

Xin Yang

List of Publications by Year in descending order

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Version: 2024-02-01

39
papers

967
citations

840776

11
h-index

713466

21
g-index

39
all docs

39
docs citations

39
times ranked

600
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|------|-----------|
| 1 | Attention Scaling for Crowd Counting. , 2020, , . | | 167 |
| 2 | Camouflaged Object Segmentation with Distraction Mining. , 2021, , . | | 140 |
| 3 | Optimized big data K-means clustering usingÂMapReduce. Journal of Supercomputing, 2014, 70, 1249-1259. | 3.6 | 125 |
| 4 | Attention-Guided Hierarchical Structure Aggregation for Image Matting. , 2020, , . | | 87 |
| 5 | DRFN: Deep Recurrent Fusion Network for Single-Image Super-Resolution With Large Factors. IEEE Transactions on Multimedia, 2019, 21, 328-337. | 7.2 | 80 |
| 6 | Where Is My Mirror?.. , 2019, , . | | 44 |
| 7 | A Two-Stage Attentive Network for Single Image Super-Resolution. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 1020-1033. | 8.3 | 34 |
| 8 | Tripartite Information Mining and Integration for Image Matting. , 2021, , . | | 33 |
| 9 | Exploring Dense Context for Salient Object Detection. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 1378-1389. | 8.3 | 27 |
| 10 | Depth-Aware Mirror Segmentation. , 2021, , . | | 20 |
| 11 | 3D palmprint recognition using shape index representation and fragile bits. Multimedia Tools and Applications, 2017, 76, 15357-15375. | 3.9 | 19 |
| 12 | Learning to Detect Instance-Level Salient Objects Using Complementary Image Labels. International Journal of Computer Vision, 2022, 130, 729-746. | 15.6 | 16 |
| 13 | Progressive Glass Segmentation. IEEE Transactions on Image Processing, 2022, 31, 2920-2933. | 9.8 | 16 |
| 14 | CSANet: Channel and Spatial Mixed Attention CNN for Pedestrian Detection. IEEE Access, 2020, 8, 76243-76252. | 4.2 | 15 |
| 15 | DEMC: A Deep Dual-Encoder Network for Denoising Monte Carlo Rendering. Journal of Computer Science and Technology, 2019, 34, 1123-1135. | 1.5 | 14 |
| 16 | Multi-Context And Enhanced Reconstruction Network For Single Image Super Resolution. , 2020, , . | | 14 |
| 17 | Easy2Hard: Learning to Solve the Intractables From a Synthetic Dataset for Structure-Preserving Image Smoothing. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 7223-7236. | 11.3 | 14 |
| 18 | Efficient image super-resolution integration. Visual Computer, 2018, 34, 1065-1076. | 3.5 | 13 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Intensity-Aware Single-Image Deraining With Semantic and Color Regularization. IEEE Transactions on Image Processing, 2021, 30, 8497-8509. | 9.8 | 13 |
| 20 | Fused behavior recognition model based on attention mechanism. Visual Computing for Industry, Biomedicine, and Art, 2020, 3, 7. | 3.7 | 11 |
| 21 | Multi-scale Information Assembly for Image Matting. Computer Graphics Forum, 2020, 39, 565-574. | 3.0 | 10 |
| 22 | Prior-Induced Information Alignment for Image Matting. IEEE Transactions on Multimedia, 2022, 24, 2727-2738. | 7.2 | 8 |
| 23 | Multi-domain collaborative feature representation for robust visual object tracking. Visual Computer, 2021, 37, 2671-2683. | 3.5 | 7 |
| 24 | A Vision-based Irregular Obstacle Avoidance Framework via Deep Reinforcement Learning. , 2021, , . | | 7 |
| 25 | Depth image super-resolution reconstruction based on a modified joint trilateral filter. Royal Society Open Science, 2019, 6, 181074. | 2.4 | 6 |
| 26 | Hierarchical and Progressive Image Matting. ACM Transactions on Multimedia Computing, Communications and Applications, 2023, 19, 1-23. | 4.3 | 6 |
| 27 | Aesthetic visual style assessment on Dunhuang murals. Journal of Shanghai Jiaotong University (Science), 2014, 19, 28-34. | 0.9 | 5 |
| 28 | Fast Reconstruction for Monte Carlo Rendering Using Deep Convolutional Networks. IEEE Access, 2019, 7, 21177-21187. | 4.2 | 4 |
| 29 | 3D Human Motion Synthesis Based on Convolutional Neural Network. IEEE Access, 2019, 7, 66325-66335. | 4.2 | 3 |
| 30 | ASFNet: Adaptive multiscale segmentation fusion network for real-time semantic segmentation. Computer Animation and Virtual Worlds, 2021, 32, e2022. | 1.2 | 3 |
| 31 | Cascaded network with deep intensity manipulation for scene understanding. Computer Animation and Virtual Worlds, 2019, 30, e1888. | 1.2 | 1 |
| 32 | Real-virtual consistent traffic flow interaction. Graphical Models, 2019, 106, 101048. | 2.4 | 1 |
| 33 | Human motion data editing based on a convolutional automatic encoder and manifold learning. Entertainment Computing, 2019, 30, 100300. | 2.9 | 1 |
| 34 | RGB-D salient object detection via deep fusion of semantics and details. Computer Animation and Virtual Worlds, 2020, 31, e1954. | 1.2 | 1 |
| 35 | A Spectral Clustering on Grassmann Manifold via Double Low Rank Constraint. , 2021, , . | | 1 |
| 36 | Perception-oriented Single Image Super-Resolution Network with Receptive Field Block. Neural Computing and Applications, 2022, 34, 14845-14858. | 5.6 | 1 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 37 | Complex shading efficiently for ray tracing on GPU. Multimedia Tools and Applications, 2015, 74, 1091-1106. | 3.9 | 0 |
| 38 | Adaptive hybrid differential evolution with circular sliding window for large scale optimization. , 2016, , . | | 0 |
| 39 | Kernel Clustering On Symmetric Positive Definite Manifolds Via Double Approximated Low Rank Representation. , 2020, , . | | 0 |