Qi Li

List of Publications by Year
in descending order

12	385	1040056	1199594
papers	citations	9	12
		h-index	g-index

12	12	12	124
all docs	docs citations	times ranked	citing authors

#	ARTICLE	IF	CITATIONS
1	An encrypted coverless information hiding method based on generative models. Information Sciences, 2021, 553, 19-30.	6.9	68
2	High Precision Error Prediction Algorithm Based on Ridge Regression Predictor for Reversible Data Hiding. IEEE Signal Processing Letters, 2021, 28, 1125-1129.	3.6	67
3	Concealed Attack for Robust Watermarking Based on Generative Model and Perceptual Loss. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 5695-5706.	8.3	64
4	Stereoscopic Image Description With Trinion Fractional-Order Continuous Orthogonal Moments. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 1998-2012.	8.3	52
5	A Novel Grayscale Image Steganography Scheme Based on Chaos Encryption and Generative Adversarial Networks. IEEE Access, 2020, 8, 168166-168176.	4.2	32
6	Spiral-Transform-Based Fractal Sorting Matrix for Chaotic Image Encryption. IEEE Transactions on Circuits and Systems I: Regular Papers, 2022, 69, 3320-3327.	5.4	31
7	A robust zero-watermarking algorithm for lossless copyright protection of medical images. Applied Intelligence, 2022, 52, 607-621.	5.3	26
8	Adaptive error prediction method based on multiple linear regression for reversible data hiding. Journal of Real-Time Image Processing, 2019, 16, 821-834.	3.5	20
9	CCCIH: Content-consistency Coverless Information Hiding Method Based on Generative Models. Neural Processing Letters, 2021, 53, 4037-4046.	3.2	9
10	RD-IWAN: Residual Dense Based Imperceptible Watermark Attack Network. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 7460-7472.	8.3	9
11	Geometric resistant polar quaternion discrete Fourier transform and its application in color image zero-hiding. ISA Transactions, 2022, 125, 665-680.	5.7	6
12	A Chaotic Image Encryption Algorithm Based on Sub-block Spiral Scans and Matrix Multiplication. Lecture Notes in Computer Science, 2022, , 309-322.	1.3	1