

Hari Sundaram

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

110
papers

1,710
citations

19
h-index

37
g-index

127
ext. papers

2,078
ext. citations

2.9
avg, IF

4.6
L-index

#	Paper	IF	Citations
110	Facetnet 2008 ,		209
109	Analyzing communities and their evolutions in dynamic social networks. <i>ACM Transactions on Knowledge Discovery From Data</i> , 2009 , 3, 1-31	4	169
108	VideoQ 1997 ,		154
107	MetaFac 2009 ,		120
106	Blog Community Discovery and Evolution Based on Mutual Awareness Expansion 2007 ,		56
105	Can blog communication dynamics be correlated with stock market activity? 2008 ,		51
104	An adaptive mixed reality training system for stroke rehabilitation. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2010 , 18, 531-41	4.8	48
103	Social Synchrony: Predicting Mimicry of User Actions in Online Social Media 2009 ,		42
102	A utility framework for the automatic generation of audio-visual skims 2002 ,		41
101	Determining computable scenes in films and their structures using audio-visual memory models 2000 ,		39
100	What makes conversations interesting? 2009 ,		32
99	Community Discovery via Metagraph Factorization. <i>ACM Transactions on Knowledge Discovery From Data</i> , 2011 , 5, 1-44	4	30
98	Social event detection with interaction graph modeling 2012 ,		27
97	Detecting splogs via temporal dynamics using self-similarity analysis. <i>ACM Transactions on the Web</i> , 2008 , 2, 1-35	3.2	26
96	The design of a real-time, multimodal biofeedback system for stroke patient rehabilitation 2006 ,		25
95	Splog detection using self-similarity analysis on blog temporal dynamics 2007 ,		25
94	Modeling personal and social network context for event annotation in images 2007 ,		22

93	NextSlidePlease. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2012 , 8, 1-20	3.4	20
92	Macro and Exogenous Factors in Computational Advertising: Key Issues and New Research Directions. <i>Journal of Advertising</i> , 2020 , 49, 377-393	4.4	20
91	Communicating everyday experiences 2004 ,		19
90	Understanding Community Dynamics in Online Social Networks: A multidisciplinary review. <i>IEEE Signal Processing Magazine</i> , 2012 , 29, 33-40	9.4	18
89	A Modular Adversarial Approach to Social Recommendation 2019 ,		18
88	A novel adaptive mixed reality system for stroke rehabilitation: principles, proof of concept, and preliminary application in 2 patients. <i>Topics in Stroke Rehabilitation</i> , 2011 , 18, 212-30	2.6	17
87	. <i>Proceedings of the IEEE</i> , 2012 , 100, 2737-2758	14.3	16
86	A dynamic decision network framework for online media adaptation in stroke rehabilitation. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2008 , 5, 1-38	3.4	16
85	Networked multimedia event exploration 2004 ,		16
84	An Adversarial Approach to Improve Long-Tail Performance in Neural Collaborative Filtering 2018 ,		16
83	Contextual wisdom 2007 ,		15
82	Estimating Complexity of 2D Shapes 2005 ,		14
81	2012 ,		13
80	Adaptive mixed reality stroke rehabilitation 2010 ,		13
79	Discovering multirelational structure in social media streams. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2012 , 8, 1-28	3.4	13
78	Modeling user context with applications to media retrieval. <i>Multimedia Systems</i> , 2007 , 12, 339-353	2.2	12
77	Connecting content to community in social media via image content, user tags and user communication 2009 ,		11
76	Contextual Prediction of Communication Flow in Social Networks 2007 ,		11

75	Computationally Analyzing Social Media Text for Topics: A Primer for Advertising Researchers. <i>Journal of Interactive Advertising</i> , 2020 , 20, 47-59	6.2	11
74	Multi-scale characterization of social network dynamics in the blogosphere 2008 ,		10
73	A Generalized Approach to Linear Transform Approximations with Applications to the Discrete Cosine Transform. <i>Eurasip Journal on Advances in Signal Processing</i> , 2008 , 2008,	1.9	10
72	A real-time, multimodal biofeedback system for stroke patient rehabilitation 2006 ,		10
71	A Computational Framework for Quantitative Evaluation of Movement during Rehabilitation 2011 ,		9
70	Dynamic prediction of communication flow using social context 2008 ,		9
69	Summarization and Visualization of Communication Patterns in a Large-Scale Social Network. <i>Lecture Notes in Computer Science</i> , 2006 , 371-379	0.9	9
68	Vidya 2003 ,		9
67	Security and Privacy in Public IoT Spaces 2016 ,		8
66	For Your Eyes Only 2015 ,		8
65	Why do we converse on social media? 2011 ,		8
64	Summarization of social activity over time 2008 ,		8
63	GroupIM 2020 ,		8
62	Can we find the right balance in cause-related marketing? Analyzing the boundaries of balance theory in evaluating brand-cause partnerships. <i>Psychology and Marketing</i> , 2019 , 36, 989-1002	3.9	7
61	Experiential media systems. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2013 , 9, 1-4	3.4	7
60	Multimodal archiving, real-time annotation and information visualization in a biofeedback system for stroke patient rehabilitation 2006 ,		7
59	Exploiting Personal And Social Network Context For Event Annotation 2007 ,		7
58	Computational models for experiences in the arts, and multimedia 2003 ,		7

