In Kyu Park

List of Publications by Year
in descending order

26 papers	402 citations	1163117 8 h-index	839539 18 g-index
26 all docs	26 docs citations	26 times ranked	374 citing authors

#	Article	IF	Citations
1	Design and Performance Evaluation of Image Processing Algorithms on GPUs. IEEE Transactions on Parallel and Distributed Systems, 2011, 22, 91-104.	5.6	113
2	Robust Light Field Depth Estimation Using Occlusion-Noise Aware Data Costs. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 2484-2497.	13.9	79
3	Robust Light Field Depth Estimation for Noisy Scene with Occlusion. , 2016, , .		63
4	Deep self-guided cost aggregation for stereo matching. Pattern Recognition Letters, 2018, 112, 168-175.	4.2	21
5	Feature description using local neighborhoods. Pattern Recognition Letters, 2015, 68, 76-82.	4.2	15
6	Joint Face Super-Resolution and Deblurring Using Generative Adversarial Network. IEEE Access, 2020, 8, 159661-159671.	4.2	14
7	Spatio-angular consistent editing framework for 4D light field images. Multimedia Tools and Applications, 2016, 75, 16615-16631.	3.9	12
8	Performance evaluation of local descriptors for maximally stable extremal regions. Journal of Visual Communication and Image Representation, 2017, 47, 62-72.	2.8	12
9	Joint Blind Motion Deblurring and Depth Estimation of Light Field. Lecture Notes in Computer Science, 2018, , 300-316.	1.3	11
10	Reflection Removal Under Fast Forward Camera Motion. IEEE Transactions on Image Processing, 2017, 26, 6061-6073.	9.8	9
11	Joint Light Field Spatial and Angular Super-Resolution From a Single Image. IEEE Access, 2020, 8, 112562-112573.	4.2	8
12	Deep Recurrent Network for Fast and Full-Resolution Light Field Deblurring. IEEE Signal Processing Letters, 2019, 26, 1788-1792.	3.6	7
13	360 Panorama Synthesis from a Sparse Set of Images on a Low-Power Device. IEEE Transactions on Computational Imaging, 2020, 6, 1179-1193.	4.4	7
14	Deep Learning for 3D Human Motion Prediction: State-of-the-Art and Future Trends. IEEE Access, 2022, 10, 35919-35931.	4.2	6
15	Accurate and real-time depth video acquisition using Kinectâ€"stereo camera fusion. Optical Engineering, 2014, 53, 1.	1.0	5
16	Cost aggregation benchmark for light field depth estimation. Journal of Visual Communication and Image Representation, 2018, 56, 38-51.	2.8	4
17	Light Field Depth Estimation on Off-the-Shelf Mobile GPU. , 2018, , .		3
18	5D Light Field Synthesis from a Monocular Video. , 2021, , .		3

#	Article	IF	Citations
19	Human and Scene Motion Deblurring Using Pseudo-Blur Synthesizer. IEEE Access, 2021, 9, 146366-146377.	4.2	3
20	Object oriented framework for real-time image processing on GPU. Multimedia Tools and Applications, 2014, 70, 2347-2368.	3.9	2
21	6-DOF motion blur synthesis and performance evaluation of light field deblurring. Multimedia Tools and Applications, 2019, 78, 33723-33746.	3.9	2
22	Universal Framework for Joint Image Restoration and 3D Body Reconstruction. IEEE Access, 2021, 9, 162543-162552.	4.2	2
23	Human Motion Deblurring Using Localized Body Prior. Lecture Notes in Computer Science, 2021, , 320-335.	1.3	1
24	A flexible and configurable GPGPU stereo matching framework. Multimedia Tools and Applications, 2020, 79, 18367-18386.	3.9	0
25	Controllable Image Dataset Construction Using Conditionally Transformed Inputs in Generative Adversarial Networks. IEEE Access, 2021, 9, 144699-144712.	4.2	0
26	Generative Adversarial Networks With Attention Mechanisms at Every Scale. IEEE Access, 2021, 9, 168404-168414.	4.2	0