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LIST OF PUBLICATIONS

Refereed Journal Papers (Published/ Accepted)

1. “Cluttered Text Spotter: An End-to-End Trainable Light-weight Scene Text Spotter for Cluttered Environment”, IEEE Access, 2020, Inpress.
2. “Leveraging Smart Devices for Scene Text Preserved Image Stylization: A Deep Gaming Approach”, IEEE MultiMedia, 2020, Inpress.
3. “Cost-effective & Smart Text Sensing & Spotting in Blurry Scene Images using Deep Networks”, IEEE Sensors Journal, 2020, Accepted.

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1. “Multi-Attention Network for Partially Occluded Arbitrary-Shaped Scene Text Detection”, IEEE Transactions on Cybernetics, 2nd revision.
2. “Robust Text Detection in Blurry Scene Images”, IEEE Signal Processing Letters, Communicated.
3. “Leveraging Smartphones for End-to-end Spotting of Multilingual Oriented Scene Texts and Traffic Signs in Adverse Meteorological Conditions”, IEEE Transactions on Intelligent Transportation Systems, Communicated.
4. “Multi-Attention Network for Arbitrary-shaped Text Detection in Scene Images with Faint Edges”, IEEE Transactions on Circuits and Systems for Video Technology, Communicated.

Refereed Conference Papers

1. “Deep Learning Architectures for Computer Vision Applications: A Study”, Advances in Data and Information Sciences, Springer, 2019, Inpress.