

# Tao Zhuo

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1849649/publications.pdf>

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docs citations

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318  
citing authors

#	ARTICLE	IF	CITATIONS
1	Unsupervised Online Video Object Segmentation With Motion Property Understanding. IEEE Transactions on Image Processing, 2020, 29, 237-249.	9.8	64
2	Going deeper with two-stream ConvNets for action recognition in video surveillance. Pattern Recognition Letters, 2018, 107, 83-90.	4.2	61
3	Online object tracking based on CNN with spatial-temporal saliency guided sampling. Neurocomputing, 2017, 257, 115-127.	5.9	45
4	Multi-model cooperative task assignment and path planning of multiple UCAV formation. Multimedia Tools and Applications, 2019, 78, 415-436.	3.9	33
5	Explainable Video Action Reasoning via Prior Knowledge and State Transitions. , 2019, , .		30
6	Deformable object tracking with spatiotemporal segmentation in big vision surveillance. Neurocomputing, 2016, 204, 87-96.	5.9	17
7	Understanding Atomic Hand-Object Interaction With Human Intention. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 275-285.	8.3	14
8	Entropy guided attention network for weakly-supervised action localization. Pattern Recognition, 2022, 129, 108718.	8.1	10
9	Online tracking based on efficient transductive learning with sample matching costs. Neurocomputing, 2016, 175, 166-176.	5.9	8
10	Unsupervised Abstract Reasoning for Ravenâ€™s Problem Matrices. IEEE Transactions on Image Processing, 2021, 30, 8332-8341.	9.8	8
11	One-shot Video Graph Generation for Explainable Action Reasoning. Neurocomputing, 2022, 488, 212-225.	5.9	6
12	Saliency flow based video segmentation via motion guided contour refinement. Signal Processing, 2018, 142, 431-440.	3.7	5
13	Ensemble Tracking Based on Diverse Collaborative Framework With Multi-Cue Dynamic Fusion. IEEE Transactions on Multimedia, 2020, 22, 2698-2710.	7.2	5
14	Real-time tracking-by-learning with high-order regularization fusion for big video abstraction. Signal Processing, 2016, 124, 246-258.	3.7	3
15	Object coding based video authentication for privacy protection in immersive communication. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 871-884.	4.9	3
16	Bayesian tracking fusion framework with online classifier ensemble for immersive visual applications. Multimedia Tools and Applications, 2016, 75, 5075-5092.	3.9	2
17	Robust tracking based on H-CNN with low-resource sampling and scaling by frame-wise motion localization. Multimedia Tools and Applications, 2018, 77, 18781-18800.	3.9	0