

Hoshang Kolivand

List of Publications by Year in descending order

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Version: 2024-02-01

95
papers

1,518
citations

361413

20
h-index

345221

36
g-index

100
all docs

100
docs citations

100
times ranked

1114
citing authors

#	ARTICLE	IF	CITATIONS
1	Remote health monitoring of elderly through wearable sensors. <i>Multimedia Tools and Applications</i> , 2019, 78, 24681-24706.	3.9	225
2	Classification of acute lymphoblastic leukemia using deep learning. <i>Microscopy Research and Technique</i> , 2018, 81, 1310-1317.	2.2	193
3	Anomaly-based intrusion detection system for IoT networks through deep learning model. <i>Computers and Electrical Engineering</i> , 2022, 99, 107810.	4.8	117
4	A Comprehensive Study on Pathfinding Techniques for Robotics and Video Games. <i>International Journal of Computer Games Technology</i> , 2015, 2015, 1-11.	2.5	60
5	Image Enhancement and Segmentation Techniques for Detection of Knee Joint Diseases: A Survey. <i>Current Medical Imaging</i> , 2018, 14, 704-715.	0.8	58
6	A Survey of Deep Learning for Lung Disease Detection on Medical Images: State-of-the-Art, Taxonomy, Issues and Future Directions. <i>Journal of Imaging</i> , 2020, 6, 131.	3.0	55
7	Securing Digital Images through Simple Permutation-Substitution Mechanism in Cloud-Based Smart City Environment. <i>Security and Communication Networks</i> , 2021, 2021, 1-17.	1.5	47
8	Automatic detection of papilledema through fundus retinal images using deep learning. <i>Microscopy Research and Technique</i> , 2021, 84, 3066-3077.	2.2	41
9	Morphological region-based initial contour algorithm for level set methods in image segmentation. <i>Multimedia Tools and Applications</i> , 2017, 76, 2185-2201.	3.9	39
10	Factors Influencing the Acceptance of Augmented Reality in Education: A Review of the Literature. <i>Journal of Computer Science</i> , 2017, 13, 581-589.	0.6	37
11	Automatic computer-aided caries detection from dental x-ray images using intelligent level set. <i>Multimedia Tools and Applications</i> , 2018, 77, 28843-28862.	3.9	37
12	Plasmodium life cycle stage classification based quantification of malaria parasitaemia in thin blood smears. <i>Microscopy Research and Technique</i> , 2019, 82, 283-295.	2.2	34
13	Rouleaux red blood cells splitting in microscopic thin blood smear images via local maxima, circles drawing, and mapping with original RBCs. <i>Microscopy Research and Technique</i> , 2018, 81, 737-744.	2.2	32
14	Recent Developments in Detection of Central Serous Retinopathy Through Imaging and Artificial Intelligence Techniques—A Review. <i>IEEE Access</i> , 2021, 9, 168731-168748.	4.2	31
15	A New Leaf Venation Detection Technique for Plant Species Classification. <i>Arabian Journal for Science and Engineering</i> , 2019, 44, 3315-3327.	3.0	30
16	Survey of Shadow Volume Algorithms in Computer Graphics. <i>IETE Technical Review (Institution of) Tj ETQq0 0 0 rgBT, /Overlock 10 Tf 50</i>	3.2	24
17	Smart hospital emergency system. <i>Multimedia Tools and Applications</i> , 2019, 78, 20087-20111.	3.9	23
18	Enterprise Credential Spear-phishing attack detection. <i>Computers and Electrical Engineering</i> , 2021, 94, 107363.	4.8	23

