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	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
2	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
3	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
4	Deep Colorization: A Channel Attention-based CNN for Video Colorization. , 2022, , .		1
5	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
6	Adaptive Deconvolution-Based Stereo Matching Net for Local Stereo Matching. Applied Sciences (Switzerland), 2022, 12, 2086.	2.5	3
7	A Deep Attention Model for Action Recognition from Skeleton Data. Applied Sciences (Switzerland), 2022, 12, 2006.	2.5	6
8	Variable Rate Independently Recurrent Neural Network (IndRNN) for Action Recognition. Applied Sciences (Switzerland), 2022, 12, 3281.	2.5	1
9	PU-Refiner: A Geometry Refiner with Adversarial Learning for Point Cloud Upsampling. , 2022, , .		4
10	JE^{2}NET: Joint Exploitation and Exploration in Reinforcement Learning Based Image Restoration. , 2022, , .		2
11	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
12	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
13	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
14	Monocular 3D Pedestrian Localization Fusing with Bird's Eye View. , 2021, , .		1
15	Joint Reinforcement Learning and Game Theory Bitrate Control Method for 360-Degree Dynamic Adaptive Streaming. , 2021, , .		3
16	QOE-Based Neural Live Streaming Method with Continuous Dynamic Adaptive Video Quality Control. , 2021, , .		0
17	Reinforcement learning-based QoE-oriented dynamic adaptive streaming framework. Information Sciences, 2021, 569, 786-803.	6.9	15
18	Adaptive Quantization for Predicting Transform-Based Point Cloud Compression. Lecture Notes in Computer Science, 2021, , 748-758.	1.3	0

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19	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
20	Model-Based Rate-Distortion Optimized Video-Based Point Cloud Compression with Differential Evolution. Lecture Notes in Computer Science, 2021, , 735-747.	1.3	6
21	Kalman filter-based prediction refinement and quality enhancement for geometry-based point cloud compression. , 2021, , .		0
22	3D Point Cloud Attribute Compression Using Geometry-Guided Sparse Representation. IEEE Transactions on Image Processing, 2020, 29, 796-808.	9.8	53
23	3D Point Cloud Attribute Compression via Graph Prediction. IEEE Signal Processing Letters, 2020, 27, 176-180.	3.6	21
24	Coarse to Fine Rate Control For Region-Based 3D Point Cloud Compression. , 2020, , .		11
25	Human Activity Recognition Based on Gramian Angular Field and Deep Convolutional Neural Network. IEEE Access, 2020, 8, 199393-199405.	4.2	50
26	An Ensemble Rate Adaptation Framework for Dynamic Adaptive Streaming Over HTTP. IEEE Transactions on Broadcasting, 2020, 66, 251-263.	3.2	22
27	Single image-based head pose estimation with spherical parametrization and 3D morphing. Pattern Recognition, 2020, 103, 107316.	8.1	23
28	A Sampling-based 3D Point Cloud Compression Algorithm for Immersive Communication. Mobile Networks and Applications, 2020, 25, 1863-1872.	3.3	7
29	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
30	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
31	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
32	Adaptive Lagrangian Multiplier derivation model for depth map coding. Signal Processing: Image Communication, 2018, 65, 26-32.	3.2	1
33	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
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	Fine Virtual View Distortion Estimation Method for Depth Map Coding. IEEE Signal Processing Letters, 2018, 25, 417-421.	3.6	7
36	Cooperative Bargaining Game-Based Multiuser Bandwidth Allocation for Dynamic Adaptive Streaming Over HTTP. IEEE Transactions on Multimedia, 2018, 20, 183-197.	7.2	34

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37	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
38	Convolutional Neural Network-Based Synthesized View Quality Enhancement for 3D Video Coding. IEEE Transactions on Image Processing, 2018, 27, 5365-5377.	9.8	27
39	Model-Based Encoding Parameter Optimization for 3D Point Cloud Compression. , 2018, , .		12
40	A Region-Wised Medium Transmission Based Image Dehazing Method. IEEE Access, 2017, 5, 1735-1742.	4.2	37
41	Motion-Homogeneous-Based Fast Transcoding Method From H.264/AVC to HEVC. IEEE Transactions on Multimedia, 2017, 19, 1416-1430.	7.2	25
42	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
43	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
44	Edge‐guided with gradient‐assisted depth up‐sampling. Electronics Letters, 2017, 53, 1400-1402.	1.0	3
45	A quadratic distortion criterion with Lagrangian multiplier for depth map coding. , 2016, , .		0
46	Models and analysis of video streaming end-to-end distortion over LTE network. , 2016, , .		1
47	A spatiotemporal super-resolution algorithm for a hybrid stereo video system. Signal, Image and Video Processing, 2016, 10, 559-566.	2.7	4
48	A Virtual View PSNR Estimation Method for 3-D Videos. IEEE Transactions on Broadcasting, 2016, 62, 134-140.	3.2	31
49	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
50	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
51	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
52	Smooth View Quality Oriented Bit Allocation Optimization for 3D Video Coding. , 2015, , .		1
53	Segmentation of White Blood Cells through Nucleus Mark Watershed Operations and Mean Shift Clustering. Sensors, 2015, 15, 22561-22586.	3.8	57
54	Rate Distortion Optimized Inter-View Frame Level Bit Allocation Method for MV-HEVC. IEEE Transactions on Multimedia, 2015, 17, 2134-2146.	7.2	38

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55	View synthesis distortion model based frame level rate control optimization for multiview depth video coding. Signal Processing, 2015, 112, 189-198.	3.7	11
56	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
57	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
58	Macroblock Level Bits Allocation for Depth Maps in 3-D Video Coding. Journal of Signal Processing Systems, 2014, 74, 127-135.	2.1	8
59	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
60	Contourlet transform based digital watermarking resisting 2D-3D conversion. , 2013, , .		0
61	A planar model based intra prediction method for depth map coding. WIT Transactions on Information and Communication Technologies, 2013, , .	0.0	0
62	Virtual view oriented distortion criterion for depth maps coding. Electronics Letters, 2012, 48, 23.	1.0	6
63	Affine Model Based Motion Compensation Prediction for Zoom. IEEE Transactions on Multimedia, 2012, 14, 1370-1375.	7.2	14
64	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
65	A super resolution reconstruction scheme for mixed spatio-temporal stereo video. , 2012, , .		1
66	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
67	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
68	Fast and efficient intraprediction method for H.264/AVC. Optical Engineering, 2010, 49, 040501.	1.0	5
69	Model Based Motion Vector Predictor for Zoom Motion. IEEE Signal Processing Letters, 2010, 17, 787-790.	3.6	27