Hui Yuan

List of Publications by Year
in descending order

69 papers	**1,328** citations	279798 **23** h-index	361022 **35** g-index
71 all docs	**71** docs citations	**71** times ranked	**903** citing authors

#	Article	IF	Citations
1	Model-Based Joint Bit Allocation Between Texture Videos and Depth Maps for 3-D Video Coding. IEEE Transactions on Circuits and Systems for Video Technology, 2011, 21, 485-497.	8.3	112
2	Reduced Reference Perceptual Quality Model With Application to Rate Control for Video-Based Point Cloud Compression. IEEE Transactions on Image Processing, 2021, 30, 6623-6636.	9.8	73
3	A Comprehensive Study and Comparison of Core Technologies for MPEG 3-D Point Cloud Compression. IEEE Transactions on Broadcasting, 2020, 66, 701-717.	3.2	70
4	SSIM-Based Game Theory Approach for Rate-Distortion Optimized Intra Frame CTU-Level Bit Allocation. IEEE Transactions on Multimedia, 2016, 18, 988-999.	7.2	62
5	Segmentation of White Blood Cells through Nucleus Mark Watershed Operations and Mean Shift Clustering. Sensors, 2015, 15, 22561-22586.	3.8	57
6	3D Point Cloud Attribute Compression Using Geometry-Guided Sparse Representation. IEEE Transactions on Image Processing, 2020, 29, 796-808.	9.8	53
7	Human Activity Recognition Based on Gramian Angular Field and Deep Convolutional Neural Network. IEEE Access, 2020, 8, 199393-199405.	4.2	50
8	A Hybrid Compression Framework for Color Attributes of Static 3D Point Clouds. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 1564-1577.	8.3	49
9	DCT Coefficient Distribution Modeling and Quality Dependency Analysis Based Frame-Level Bit Allocation for HEVC. IEEE Transactions on Circuits and Systems for Video Technology, 2016, 26, 139-153.	8.3	46
10	PQA-Net: Deep No Reference Point Cloud Quality Assessment via Multi-View Projection. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 4645-4660.	8.3	46
11	A Novel Distortion Model and Lagrangian Multiplier for Depth Maps Coding. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 443-451.	8.3	38
12	Rate Distortion Optimized Inter-View Frame Level Bit Allocation Method for MV-HEVC. IEEE Transactions on Multimedia, 2015, 17, 2134-2146.	7.2	38
13	A Region-Wised Medium Transmission Based Image Dehazing Method. IEEE Access, 2017, 5, 1735-1742.	4.2	37
14	Cooperative Bargaining Game-Based Multiuser Bandwidth Allocation for Dynamic Adaptive Streaming Over HTTP. IEEE Transactions on Multimedia, 2018, 20, 183-197.	7.2	34
15	HEVC intra mode selection based on Rate Distortion (RD) cost and Sum of Absolute Difference (SAD). Journal of Visual Communication and Image Representation, 2016, 35, 112-119.	2.8	32
16	A Virtual View PSNR Estimation Method for 3-D Videos. IEEE Transactions on Broadcasting, 2016, 62, 134-140.	3.2	31
17	Coding Distortion Elimination of Virtual View Synthesis for 3D Video System: Theoretical Analyses and Implementation. IEEE Transactions on Broadcasting, 2012, 58, 558-568.	3.2	28
18	Spatial and Temporal Consistency-Aware Dynamic Adaptive Streaming for 360-Degree Videos. IEEE Journal on Selected Topics in Signal Processing, 2020, 14, 177-193.	10.8	28

#	Article	IF	Citations
19	Model Based Motion Vector Predictor for Zoom Motion. IEEE Signal Processing Letters, 2010, 17, 787-790.	3.6	27
20	Convolutional Neural Network-Based Synthesized View Quality Enhancement for 3D Video Coding. IEEE Transactions on Image Processing, 2018, 27, 5365-5377.	9.8	27
21	Model-Based Joint Bit Allocation Between Geometry and Color for Video-Based 3D Point Cloud Compression. IEEE Transactions on Multimedia, 2021, 23, 3278-3291.	7.2	27
22	Hybrid Distortion-Based Rate-Distortion Optimization and Rate Control for H.265/HEVC. IEEE Transactions on Consumer Electronics, 2021, 67, 97-106.	3.6	26
23	Motion-Homogeneous-Based Fast Transcoding Method From H.264/AVC to HEVC. IEEE Transactions on Multimedia, 2017, 19, 1416-1430.	7.2	25
24	Non-Cooperative Game Theory Based Rate Adaptation for Dynamic Video Streaming over HTTP. IEEE Transactions on Mobile Computing, 2018, 17, 2334-2348.	5.8	23
25	Single image-based head pose estimation with spherical parametrization and 3D morphing. Pattern Recognition, 2020, 103, 107316.	8.1	23
26	An Ensemble Rate Adaptation Framework for Dynamic Adaptive Streaming Over HTTP. IEEE Transactions on Broadcasting, 2020, 66, 251-263.	3.2	22
27	3D Point Cloud Attribute Compression via Graph Prediction. IEEE Signal Processing Letters, 2020, 27, 176-180.	3.6	21
28	Frame-level Bit Allocation Optimization Based on<?brk?> Video Content Characteristics for HEVC. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-20.	4.3	21
29	Spatial/temporal motion consistency based MERGE mode early decision for HEVC. Journal of Visual Communication and Image Representation, 2017, 44, 198-213.	2.8	18
30	Reinforcement learning-based QoE-oriented dynamic adaptive streaming framework. Information Sciences, 2021, 569, 786-803.	6.9	15
31	Affine Model Based Motion Compensation Prediction for Zoom. IEEE Transactions on Multimedia, 2012, 14, 1370-1375.	7.2	14
32	Model-Based Encoding Parameter Optimization for 3D Point Cloud Compression. , 2018, , .		12
33	View synthesis distortion model based frame level rate control optimization for multiview depth video coding. Signal Processing, 2015, 112, 189-198.	3.7	11
34	Region Adaptive R-<inline-formula> <tex-math notation="LaTeX">$lambda$ </tex-math> </inline-formula> Model-Based Rate Control for Depth Maps Coding. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1390-1405.	8.3	11
35	Coarse to Fine Rate Control For Region-Based 3D Point Cloud Compression. , 2020, , .		11
36	Interview Rate Distortion Analysis-Based Coarse to Fine Bit Allocation Algorithm for 3-D Video Coding. IEEE Transactions on Broadcasting, 2014, 60, 614-625.	3.2	8

