

Xin Yang

List of Publications by Year in descending order

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39
papers

967
citations

840776

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713466

21
g-index

39
all docs

39
docs citations

39
times ranked

600
citing authors

#	ARTICLE	IF	CITATIONS
1	Hierarchical and Progressive Image Matting. ACM Transactions on Multimedia Computing, Communications and Applications, 2023, 19, 1-23.	4.3	6
2	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
3	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
4	Prior-Induced Information Alignment for Image Matting. IEEE Transactions on Multimedia, 2022, 24, 2727-2738.	7.2	8
5	Exploring Dense Context for Salient Object Detection. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 1378-1389.	8.3	27
6	Learning to Detect Instance-Level Salient Objects Using Complementary Image Labels. International Journal of Computer Vision, 2022, 130, 729-746.	15.6	16
7	Progressive Glass Segmentation. IEEE Transactions on Image Processing, 2022, 31, 2920-2933.	9.8	16
8	Perception-oriented Single Image Super-Resolution Network with Receptive Field Block. Neural Computing and Applications, 2022, 34, 14845-14858.	5.6	1
9	A Spectral Clustering on Grassmann Manifold via Double Low Rank Constraint. , 2021, , .		1
10	ASFNet: Adaptive multiscale segmentation fusion network for real-time semantic segmentation. Computer Animation and Virtual Worlds, 2021, 32, e2022.	1.2	3
11	Multi-domain collaborative feature representation for robust visual object tracking. Visual Computer, 2021, 37, 2671-2683.	3.5	7
12	Intensity-Aware Single-Image Deraining With Semantic and Color Regularization. IEEE Transactions on Image Processing, 2021, 30, 8497-8509.	9.8	13
13	Camouflaged Object Segmentation with Distraction Mining. , 2021, , .		140
14	Depth-Aware Mirror Segmentation. , 2021, , .		20
15	A Vision-based Irregular Obstacle Avoidance Framework via Deep Reinforcement Learning. , 2021, , .		7
16	Tripartite Information Mining and Integration for Image Matting. , 2021, , .		33
17	Multi-Context And Enhanced Reconstruction Network For Single Image Super Resolution. , 2020, , .		14
18	Attention Scaling for Crowd Counting. , 2020, , .		167

#	ARTICLE	IF	CITATIONS
19	Attention-Guided Hierarchical Structure Aggregation for Image Matting. , 2020, , .		87
20	RGB–salient object detection via deep fusion of semantics and details. Computer Animation and Virtual Worlds, 2020, 31, e1954.	1.2	1
21	Fused behavior recognition model based on attention mechanism. Visual Computing for Industry, Biomedicine, and Art, 2020, 3, 7.	3.7	11
22	Multi–scale Information Assembly for Image Matting. Computer Graphics Forum, 2020, 39, 565-574.	3.0	10
23	Kernel Clustering On Symmetric Positive Definite Manifolds Via Double Approximated Low Rank Representation. , 2020, , .		0
24	CSANet: Channel and Spatial Mixed Attention CNN for Pedestrian Detection. IEEE Access, 2020, 8, 76243-76252.	4.2	15
25	DRFN: Deep Recurrent Fusion Network for Single-Image Super-Resolution With Large Factors. IEEE Transactions on Multimedia, 2019, 21, 328-337.	7.2	80
26	Cascaded network with deep intensity manipulation for scene understanding. Computer Animation and Virtual Worlds, 2019, 30, e1888.	1.2	1
27	DEMC: A Deep Dual-Encoder Network for Denoising Monte Carlo Rendering. Journal of Computer Science and Technology, 2019, 34, 1123-1135.	1.5	14
28	Real-virtual consistent traffic flow interaction. Graphical Models, 2019, 106, 101048.	2.4	1
29	Fast Reconstruction for Monte Carlo Rendering Using Deep Convolutional Networks. IEEE Access, 2019, 7, 21177-21187.	4.2	4
30	3D Human Motion Synthesis Based on Convolutional Neural Network. IEEE Access, 2019, 7, 66325-66335.	4.2	3
31	Human motion data editing based on a convolutional automatic encoder and manifold learning. Entertainment Computing, 2019, 30, 100300.	2.9	1
32	Depth image super-resolution reconstruction based on a modified joint trilateral filter. Royal Society Open Science, 2019, 6, 181074.	2.4	6
33	Where Is My Mirror?. , 2019, , .		44
34	Efficient image super-resolution integration. Visual Computer, 2018, 34, 1065-1076.	3.5	13
35	3D palmprint recognition using shape index representation and fragile bits. Multimedia Tools and Applications, 2017, 76, 15357-15375.	3.9	19
36	Adaptive hybrid differential evolution with circular sliding window for large scale optimization. , 2016, , .		0

#	ARTICLE	IF	CITATIONS
37	Complex shading efficiently for ray tracing on GPU. Multimedia Tools and Applications, 2015, 74, 1091-1106.	3.9	0
38	Aesthetic visual style assessment on Dunhuang murals. Journal of Shanghai Jiaotong University (Science), 2014, 19, 28-34.	0.9	5
39	Optimized big data K-means clustering using MapReduce. Journal of Supercomputing, 2014, 70, 1249-1259.	3.6	125