57	The networked home as a user-centric multimedia system 2004,		7
56	Transfer Learning via Contextual Invariants for One-to-Many Cross-Domain Recommendation 2020,		7
55	A framework to detect and classify activity transitions in low-power applications 2009,		6
54	Media adaptation framework in biofeedback system for stroke patient rehabilitation 2007,		6
53	Context Aware Routing of Enterprise User Communications 2007,		6
52	Eventory -- An Event Based Media Repository 2007,		6
51	Taskville 2013,		5
50	ARIA 2004,		5
49	Phrase structure detection in dance 2004,		5
48	Efficient video sequence retrieval in large repositories 1998, 3656, 108		5
47	Insights from the Long-Tail 2018,		5
46	Analyzing the Dynamics of Communication in Online Social Networks 2010, 59-94		5
45	Mixed reality rehabilitation for stroke survivors promotes generalized motor improvements. <i>Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference, 2010,</i> 2010, 5899-902	0.9	4
44	Temporal patterns in social media streams: Theme discovery and evolution using joint analysis of content and context 2009,		4
43	SCENT. <i>ACM Transactions on Multimedia Computing, Communications and Applications, 2011,</i> 75, 1-22	3.4	4
42	Extracting community structure through relational hypergraphs 2009,		4
41	Interfaces for networked media exploration and collaborative annotation 2005,		4
40	A Visual Annotation Framework Using Common-Sensical and Linguistic Relationships for Semantic Media Retrieval. <i>Lecture Notes in Computer Science, 2006,</i> 251-265	0.9	4

39	Food parenting topics in social media posts: Development of a coding system, examination of frequency of food parenting concepts, and comparison across Reddit and Facebook. <i>Appetite</i> , 2021 , 161, 105137	4.5	4
38	Experiential Media Systems ¶The Biofeedback Project. <i>Signals and Communication Technology</i> , 2009 , 1-34	0.5	4
37	Finding by Counting 2017 ,		3
36	Progressive cyber-human intelligence for social good. <i>Interactions</i> , 2018 , 25, 52-56	1	3
35	Power-accuracy tradeoffs in human activity transition detection 2010 ,		3
34	How do people organize their photos in each event and how does it affect storytelling, searching and interpretation tasks? 2012 ,		3
33	Splog Detection using Content, Time and Link Structures 2007 ,		3
32	Media processing workflow design and execution with ARIA 2005 ,		3
31	Beyond Localized Graph Neural Networks: An Attributed Motif Regularization Framework 2020 ,		3
30	Discovering Strategic Behaviors for Collaborative Content-Production in Social Networks 2020 ,		3
29	Video Analysis and Summarization at Structural and Semantic Levels. <i>Signals and Communication Technology</i> , 2003 , 75-94	0.5	3
28	FuseRec: fusing user and item homophily modeling with temporal recommender systems. <i>Data Mining and Knowledge Discovery</i> , 2021 , 35, 837-862	5.6	3
27	ProtoCF: Prototypical Collaborative Filtering for Few-shot Recommendation 2021 ,		3
26	A computational framework for constructing interactive feedback for assisting motor learning. <i>Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference</i> , 2011 , 2011, 1399-402	0.9	2
25	Blog Antenna: Summarization of Personal Blog Temporal Dynamics Based on Self-Similarity Factorization 2007 ,		2
24	Stimulating Contributions to Public Goods through Information Feedback: Some Experimental Results. <i>PLoS ONE</i> , 2016 , 11, e0159537	3.7	2
23	Hierarchical multi-armed bandits for discovering hidden populations 2019 ,		2
22	Modular Design of Media Retrieval Workflows Using ARIA. <i>Lecture Notes in Computer Science</i> , 2006 , 491-494		2

21	Growing Attributed Networks through Local Processes 2019 ,		1
20	The Size Conundrum 2018 ,		1
19	Media Lifecycle and Content Analysis in Social Media Communities 2012 ,		1
18	Extraction, characterization and utility of prototypical communication groups in the blogosphere. <i>ACM Transactions on Information Systems</i> , 2010 , 29, 1-53	4.8	1
17	Making sense of meaning: Leveraging social processes to understand media semantics 2009 ,		1
16	Massive change 2012 ,		1
15	Information-Gradient Based Decentralized Data Management over RFID Tag Clouds 2009 ,		1
14	Creating serendipitous encounters in a geographically distributed community 2006 ,		1
13	Decision tree Thompson sampling for mining hidden populations through attributed search. <i>Social Network Analysis and Mining</i> , 2022 , 12, 1	2.2	1
12	CrowdQM: Learning Aspect-Level User Reliability and Comment Trustworthiness in Discussion Forums. <i>Lecture Notes in Computer Science</i> , 2020 , 592-605	0.9	1
11	Food-Focused Media Literacy for Remotely Acculturating Adolescents and Mothers: A Randomized Controlled Trial of the "JUS Media? Programme". <i>Journal of Adolescent Health</i> , 2021 , 69, 1013-1023	5.8	1
10	CLaDS: a cloud-based virtual lab for the delivery of scalable hands-on assignments for practical data science education 2018 ,		1
9	Should We Use an Abstract Comic Form to Persuade?. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-28	3.4	0
8	A Computational Estimate of the Physical Effort in Human Poses. <i>Lecture Notes in Computer Science</i> , 2006 , 393-404	0.9	0
7	Context-Aware Media Retrieval. <i>Lecture Notes in Computer Science</i> , 2006 , 483-486	0.9	0
6	Multi-task Knowledge Graph Representations via Residual Functions. <i>Lecture Notes in Computer Science</i> , 2022 , 262-275	0.9	0
5	. <i>IEEE Transactions on Multimedia</i> , 2009 , 11, 345-347	6.6	
4	Estimating the Physical Effort of Human Poses. <i>Lecture Notes in Computer Science</i> , 2006 , 487-490	0.9	

3 Multi-Relational Characterization of Dynamic Social Network Communities **2010**, 379-408

2 Crowdsourcing change. *Progress in Informatics*, **2014**, 3

1 Influencing Busy People in a Social Network. *PLoS ONE*, **2016**, 11, e0162014

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