

# Heng-Ru Zhang

## List of Publications by Year in descending order

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Version: 2024-02-01

22  
papers

530  
citations

1040056

9  
h-index

940533

16  
g-index

22  
all docs

22  
docs citations

22  
times ranked

370  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Mixture-of-Gaussians model for estimating the magic barrier of the recommender system. Applied Soft Computing Journal, 2022, 114, 108162.	7.2	4
2	Label Distribution Learning by Exploiting Feature-Label Correlations Locally. , 2021, , .		0
3	COS-LDL: Label Distribution Learning by Cosine-Based Distance-Mapping Correlation. IEEE Access, 2020, 8, 63961-63970.	4.2	8
4	ESLI: Enhancing slope one recommendation through local information embedding. PLoS ONE, 2019, 14, e0222702.	2.5	1
5	Sentiment based matrix factorization with reliability for recommendation. Expert Systems With Applications, 2019, 135, 249-258.	7.6	60
6	An Adaptive Mechanism for Recommendation Algorithm Ensemble. IEEE Access, 2019, 7, 10331-10342.	4.2	1
7	Efficient collaborative filtering recommendations with multi-channel feature vectors. International Journal of Machine Learning and Cybernetics, 2019, 10, 1165-1172.	3.6	20
8	CSLI: Cost-Sensitive Collaborative Filtering with Local Information Embedding. Lecture Notes in Computer Science, 2019, , 321-330.	1.3	0
9	Three-way recommendation integrating global and local information. Journal of Engineering, 2018, 2018, 1397-1401.	1.1	3
10	Magic barrier estimation models for recommended systems under normal distribution. Applied Intelligence, 2018, 48, 4678-4693.	5.3	5
11	Regression-based three-way recommendation. Information Sciences, 2017, 378, 444-461.	6.9	130
12	Integrating Triangle and Jaccard similarities for recommendation. PLoS ONE, 2017, 12, e0183570.	2.5	42
13	A Three-Way Recommender System for Popularity-Based Costs. Lecture Notes in Computer Science, 2017, , 278-289.	1.3	7
14	Fast Recommendations With the M-Distance. IEEE Access, 2016, 4, 1464-1468.	4.2	24
15	Hybrid similarities for dynamic interaction recommendation. , 2016, , .		0
16	Discovering Patterns With Weak-Wildcard Gaps. IEEE Access, 2016, 4, 4922-4932.	4.2	21
17	Three-way recommender systems based on random forests. Knowledge-Based Systems, 2016, 91, 275-286.	7.1	173
18	Cost-sensitive regression-based recommender system. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
19	A Hybrid Recommender System Based on User-Recommender Interaction. Mathematical Problems in Engineering, 2015, 2015, 1-11.	1.1	21
20	Aggregated Recommendation through Random Forests. Scientific World Journal, The, 2014, 2014, 1-11.	2.1	10
21	Interactive hybrid recommendation with granule selection. , 2014, , .		0
22	Analysis and Software Development of LiMin's Production Decreasing Method. Procedia Environmental Sciences, 2011, 10, 78-83.	1.4	0