Jae-Young Sim

List of Publications by Year
in descending order

58 papers	1,606 citations	623734 14 h-index	610901 24 g-index
58 all docs	58 docs citations	58 times ranked	1489 citing authors

#	Article	IF	Citations
1	Virtual Point Removal for Large-Scale 3D Point Clouds with Multiple Glass Planes. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 729-744.	13.9	6
2	Underwater Image Restoration Using Geodesic Color Distance and Complete Image Formation Model. IEEE Access, 2020, 8, 157918-157930.	4.2	19
3	Warping Residual Based Image Stitching for Large Parallax. , 2020, , .		43
4	Cluster-Wise Removal of Reflection Artifacts in Large-Scale 3d Point Clouds Using Superpixel-Based Glass Region Estimation. , 2019, , .		1
5	Single Image Reflection Removal Using Non-Linearly Synthesized Glass Images and Semantic Context. IEEE Access, 2019, 7, 170796-170806.	4.2	5
6	Reflection Removal for Large-Scale 3D Point Clouds. , 2018, , .		12
7	Video Saliency Detection Using Adaptive Feature Combination and Localized Saliency Computation. , 2018, , .		0
8	Stitching for Multi-View Videos With Large Parallax Based on Adaptive Pixel Warping. IEEE Access, 2018, 6, 26904-26917.	4.2	20
9	Glass Reflection Removal Using Co-Saliency-Based Image Alignment and Low-Rank Matrix Completion in Gradient Domain. IEEE Transactions on Image Processing, 2018, 27, 4873-4888.	9.8	22
10	Saliency detection for panoramic landscape images of outdoor scenes. Journal of Visual Communication and Image Representation, 2017, 49, 27-37.	2.8	9
11	Saliency Detection for 3D Surface Geometry Using Semi-regular Meshes. IEEE Transactions on Multimedia, 2017, 19, 2692-2705.	7.2	16
12	Gradient-based contrast enhancement and color correction for underwater images. , 2017, , .		2
13	Reflection Removal Using Low-Rank Matrix Completion. , 2017, , .		52
14	Saliencyâ€based initialisation of Gaussian mixture models for fullyâ€automatic object segmentation. Electronics Letters, 2017, 53, 1648-1649.	1.0	5
15	Depth guided selection of adaptive region of interest for Grabcut-based image segmentation. , 2016, , .		1
16	Supervoxel-based saliency detection for large-scale colored 3D point clouds. , 2016, , .		11
17	Video Deraining and Desnowing Using Temporal Correlation and Low-Rank Matrix Completion. IEEE Transactions on Image Processing, 2015, 24, 2658-2670.	9.8	185
18	Multihypothesis trajectory analysis for robust visual tracking. , 2015, , .		10

#	ARTICLE	IF	CITATIONS
19	SOWP: Spatially Ordered and Weighted Patch Descriptor for Visual Tracking. , 2015, , .		86
20	Multiple random walkers and their application to image cosegmentation. , 2015, , .		53
21	Color preserving contrast enhancement for low light level images based on Retinex. , 2015, , .		10
22	Robust video stitching using adaptive pixel transfer. , 2015, , .		4
23	Spatiotemporal Saliency Detection for Video Sequences Based on Random Walk With Restart. IEEE Transactions on Image Processing, 2015, 24, 2552-2564.	9.8	121
24	Large-Scale 3D Point Cloud Compression Using Adaptive Radial Distance Prediction in Hybrid Coordinate Domains. IEEE Journal on Selected Topics in Signal Processing, 2015, 9, 422-434.	10.8	31
25	FDQM: Fast Quality Metric for Depth Maps Without View Synthesis. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 1099-1112.	8.3	8
26	Automatic Video Genre Classification Using Multiple SVM Votes. , 2014, , .		3
27	Robust video stabilization based on mesh grid warping of rolling-free features. , 2014, , .		3
28	Depth-guided adaptive contrast enhancement using 2D histograms. , 2014, , .		8
29	Multiscale Saliency Detection Using Random Walk With Restart. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 198-210.	8.3	43
30	Visual Tracking Using Pertinent Patch Selection and Masking. , 2014, , .		25
31	GEQM: A quality metric for gray-level edge maps based on structural matching. , 2014, , .		0
32	Bit Allocation Algorithm With Novel View Synthesis Distortion Model for Multiview Video Plus Depth Coding. IEEE Transactions on Image Processing, 2014, 23, 3254-3267.	9.8	10
33	Multiscale saliency detection for 3D meshes using random walk. , 2014, , .		2
34	Reliable optical flow estimation in motion-blurred regions. , 2013, , .		0
35	Consistent Stereo Matching Under Varying Radiometric Conditions. IEEE Transactions on Multimedia, 2013, 15, 56-69.	7.2	28
36	Optimized contrast enhancement for real-time image and video dehazing. Journal of Visual Communication and Image Representation, 2013, 24, 410-425.	2.8	390

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37	Correspondence Matching of Multi-View Video Sequences Using Mutual Information Based Similarity Measure. IEEE Transactions on Multimedia, 2013, 15, 1719-1731.	7.2	19
38	Video saliency detection based on random walk with restart. , 2013, , .		3
39	Robust stereo matching under radiometric variations based on cumulative distributions of gradients. , 2013, , .		8
40	Single-image deraining using an adaptive nonlocal means filter. , 2013, , .		180
41	Fast object tracking using color histograms and patch differences. , 2013, , .		0
42	Optimal binary encoding scheme for the fast motion estimation based on Hamming distances. IEICE Electronics Express, 2013, 10, 20130160-20130160.	0.8	0
43	Vision-based cleaning area control for cleaning robots. IEEE Transactions on Consumer Electronics, 2012, 58, 685-690.	3.6	16
44	Time-of-flight sensor and color camera calibration for multi-view acquisition. Visual Computer, 2012, 28, 1139-1151.	3.5	21
45	Histogram-Based stereo matching under varying illumination conditions. , 2012, , .		2
46	Reconstruction Depth Adaptive Coding of Digital Holograms. IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences, 2012, E95-A, 617-620.	0.3	1
47	Single image dehazing based on contrast enhancement. , 2011, , .		54
48	Geometry contrast enhancement for 3D point models using histogram modification. IEICE Electronics Express, 2011, 8, 1621-1626.	0.8	0
49	Panoramic scene generation from multi-view images with close foreground objects. , 2010, , .		1
50	Compression of 3-D Point Visual Data Using Vector Quantization and Rate-Distortion Optimization. IEEE Transactions on Multimedia, 2008, 10, 305-315.	7.2	12
51	Lossless compression of 3-D point data in QSplat representation. IEEE Transactions on Multimedia, 2005, 7, 1191-1195.	7.2	8
52	Rate-distortion optimized compression and view-dependent transmission of 3-D normal meshes. IEEE Transactions on Circuits and Systems for Video Technology, 2005, 15, 854-868.	8.3	22
53	Lossless compression of point-based data for 3D graphics rendering. , 2004, , .		3
54	An efficient 3D mesh compression technique based on triangle fan structure. Signal Processing: Image Communication, 2003, 18, 17-32.	3.2	9

#	ARTICLE	IF	CITATIONS
55	3D mesh compression using triangle fan structure. , 0, , .		0
56	Normal mesh compression based on rate-distortion optimization. , 0, , .		1
57	View-dependent transmission of 3-D normal meshes. , 0, , .		0
58	Construction of Regular 3D Point Clouds Using Octree Partitioning and Resampling. , 0, , .		2