnormal shadow detection in lung X-ray images. , 2012, , .		1
54	Multi-sensor-based ambient sensing system for the estimation of comfort/discomfort during desk work. , 2014, , .		1

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55	Identifying People Using Temporal and Spatial Changes in Local Movements Measured from Body Sway. , 2017, , .		1
56	GLABM: Gamma Corrected Layered Adaptive Background Model for Outdoor Scenes. , 2018, , .		1
57	Gender Classification Using Video Sequences of Body Sway Recorded by Overhead Camera. , 2021, , .		1
58	Comparing the Recognition Accuracy of Humans and Deep Learning on a Simple Visual Inspection Task. Lecture Notes in Computer Science, 2020, , 184-197.	1.3	1
59	Evaluating Effects of Hand Pointing by an Image-Based Avatar of a Navigation System. Lecture Notes in Computer Science, 2018, , 370-380.	1.3	1
60	Face Recognition System Using Accurate and Rapid Estimation of Facial Position and Scale. Lecture Notes in Computer Science, 2003, , 154-163.	1.3	1
61	Tracking People and Action Recognition from Omnidirectional Images. , 2005, , 501-513.		1
62	Adaptive Background Estimation and Shadow Removal in Indoor Scenes. , 2005, , 489-500.		1
63	An Air Conditioning Control Method Based on Biological Fluctuation. Lecture Notes in Computer Science, 2011, , 608-615.	1.3	1
64	Table-Top Interface Using Fingernail Images and Real Object Recognition. Lecture Notes in Computer Science, 2011, , 21-30.	1.3	1
65	Estimation of Occlusion Rate Based on Biological Fluctuation for Indoor Lighting Control. Transactions of the Society of Instrument and Control Engineers, 2012, 48, 740-744.	0.2	1
66	AR Navigation System Using Interaction with a CG Avatar. Lecture Notes in Computer Science, 2014, , 274-281.	1.3	1
67	Gesture recognition from image motion based on subspace method and HMM. Lecture Notes in Computer Science, 1997, , 639-646.	1.3	1
68	Visual Effects of Turning Point and Travel Direction for Outdoor Navigation Using Head-Mounted Display. Lecture Notes in Computer Science, 2019, , 235-246.	1.3	1
69	Identifying People Using Body Sway in a Case of Self-occlusion. Communications in Computer and Information Science, 2020, , 136-149.	0.5	1
70	Extracting features of body sway for baggage weight classification. , 2020, , .		1
71	Gender Recognition Using a Gaze-Guided Self-Attention Mechanism Robust Against Background Bias in Training Samples. IEICE Transactions on Information and Systems, 2022, E105.D, 415-426.	0.7	1
72	Effect of shoe insoles on body sway in video-based person identification. , 2022, , .		1

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73	A Wearable Camera System for Pointing Gesture Recognition and Detecting Indicated Objects. , 2003, , .		0
74	Face tracking by using omnidirectional sensor network. , 2009, , .		0
75	Self-location recognition using azimuth invariant features and wearable sensors. , 2009, , .		0
76	Face Tracking Based on 3D Positional Hypothesis. , 2009, , .		0
77	Construction Method of Efficient Database for Learning-Based Video Super-Resolution. IPSJ Transactions on Computer Vision and Applications, 2009, 1, 277-287.	4.4	0
78	Relative posture estimation using high frequency markers. , 2010, , .		0
79	Real-Time Object Detection Using Adaptive Background Model and Margined Sign Correlation. IEICE Transactions on Information and Systems, 2011, E94-D, 325-335.	0.7	0
80	Multiple-channel streaming delivery for omnidirectional vision system. Electronics and Communications in Japan, 2011, 94, 41-54.	0.5	0
81	A Tabletop Interface Using Fingernail Images and Real Object Recognition. Electronics and Communications in Japan, 2014, 97, 31-38.	0.5	0
82	Tracking People with Active Cameras Using Variable Time-Step Decisions. IEICE Transactions on Information and Systems, 2014, E97.D, 2124-2130.	0.7	0
83	Multi-sensor-based Ambient Sensing System for the Estimation of Comfort/Discomfort to Lighting Condition During Desk Work. Journal of Information Processing, 2015, 23, 776-783.	0.4	0
84	Asymmetric locality preserving projection and its application to k-nearest neighbor method. , 2017, , .		0
85	Inferring state transition from bystander to participant in free-style conversational interaction. , 2017, , .		0
86	Band Correlation Histogram to Improve Classification of Acute Encephalopathy in Infants. , 2019, , .		0
87	Reduction in Communication via Image Selection for Homomorphic Encryption-based Privacy-protected Person Re-identification. , 2021, , .		0
88	Gesture and Posture Estimation by Using Locally Linear Regression. Lecture Notes in Computer Science, 2002, , 177-188.	1.3	0
89	Wide-Range Tracking Hands in Real-Time. Lecture Notes in Computer Science, 2002, , 131-141.	1.3	0
90	Posture Estimation by Using High Frequency Markers and Kernel Regressions. IEEJ Transactions on Electronics, Information and Systems, 2010, 130, 1513-1523.	0.2	0

