

Ding Tu

List of Publications by Year in descending order

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Version: 2024-02-01

58
papers

1,107
citations

687220

13
h-index

454834

30
g-index

58
all docs

58
docs citations

58
times ranked

1167
citing authors

#	ARTICLE	IF	CITATIONS
1	A context-aware personalized travel recommendation system based on geotagged social media data mining. International Journal of Geographical Information Science, 2013, 27, 662-684.	2.2	183
2	Travel Recommendation Using Geo-tagged Photos in Social Media for Tourist. Wireless Personal Communications, 2015, 80, 1347-1362.	1.8	152
3	Temporal Multi-Graph Convolutional Network for Traffic Flow Prediction. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 3337-3348.	4.7	123
4	AROMA. , 2018, 2, 1-16.		93
5	Pseudonym changing strategy with multiple mix zones for trajectory privacy protection in road networks. International Journal of Communication Systems, 2018, 31, e3437.	1.6	66
6	Multi-Label Remote Sensing Image Scene Classification by Combining a Convolutional Neural Network and a Graph Neural Network. Remote Sensing, 2020, 12, 4003.	1.8	48
7	A temporal-aware POI recommendation system using context-aware tensor decomposition and weighted HITS. Neurocomputing, 2017, 242, 195-205.	3.5	40
8	Bi-View Semi-Supervised Learning Based Semantic Human Activity Recognition Using Accelerometers. IEEE Transactions on Mobile Computing, 2018, 17, 1991-2001.	3.9	33
9	Deep learning based multimodal complex human activity recognition using wearable devices. Applied Intelligence, 2021, 51, 4029-4042.	3.3	32
10	Smartphone-based activity recognition independent of device orientation and placement. International Journal of Communication Systems, 2016, 29, 2403-2415.	1.6	28
11	Efficient k-Nearest-Neighbor Search Algorithms for Historical Moving Object Trajectories. Journal of Computer Science and Technology, 2007, 22, 232-244.	0.9	25
12	RLPath: a knowledge graph link prediction method using reinforcement learning based attentive relation path searching and representation learning. Applied Intelligence, 2022, 52, 4715-4726.	3.3	23
13	Weighted multi-information constrained matrix factorization for personalized travel location recommendation based on geo-tagged photos. Applied Intelligence, 2020, 50, 924-938.	3.3	20
14	AARGNN: An Attentive Attributed Recurrent Graph Neural Network for Traffic Flow Prediction Considering Multiple Dynamic Factors. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 17201-17211.	4.7	18
15	Personalized location recommendation using mobile phone usage information. Applied Intelligence, 2019, 49, 3694-3707.	3.3	17
16	Deep Multi-Task Learning Based Urban Air Quality Index Modelling. , 2019, 3, 1-17.		17
17	Your Way Your Missions: A Location-Aware Pervasive Game Exploiting the Routes of Players. International Journal of Human-Computer Interaction, 2013, 29, 110-128.	3.3	13
18	Incremental Detection of Remote Sensing Objects With Feature Pyramid and Knowledge Distillation. IEEE Transactions on Geoscience and Remote Sensing, 2022, 60, 1-13.	2.7	13

