Lu Yu

List of Publications by Year in Descending Order

129 papers	1,694 citations	22 h-index	36 g-index
176 ext. papers	2,268 ext. citations	4 avg, IF	5.6 L-index

#	Paper	IF	Citations
129	CIMFNet: Cross-layer Interaction and Multiscale Fusion Network for Semantic Segmentation of High-Resolution Remote Sensing Images. *IEEE Journal on Selected Topics in Signal Processing*, **2022**, 1-1	7.5	13
128	FRNet: Feature Reconstruction Network for RGB-D Indoor Scene Parsing. *IEEE Journal on Selected Topics in Signal Processing*, **2022**, 1-1	7.5	11
127	RLLNet: a lightweight remaking learning network for saliency redetection on RGB-D images. *Science China Information Sciences*, **2022**, 65, 1	3.4	17
126	Codec-Simulation Network for Joint Optimization of Video Coding With Pre- and Post-Processing. *IEEE Open Journal of Circuits and Systems*, **2021**, 2, 648-659	1.7	0
125	APNet: Adversarial Learning Assistance and Perceived Importance Fusion Network for All-Day RGB-T Salient Object Detection. *IEEE Transactions on Emerging Topics in Computational Intelligence*, **2021**, 1-12	4.1	8
124	. *IEEE Signal Processing Letters*, **2021**, 1-1	3.2	
123	Boundary-aware pyramid attention network for detecting salient objects in RGB-D images **2021**, 111, 102975		0
122	Multiscale multilevel context and multimodal fusion for RGB-D salient object detection. *Signal Processing*, **2021**, 178, 107766	4.4	34
121	Multi-layer fusion network for blind stereoscopic 3D visual quality prediction. *Signal Processing: Image Communication*, **2021**, 91, 116095	2.8	1
120	. *IEEE Transactions on Systems, Man, and Cybernetics: Systems*, **2021**, 51, 3641-3649	7.3	55
119	TSFNet: Two-Stage Fusion Network for RGB-T Salient Object Detection. *IEEE Signal Processing Letters*, **2021**, 28, 1655-1659	3.2	4
118	. *IEEE Signal Processing Letters*, **2021**, 28, 1525-1529	3.2	1
117	ECFFNet: Effective and Consistent Feature Fusion Network for RGB-T Salient Object Detection. *IEEE Transactions on Circuits and Systems for Video Technology*, **2021**, 1-1	6.4	33
116	GMNet: Graded-Feature Multilabel-Learning Network for RGB-Thermal Urban Scene Semantic Segmentation. *IEEE Transactions on Image Processing*, **2021**, 30, 7790-7802	8.7	47
115	Parallax-Estimation-Enhanced Network With Interweave Consistency Feature Fusion for Binocular Salient Object Detection. *IEEE Signal Processing Letters*, **2021**, 28, 927-931	3.2	1
114	. *IEEE Transactions on Multimedia*, **2021**, 1-1	6.6	7
113	. *IEEE Transactions on Multimedia*, **2021**, 1-1	6.6	30

112	MPEG Immersive Video Coding Standard. *Proceedings of the IEEE*, **2021**, 109, 1521-1536	14.3	14
111	Deep Binocular Fixation Prediction using a Hierarchical Multimodal Fusion Network. *IEEE Transactions on Cognitive and Developmental Systems*, **2021**, 1-1	3	17
110	Two-Stage Cascaded Decoder for Semantic Segmentation of RGB-D Images. *IEEE Signal Processing Letters*, **2021**, 28, 1115-1119	3.2	4
109	Reinforcement Learning-based Mobile Edge Computing and Transmission Scheduling for Video Surveillance. *IEEE Transactions on Emerging Topics in Computing*, **2021**, 1-1	4.1	1
108	TMFNet: Three-Input Multilevel Fusion Network for Detecting Salient Objects in RGB-D Images. *IEEE Transactions on Emerging Topics in Computational Intelligence*, **2021**, 1-9	4.1	11
107	. *IEEE Transactions on Multimedia*, **2021**, 1-1	6.6	16
106	HFNet: Hierarchical feedback network with multilevel atrous spatial pyramid pooling for RGB-D saliency detection. *Neurocomputing*, **2021**,	5.4	19
105	GFNet: Gate Fusion Network With Res2Net for Detecting Salient Objects in RGB-D Images. *IEEE Signal Processing Letters*, **2020**, 27, 800-804	3.2	11
104	Blind Binocular Visual Quality Predictor Using Deep Fusion Network. *IEEE Transactions on Computational Imaging*, **2020**, 6, 883-893	4.5	26
103	Structured Pruning for Efficient Convolutional Neural Networks via Incremental Regularization. *IEEE Journal on Selected Topics in Signal Processing*, **2020**, 14, 775-788	7.5	3
102	Video Surveillance on Mobile Edge Networks□A Reinforcement-Learning-Based Approach. *IEEE Internet of Things Journal*, **2020**, 7, 4746-4760	10.7	10
101	Crowdsourcing Based Cross Random Access Point Referencing for Video Coding. *IEEE Signal Processing Letters*, **2020**, 27, 560-564	3.2	1
100	. *IEEE Transactions on Multimedia*, **2020**, 1-1	6.6	36
99	Triplet Distillation For Deep Face Recognition **2020**,		5
98	. *IEEE Transactions on Circuits and Systems for Video Technology*, **2020**, 30, 1785-1788	6.4	0
97	Three-branch architecture for stereoscopic 3D salient object detection **2020**, 106, 102818		3
96	NOMA based VR Video Transmissions Exploiting User Behavioral Coherence **2020**,		1
95	Opinion-unaware blind picture quality measurement using deep encoder□decoder architecture **2020**, 107, 102834		1