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91	Multiple-channel Streaming Delivery for Omnidirectional Vision System. IEEJ Transactions on Electronics, Information and Systems, 2010, 130, 712-722.	0.2	0
92	Multiple Sensor Camera for Enhanced Video Capturing. IEEJ Transactions on Electronics, Information and Systems, 2010, 130, 1561-1571.	0.2	0
93	Extracting Interval Distribution of Human Interactions. Lecture Notes in Computer Science, 2011, , 262-273.	1.3	0
94	A Tabletop Interface Using Nail Images and Real Object Recognition. IEEJ Transactions on Electronics, Information and Systems, 2012, 132, 1340-1346.	0.2	0
95	Regression Based Trajectory Learning and Prediction for Human Motion. Lecture Notes in Computer Science, 2014, , 193-202.	1.3	0
96	Tracking People with Active Cameras via Bayesian Risk Formulation. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 870-877.	0.2	0
97	Emotion Transmission System Using a Cellular Phone-Type Teleoperated Robot with a Mobile Projector. Lecture Notes in Computer Science, 2014, , 707-714.	1.3	0
98	Detection of Unconscious Facial Reactions to Uncomfortable Illumination. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 218-224.	0.2	0
99	Model Based Facial Feature Tracking and Facial Expression Recognition from Image Sequence. IEEJ Transactions on Industry Applications, 1999, 119, 699-706.	0.2	0
100	Local Feature Evaluation for a Constrained Local Model Framework. Lecture Notes in Computer Science, 2015, , 11-19.	1.3	0
101	Evaluation and Fair Comparison of Human Tracking Methods with PTZ Cameras. Lecture Notes in Computer Science, 2015, , 153-161.	1.3	0
102	Decreasing Physical Burden Using the Following Effect and a Superimposed Navigation System. Lecture Notes in Computer Science, 2017, , 533-543.	1.3	0
103	Reducing Number of Acquisition Images by Synthesizing Training Samples Using Aspects for Object Detection. Journal of the Japan Society for Precision Engineering, 2018, 84, 1041-1049.	0.1	0
104	Weighted Random Forest using Gaze Distributions Measured from Observers for Gender Classification. , 2019, , .		0
105	Gender Classification Using Gaze Distributions for Privacy-Protection of Training Samples. Journal of the Japan Society for Precision Engineering, 2019, 85, 1094-1101.	0.1	0
106	Identification of People by Measuring Body Sway with Self-Occlusion using Top-View Camera. IEEJ Transactions on Electronics, Information and Systems, 2020, 140, 629-637.	0.2	0
107	Probability Representation of Gaze Distribution Measured When Judging Impression Words of Body Parts. Journal of the Japan Society for Precision Engineering, 2020, 86, 989-996.	0.1	0
108	Comparison of the Accuracy of Defect Detection in a Simple Task of Label Inspection “Investigation of the Number of Training Samples for Deep Learning to Be Equivalent to Human Visual Capability”. Journal of the Japan Society for Precision Engineering, 2020, 86, 997-1005.	0.1	0

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109	Improved Gamma Corrected Layered Adaptive Background Model. Lecture Notes in Computer Science, 2020, , 198-209.	1.3	0
110	Gender Classification using the Gaze Distributions of Observers on Privacy-protected Training Images. , 2020, , .		0
111	Effect of calf muscle fatigue on person identification using video sequences of body sway. , 2021, , .		0
112	Baggage Weight Classification by Extracting Temporal Features of Body Sway Acquired from Depth Image Sequences. Journal of the Japan Society for Precision Engineering, 2022, 88, 91-101.	0.1	0
113	Feature Extraction using Downsampling for Person Re-identification with Low-resolution Images. , 2022, , .		0
114	Deep Segmentation Network Without Mask Image Supervision for 2D Image Registration. Communications in Computer and Information Science, 2022, , 227-241.	0.5	0