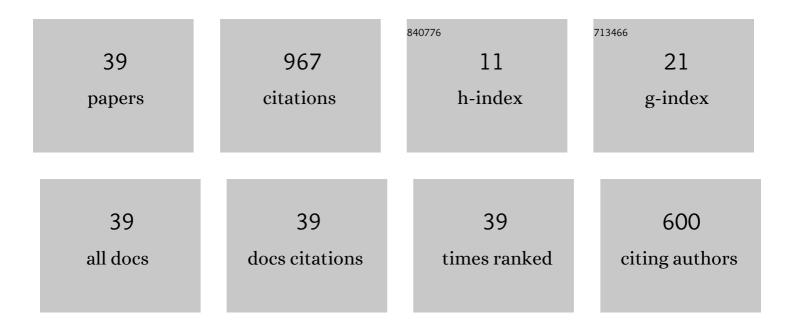


## List of Publications by Year in descending order

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#	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 realâ€ŧime 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

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#	Article	IF	CITATIONS
19	Attention-Guided Hierarchical Structure Aggregation for Image Matting. , 2020, , .		87
20	RGBâ€Ð 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	Multiâ€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

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37	Complex shading efficiently for ray tracing on GPU. Multimedia Tools and Applications, 2015, 74, 1091-1106.	3.9	Ο
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 usingÂMapReduce. Journal of Supercomputing, 2014, 70, 1249-1259.	3.6	125