

# Hongxing Guo

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8380728/publications.pdf>

Version: 2024-02-01

17  
papers

50  
citations

2682572

2  
h-index

2917675

2  
g-index

17  
all docs

17  
docs citations

17  
times ranked

54  
citing authors

#	ARTICLE	IF	CITATIONS
1	Feedback-free rate-allocation scheme for transform domain Wyner-Ziv video coding. Multimedia Systems, 2010, 16, 127-137.	4.7	17
2	Efficient Data Traffic Forwarding for Infrastructure-to-Infrastructure Communications in VANETs. IEEE Transactions on Intelligent Transportation Systems, 2018, 19, 839-853.	8.0	15
3	A robust foreground segmentation method by temporal averaging multiple video frames. , 2008, , .		7
4	A New Approach for the Shortest Path Problem with Vague Sets. , 2008, , .		4
5	On the Shortest Path to Solve the Problem Based on Vague Sets. , 2008, , .		3
6	Linear model-based adaptive prediction for video decoding complexity. , 2011, , .		2
7	An memory-efficient variable length decoding scheme for embedded MPEG-4 video decoders. , 2006, , .		1
8	Linear modeling for MPEG-4 intra frame decoding complexity prediction based on statistical analysis. , 2010, , .		1
9	An efficient algorithm for low bit rate video coding. , 2003, , .		0
10	Cache optimization for an embedded MPEG-4 video decoder. , 2006, , .		0
11	An adaptive packet transmission model for real-time embedded network streaming server. , 2008, , .		0
12	Robust Video Transmission Over Packet Erasure Wireless Channels Based on Wyner-Ziv Coding of Motion Regions. , 2008, , .		0
13	Adaptive winner-update search for efficient motion vector estimation in video coding. , 2008, , .		0
14	Cross-layer cooperative transmission for improving throughput in wireless relay networks. , 2012, , .		0
15	Parallel optimization of motion estimation for video coding on cell BE processors. , 2014, , .		0
16	Cross-layer transmission for video streaming in wireless relay networks. , 2014, , .		0
17	Synthesizing Plausible Videos by Introducing Favorable Object Pose Using Trajectory Matching. , 2018, , .		0