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37	Macroblock Level Bits Allocation for Depth Maps in 3-D Video Coding. Journal of Signal Processing Systems, 2014, 74, 127-135.	2.1	8
38	End-to-End Distortion-Based Multiuser Bandwidth Allocation for Real-Time Video Transmission Over LTE Network. IEEE Transactions on Broadcasting, 2017, 63, 338-349.	3.2	7
39	Fine Virtual View Distortion Estimation Method for Depth Map Coding. IEEE Signal Processing Letters, 2018, 25, 417-421.	3.6	7
40	A Sampling-based 3D Point Cloud Compression Algorithm for Immersive Communication. Mobile Networks and Applications, 2020, 25, 1863-1872.	3.3	7
41	Virtual view oriented distortion criterion for depth maps coding. Electronics Letters, 2012, 48, 23.	1.0	6
42	A Hybrid Control Scheme for 360-Degree Dynamic Adaptive Video Streaming Over Mobile Devices. IEEE Transactions on Mobile Computing, 2022, 21, 3428-3442.	5.8	6
43	Model-Based Rate-Distortion Optimized Video-Based Point Cloud Compression with Differential Evolution. Lecture Notes in Computer Science, 2021, , 735-747.	1.3	6
44	A Deep Attention Model for Action Recognition from Skeleton Data. Applied Sciences (Switzerland), 2022, 12, 2006.	2.5	6
45	Fast and efficient intraprediction method for H.264/AVC. Optical Engineering, 2010, 49, 040501.	1.0	5
46	A Global Appearance and Local Coding Distortion Based Fusion Framework for CNN Based Filtering in Video Coding. IEEE Transactions on Broadcasting, 2022, 68, 370-382.	3.2	5
47	Coding modes-based frame skip avoidance scheme for low bit rate video coding. Journal of Real-Time Image Processing, 2014, 9, 609-619.	3.5	4
48	A spatiotemporal super-resolution algorithm for a hybrid stereo video system. Signal, Image and Video Processing, 2016, 10, 559-566.	2.7	4
49	PU-Refiner: A Geometry Refiner with Adversarial Learning for Point Cloud Upsampling. , 2022, , .		4
50	Edgeâ€guided with gradientâ€assisted depth upâ€sampling. Electronics Letters, 2017, 53, 1400-1402.	1.0	3
51	A novel distortion criterion of rate-distortion optimization for depth map coding. Journal of Visual Communication and Image Representation, 2018, 54, 145-154.	2.8	3
52	Joint Reinforcement Learning and Game Theory Bitrate Control Method for 360-Degree Dynamic Adaptive Streaming. , 2021, , .		3
53	Real-Time Macroblock Level Bits Allocation for Depth Maps in 3-D Video Coding. Lecture Notes in Computer Science, 2012, , 232-240.	1.3	3
54	Adaptive Deconvolution-Based Stereo Matching Net for Local Stereo Matching. Applied Sciences (Switzerland), 2022, 12, 2086.	2.5	3

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55	No-Reference Bitstream-Layer Model for Perceptual Quality Assessment of V-PCC Encoded Point Clouds. IEEE Transactions on Multimedia, 2023, 25, 4533-4546.	7.2	3
56	JE^{2}NET: Joint Exploitation and Exploration in Reinforcement Learning Based Image Restoration. , 2022, , .		2
57	A super resolution reconstruction scheme for mixed spatio-temporal stereo video. , 2012, , .		1
58	Smooth View Quality Oriented Bit Allocation Optimization for 3D Video Coding. , 2015, , .		1
59	Models and analysis of video streaming end-to-end distortion over LTE network. , 2016, , .		1
60	Adaptive Lagrangian Multiplier derivation model for depth map coding. Signal Processing: Image Communication, 2018, 65, 26-32.	3.2	1
61	Monocular 3D Pedestrian Localization Fusing with Bird's Eye View. , 2021, , .		1
62	Deep Colorization: A Channel Attention-based CNN for Video Colorization. , 2022, , .		1
63	Variable Rate Independently Recurrent Neural Network (IndRNN) for Action Recognition. Applied Sciences (Switzerland), 2022, 12, 3281.	2.5	1
64	Contourlet transform based digital watermarking resisting 2D-3D conversion. , 2013, , .		0
65	A quadratic distortion criterion with Lagrangian multiplier for depth map coding. , 2016, , .		0
66	QOE-Based Neural Live Streaming Method with Continuous Dynamic Adaptive Video Quality Control. , 2021, , .		0
67	Adaptive Quantization for Predicting Transform-Based Point Cloud Compression. Lecture Notes in Computer Science, 2021, , 748-758.	1.3	0
68	A planar model based intra prediction method for depth map coding. WIT Transactions on Information and Communication Technologies, 2013, , .	0.0	0
69	Kalman filter-based prediction refinement and quality enhancement for geometry-based point cloud compression. , 2021, , .		0