#	ARTICLE	IF	CITATIONS
19	Realistic Real-Time Outdoor Rendering in Augmented Reality. PLoS ONE, 2014, 9, e108334.	2.5	21
20	Real-Time Cloth Simulation on Virtual Human Character Using Enhanced Position Based Dynamic Framework Technique. Baghdad Science Journal, 2020, 17, 1294.	0.6	20
21	Covering photo-realistic properties of outdoor components with the effects of sky color in mixed reality. Multimedia Tools and Applications, 2014, 72, 2143-2162.	3.9	18
22	A new framework for sign language alphabet hand posture recognition using geometrical features through artificial neural network (part 1). Neural Computing and Applications, 2021, 33, 4945-4963.	5.6	17
23	M-SMDM: A model of security measures using Green Internet of Things with Cloud Integrated Data Management for Smart Cities. Environmental Technology and Innovation, 2021, 24, 101802.	6.1	17
24	ReVitAge: Realistic virtual heritage taking shadows and sky illumination into account. Journal of Cultural Heritage, 2018, 32, 166-175.	3.3	15
25	An integration of enhanced social force and crowd control models for high-density crowd simulation. Neural Computing and Applications, 2021, 33, 6095-6117.	5.6	15
26	Cultural Heritage in Marker-Less Augmented Reality: A Survey. , 2019, , .		14
27	An External Parameter Independent Novel Cost Function for Evolving Bijective Substitution-Boxes. Symmetry, 2020, 12, 1896.	2.2	14
28	Features selection for offline handwritten signature verification: state of the art. International Journal of Computational Vision and Robotics, 2018, 8, 606.	0.3	13
29	COVID-19 Detection Using Integration of Deep Learning Classifiers and Contrast-Enhanced Canny Edge Detected X-Ray Images. IT Professional, 2021, 23, 51-56.	1.5	13
30	Identification of metabolic pathways using pathfinding approaches: a systematic review. Briefings in Functional Genomics, 2016, 16, elw002.	2.7	12
31	SaS-BCI: a new strategy to predict image memorability and use mental imagery as a brain-based biometric authentication. Neural Computing and Applications, 2021, 33, 4283-4297.	5.6	12
32	Internet of things (IoT) assisted soil salinity mapping at irrigation schema level. Applied Water Science, 2022, 12, 1.	5.6	11
33	Computer-Aided Dental Caries Detection System from X-Ray Images. Advances in Intelligent Systems and Computing, 2015, , 233-243.	0.6	10
34	Lip syncing method for realistic expressive 3D face model. Multimedia Tools and Applications, 2018, 77, 5323-5366.	3.9	10
35	An expert botanical feature extraction technique based on phenetic features for identifying plant species. PLoS ONE, 2018, 13, e0191447.	2.5	10
36	Kinect-Based Rehabilitation Systems for Stroke Patients: A Scoping Review. BioMed Research International, 2022, 2022, 1-16.	1.9	10

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37	A quadratic spline approximation using detail multi-layer for soft shadow generation in augmented reality. Multimedia Tools and Applications, 2014, 73, 1225-1245.	3.9	9
38	Enhancing fragility of zero-based text watermarking utilizing effective characters list. Multimedia Tools and Applications, 2020, 79, 341-354.	3.9	9
39	An Overview on Base Real-Time Shadow Techniques in Virtual Environments. Telkomnika (Telecommunication Computing Electronics and Control), 2012, 10, 171.	0.8	9
40	Intelligent Traffic Signal Automation Based on Computer Vision Techniques Using Deep Learning. IT Professional, 2022, 24, 27-33.	1.5	9
41	Identifying Patients With PTSD Utilizing Resting-State fMRI Data and Neural Network Approach. IEEE Access, 2021, 9, 107941-107954.	4.2	8
42	A new approach for web usage mining using case based reasoning. SN Applied Sciences, 2020, 2, 1.	2.9	7
43	Virtual Sex: Good, Bad or Ugly?. Lecture Notes in Computer Science, 2018, , 26-36.	1.3	7
44	Shadow Generation in Mixed Reality: A Comprehensive Survey. IETE Technical Review (Institution of Tj ETQq0 0 0 rgBT /Overlock 10 Tf 5	3.2	6
45	Virtual conference design: features and obstacles. Multimedia Tools and Applications, 2022, 81, 16901-16919.	3.9	6
46	Anti-aliasing in image based shadow generation techniques: a comprehensive survey. Multimedia Tools and Applications, 2015, 74, 7461-7487.	3.9	5
47	Soft bilateral filtering shadows using multiple image-based algorithms. Multimedia Tools and Applications, 2017, 76, 2591-2608.	3.9	5
48	Phishing Attacks in Qatar: A Literature Review of the Problems and Solutions. , 2019, , .		4
49	An implementation of sign language alphabet hand posture recognition using geometrical features through artificial neural network (part 2). Neural Computing and Applications, 2021, 33, 13885-13907.	5.6	4
50	Real-Time Volume Shadow using Visible-Non Visible Algorithm. Journal of Computer Science, 2011, 7, 980-985.	0.6	3
51	Background subtraction methods in video streams: A review. , 2015, , .		3
52	FRAMEWORK OF CONTROLLING 3D VIRTUAL HUMAN EMOTIONAL WALKING USING BCI. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.4	3
53	Virtual Surgery, Applications and Limitations. Lecture Notes in Bioengineering, 2015, , 169-195.	0.4	3
54	Quantum based encryption approach for secure images. , 2021, , .		3