#	ARTICLE	IF	CITATIONS
19	D-Ocean: an unstructured data management system for data ocean environment. <i>Frontiers of Computer Science</i> , 2016, 10, 353-369.	1.6	12
20	Hyperspectral Image Restoration With Self-Supervised Learning: A Two-Stage Training Approach. <i>IEEE Transactions on Geoscience and Remote Sensing</i> , 2022, 60, 1-17.	2.7	12
21	Effects of Local-Lag Mechanism on Task Performance in a Desktop CVE System. <i>Journal of Computer Science and Technology</i> , 2005, 20, 396-401.	0.9	11
22	Predict Personal Continuous Route. , 2008, , .		11
23	Partition-based range query for uncertain trajectories in road networks. <i>Geoinformatica</i> , 2015, 19, 61-84.	2.0	10
24	Chinese-Based Spearcons: Improving Pedestrian Navigation Performance in Eyes-Free Environment. <i>International Journal of Human-Computer Interaction</i> , 2016, 32, 460-469.	3.3	7
25	Investigating the User Behaviors of Sharing Health- and Fitness-Related Information Generated by Mi Band on Weibo. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 773-786.	3.3	7
26	An interpretable outcome prediction model based on electronic health records and hierarchical attention. <i>International Journal of Intelligent Systems</i> , 2022, 37, 3460-3479.	3.3	7
27	A Study on Automatic Classification of Usersâ€™ Desktop Interactions. <i>Cybernetics and Systems</i> , 2015, 46, 320-341.	1.6	6
28	Right mix of speech and non-speech: hybrid auditory feedback in mobility assistance of the visually impaired. <i>Universal Access in the Information Society</i> , 2015, 14, 527-536.	2.1	6
29	Few-Shot Learning for Remote Sensing Image Retrieval With MAML. , 2020, , .		6
30	Logical query optimization for Cloudera Impala system. <i>Journal of Systems and Software</i> , 2017, 125, 35-46.	3.3	5
31	Uncertainty Visualization for Mobile and Wearable Devices Based Activity Recognition Systems. <i>International Journal of Human-Computer Interaction</i> , 2017, 33, 151-163.	3.3	5
32	Semisupervised Prior Free Rare Category Detection With Mixed Criteria. <i>IEEE Transactions on Cybernetics</i> , 2018, 48, 115-126.	6.2	5
33	Multi-information embedding based entity alignment. <i>Applied Intelligence</i> , 2021, 51, 8896-8912.	3.3	5
34	Hand posture recognition and tracking based on Bag-of-Words for human robot interaction. , 2011, , .		4
35	An Interpretable Orientation and Placement Invariant Approach for Smartphone Based Activity Recognition. , 2015, , .		4
36	Query groupingâ€‘based multiâ€‘query optimization framework for interactive SQL query engines on Hadoop. <i>Concurrency Computation Practice and Experience</i> , 2018, 30, e4676.	1.4	4

#	ARTICLE	IF	CITATIONS
37	A fuzzy grouping mechanism for distributed interactive simulation. , 0, , .		3
38	BUILDING USER TASK SPACE BY MINING TEMPORALLY PROXIMATE DESKTOP ACTIONS. Cybernetics and Systems, 2011, 42, 585-604.	1.6	3
39	Private Cell-ID Trajectory Prediction Using Multi-Graph Embedding and Encoder-Decoder Network. IEEE Transactions on Mobile Computing, 2022, 21, 2967-2977.	3.9	3
40	A multi-task embedding based personalized POI recommendation method. CCF Transactions on Pervasive Computing and Interaction, 2021, 3, 253-269.	1.7	3
41	DexDeepFM: Ensemble Diversity Enhanced Extreme Deep Factorization Machine Model. ACM Transactions on Knowledge Discovery From Data, 2022, 16, 1-17.	2.5	3
42	SALIENCE: An Unsupervised User Adaptation Model for Multiple Wearable Sensors Based Human Activity Recognition. IEEE Transactions on Mobile Computing, 2022, , 1-1.	3.9	3
43	An Adaptive Consistency Maintenance Approach for Replicated Continuous Applications. , 0, , .		2
44	A simple 3D face tracking method based on depth information. , 2005, , .		2
45	Personal continuous route pattern mining. Journal of Zhejiang University: Science A, 2009, 10, 221-231.	1.3	2
46	A Speeded-Up Local Descriptor for dense stereo matching. , 2009, , .		2
47	Investigating the Willingness of Sharing Real-Time Daily Activities among Friends. International Journal of Human-Computer Interaction, 2020, 36, 607-620.	3.3	2
48	Character-based consistency maintenance in Web-based real-time cooperative edit system. , 0, , .		1
49	Modeling versions in Web-based real-time cooperative edit system. , 0, , .		1
50	A conference control protocol for small scale video conferencing system. , 2005, , .		1
51	Collaboration upon Heterogeneous Platforms \hat{A}_i from Desktop PC to Handheld Device. , 2006, , .		1
52	Constructing Adaptive Indoor Radio Maps for Dynamic Wireless Environments. , 2013, , .		1
53	Isophote Based Center-Surround Contrast Computation for Image Saliency Detection. IEICE Transactions on Information and Systems, 2014, E97.D, 160-163.	0.4	1
54	Understanding User Behavior of Asking Location-Based Questions on Microblogs. International Journal of Human-Computer Interaction, 2016, 32, 544-556.	3.3	1

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55	A query execution scheduling scheme for Impala system. Concurrency Computation Practice and Experience, 2018, 30, e4392.	1.4	1
56	Stereo camera system and its application in networked virtual environment. , 0, , .		0
57	Echo: A method to improve the task performance of CVEs. , 0, , .		0
58	A Comparative Study of Map Exploration Interfaces for Multi-Touch Tabletops. International Journal of Human-Computer Interaction, 2017, 33, 677-691.	3.3	0