

Jouni Paulus

List of Publications by Year in descending order

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Version: 2024-02-01

17
papers

145
citations

1684188

5
h-index

1720034

7
g-index

17
all docs

17
docs citations

17
times ranked

126
citing authors

#	ARTICLE	IF	CITATIONS
1	Music Structure Analysis Using a Probabilistic Fitness Measure and a Greedy Search Algorithm. IEEE Transactions on Audio Speech and Language Processing, 2009, 17, 1159-1170.	3.2	35
2	Music structure analysis by finding repeated parts. , 2006, , .		24
3	Accompaniment separation and karaoke application based on automatic melody transcription. , 2008, , .		17
4	The Adjustment/Satisfaction Test (A/ST) for the Evaluation of Personalization in Broadcast Services and Its Application to Dialogue Enhancement. IEEE Transactions on Broadcasting, 2018, 64, 524-538.	3.2	12
5	Unpitched Percussion Transcription. , 2006, , 131-162.		12
6	Source Separation for Enabling Dialogue Enhancement in Object-based Broadcast with MPEG-H. AES: Journal of the Audio Engineering Society, 2019, 67, 510-521.	1.0	9
7	Preferred Levels for Background Ducking to Produce Esthetically Pleasing Audio for TV with Clear Speech. AES: Journal of the Audio Engineering Society, 2019, 67, 1003-1011.	1.0	8
8	Drum Sound Detection in Polyphonic Music with Hidden Markov Models. Eurasip Journal on Audio, Speech, and Music Processing, 2009, 2009, 1-9.	2.1	7
9	Controlling the Remixing of Separated Dialogue with a Non-Intrusive Quality Estimate. , 2021, , .		6
10	Labelling the Structural Parts of a Music Piece with Markov Models. Lecture Notes in Computer Science, 2009, , 166-176.	1.3	4
11	Modeling formant dynamics in speech spectral envelopes. , 2017, , .		3
12	Controlling the Perceived Sound Quality for Dialogue Enhancement With Deep Learning. , 2020, , .		3
13	Loudness Differences for Voice-Over-Voice Audio in TV and Streaming. AES: Journal of the Audio Engineering Society, 2020, 68, 810-818.	1.0	2
14	Predicting the perceived level of late reverberation using computational models of loudness. , 2011, , .		1
15	Perceptual loudness compensation in interactive object-based audio coding systems. , 2015, , .		1
16	An experimental approach to generalized Wiener filtering in music source separation. , 2016, , .		1
17	Parameter Domain Loudness Estimation in Parametric Audio Object Coding. , 2018, , .		0