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55	A centralized architecture for autonomic quality of experience oriented handover in dense networks. Computers and Electrical Engineering, 2021, 94, 107352.	4.8	3
56	LivePhantom: Retrieving Virtual World Light Data to Real Environments. PLoS ONE, 2016, 11, e0166424.	2.5	3
57	Emotion Interaction with Virtual Reality Using Hybrid Emotion Classification Technique toward Brain Signals. International Journal of Computer Science and Information Technology, 2015, 7, 159-182.	0.6	3
58	INTERACTIVE NON-PHOTOREALISTIC RENDERING. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.4	3
59	Ambient assisted living framework for elderly care using Internet of medical things, smart sensors, and GRU deep learning techniques. Journal of Ambient Intelligence and Smart Environments, 2022, 14, 5-23.	1.4	3
60	New Silhouette Detection Algorithm to Create Real-Time Volume Shadow. , 2011, , .		2
61	Simulated real-time soft shadow in mixed reality using fuzzy logic. 3D Research, 2013, 4, 1.	1.8	2
62	Marker Hiding Methods: Applications in Augmented Reality. Applied Artificial Intelligence, 2015, 29, 101-118.	3.2	2
63	Interactive toon shading using mesh smoothing. International Journal of Intelligent Systems Technologies and Applications, 2016, 15, 218.	0.2	2
64	Soft bilateral filtering volumetric shadows using cube shadow maps. PLoS ONE, 2017, 12, e0178415.	2.5	2
65	Photorealistic rendering: a survey on evaluation. Multimedia Tools and Applications, 2018, 77, 25983-26008.	3.9	2
66	Geometry-based shading for shape depiction enhancement. Multimedia Tools and Applications, 2018, 77, 5737-5766.	3.9	2
67	Impact of Gender on Vocabulary Acquisition Using Augmented Reality Among Iranian Seventh Grades Students. Advanced Science Letters, 2018, 24, 4030-4033.	0.2	2
68	Using Augmented Reality Technology in Pathfinding. , 2019, , .		2
69	Computational human performance modelling for human-in-the-Loop machine systems. Journal of Intelligent and Fuzzy Systems, 2020, 39, 5349-5357.	1.4	2
70	A New Solution to the Brain State Permanency for Brain-Based Authentication Methods. , 2021, , .		2
71	Reimagining the Book ... Again! A New Framework for Smart Books Using Digital Twins Technology. Communications in Computer and Information Science, 2021, , 233-245.	0.5	2
72	Brain Signals as a New Biometric Authentication Method Using Brain-Computer Interface. , 2019, , 1-14.		2

#	ARTICLE	IF	CITATIONS
73	An Overview on Base Real-Time Hard Shadow Techniques in Virtual Environments. TELKOMNIKA Indonesian Journal of Electrical Engineering, 2012, 10, .	0.1	2
74	Stylized line drawings for shape depiction. , 2015, , .		1
75	Real Time Talking System for Virtual Human based on ProPhone. Research Journal of Applied Sciences, Engineering and Technology, 2016, 13, 611-616.	0.1	1
76	Realistic real-time rendering of light shafts using blur filter: considering the effect of shadow maps. Multimedia Tools and Applications, 2018, 77, 17007-17022.	3.9	1
77	ReLiShaft: realistic real-time light shaft generation taking sky illumination into account. Multimedia Tools and Applications, 2019, 78, 6073-6092.	3.9	1
78	Automatic Estimation of Illumination Features for Indoor Photorealistic Rendering in Augmented Reality. Communications in Computer and Information Science, 2015, , 541-554.	0.5	1
79	A New Application for Real-Time Shadow and Sun's Position in Virtual Environment. Lecture Notes in Computer Science, 2011, , 300-306.	1.3	1
80	Hybrid Silhouette Detection for Real-Time Shadow Volume. The International Journal of Virtual Reality, 2019, 10, 43-51.	2.2	1
81	Virtual Human for Assisted Healthcare: Application and Technology. , 2019, , 1-8.		1
82	Verification of Airport Control Using Lisp Functional Language. , 2020, , .		1
83	A New Email Phishing Training Website. , 2020, , .		1
84	A New Traffic Sign Recognition Technique Taking Shuffled Frog-Leaping Algorithm into Account. Wireless Personal Communications, 0, , .	2.7	1
85	A functional enhancement on scarred fingerprint using sigmoid filtering. Neural Computing and Applications, 0, , .	5.6	1
86	Enhanced exemplar based inpainting algorithm for hiding the augmented reality marker. , 2015, , .		0
87	Interactive rendering of light scattering in dust molecules using particle systems. International Journal of Computer Aided Engineering and Technology, 2018, 10, 274.	0.2	0
88	Robotics to Enhance the Teaching and Learning Process. , 2021, , .		0
89	Real-Time Volume Shadow Using Stencil Buffer. Communications in Computer and Information Science, 2011, , 680-687.	0.5	0
90	SOFT SHADOWS USING SP-LINE APPROXIMATION. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.4	0

#	ARTICLE	IF	CITATIONS
91	MOTION DEFORMATION STYLE CONTROL TECHNIQUE FOR 3D HUMANOID CHARACTER BY USING MOCAP DATA. Jurnal Teknologi (Sciences and Engineering), 2016, 78, .	0.4	0
92	Realistic Rendering Colored Light Shafts Using Light Texture. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 353-360.	0.7	0
93	Interactive rendering of light scattering in dust molecules using particle systems. International Journal of Computer Aided Engineering and Technology, 2018, 10, 274.	0.2	0
94	Fingerprint Verification Based on Combining Minutiae Extraction and Statistical Features. , 2019, , 1-6.		0
95	Investigation on the Impact of Video Games on People Who Use New Technology. Communications in Computer and Information Science, 2022, , 365-379.	0.5	0