94	A YCbCr Color Depth Packing Method and its Extension for 3D Video Broadcasting Services. *IEEE Transactions on Circuits and Systems for Video Technology*, **2020**, 30, 3043-3053	6.4	2
93	Deep Road Scene Understanding. *IEEE Signal Processing Letters*, **2019**, 26, 587-591	3.2	10
92	Deep blind quality evaluator for multiply distorted images based on monogenic binary coding. *Journal of Visual Communication and Image Representation*, **2019**, 60, 305-311	2.7	2
91	CNN-Based Bi-Prediction Utilizing Spatial Information for Video Coding **2019**,		2
90	An In-Loop Filter Based on Low-Complexity CNN using Residuals in Intra Video Coding **2019**,		8
89	Low Pixel Rate 3DoF+ Video Compression Via Unpredictable Region Cropping **2019**,		1
88	Adaptive QP with Tile Partition and Padding to Remove Boundary Artifacts for 360 Video Coding **2019**,		1
87	Convolutional Neural Network Based Bi-Prediction Utilizing Spatial and Temporal Information in Video Coding. *IEEE Transactions on Circuits and Systems for Video Technology*, **2019**, 1-1	6.4	1
86	Three-Dimensional Convolutional Neural Network Pruning with Regularization-Based Method **2019** ,		3
85	Understanding MPEG-I Coding Standardization in Immersive VR/AR Applications. *Smpte Motion Imaging Journal*, **2019**, 128, 33-39	0.4	10
84	Structured Pruning for Efficient ConvNets via Incremental Regularization **2019**,		10
83	Blind screen content image quality measurement based on sparse feature learning. *Signal, Image and Video Processing*, **2019**, 13, 525-530	1.6	7
82	A Spatio-Temporal Perceptual Quality Index Measuring Compression Distortions of Three-Dimensional Video. *IEEE Signal Processing Letters*, **2018**, 25, 214-218	3.2	11
81	Local and Global Feature Learning for Blind Quality Evaluation of Screen Content and Natural Scene Images. *IEEE Transactions on Image Processing*, **2018**, 27, 2086-2095	8.7	79
80	Adaptive Weighted Averaged Template Matching Prediction for Intra Coding **2018**,		2
79	Intelligent Video Surveillance based on Mobile Edge Networks **2018**,		5
78	Long-term prediction for hierarchical-B-picture-based coding of video with repeated shots. *Frontiers of Information Technology and Electronic Engineering*, **2018**, 19, 459-470	2.2	1
77	Possibility distribution based lossless coding and its optimization. *Signal Processing*, **2018**, 150, 122-134	4.4	2

76	Local gradient patterns (LGP): An effective local-statistical-feature extraction scheme for no-reference image quality assessment. *Information Sciences*, **2017**, 397-398, 1-14	7.7	52
75	Blind quality estimator for 3D images based on binocular combination and extreme learning machine. *Pattern Recognition*, **2017**, 71, 207-217	7.7	32
74	Coding optimization based on weighted-to-spherically-uniform quality metric for 360 video **2017**,		8
73	Weighted-to-Spherically-Uniform Quality Evaluation for Omnidirectional Video. *IEEE Signal Processing Letters*, **2017**, 1-1	3.2	78
72	Blind 3D image quality assessment based on self-similarity of binocular features. *Neurocomputing*, **2017**, 224, 128-134	5.4	23
71	Scene-library-based video coding scheme exploiting long-term temporal correlation. *Journal of Electronic Imaging*, **2017**, 26, 1	0.7	1
70	Full-reference perceptual quality assessment for stereoscopic images based on primary visual processing mechanism **2016**,		5
69	Texture-Aware Depth Prediction in 3D Video Coding. *IEEE Transactions on Broadcasting*, **2016**, 62, 482-486	3.7	6
68	Utilizing binocular vision to facilitate completely blind 3D image quality measurement. *Signal Processing*, **2016**, 129, 130-136	4.4	20
67	Binocular visual characteristics based fragile watermarking scheme for tamper detection in stereoscopic images. *AEU - International Journal of Electronics and Communications*, **2016**, 70, 77-84	2.8	15
66	. *IEEE Transactions on Multimedia*, **2016**, 18, 1077-1084	6.6	60
65	Spatial quality index based rate perceptual-distortion optimization for video coding. *Journal of Visual Communication and Image Representation*, **2016**, 38, 423-432	2.7	2
64	Effective HEVC intra coding unit size decision based on online progressive Bayesian classification **2016**,		13
63	No-reference stereoscopic image quality measurement based on generalized local ternary patterns of binocular energy response. *Measurement Science and Technology*, **2015**, 26, 095404	2	1
62	Simulating binocular vision for no-reference 3D visual quality measurement. *Optics Express*, **2015**, 23, 23710-25	3.3	11
61	A novel interpolation-free scheme for fractional pixel motion estimation **2015**,		7
60	A reversibility-gain model for integer Karhunen-Loève transform design in video coding. *Frontiers of Information Technology and Electronic Engineering*, **2015**, 16, 883-891	2.2	1
59	Perceptual quality measurement of 3D images based on binocular vision. *Applied Optics*, **2015**, 54, 6549-57	1.72	9

58	Exploiting global priors for RGB-D saliency detection **2015**,		100
57	Library based coding for videos with repeated scenes **2015**,		3
56	Multipath Routing of Multiple Description Coded Images in Wireless Networks. *Journal of Computer Science and Technology*, **2014**, 29, 576-588	1.7	2
55	Pixel-Based Inter Prediction in Coded Texture Assisted Depth Coding. *IEEE Signal Processing Letters*, **2014**, 21, 74-78	3.2	23
54	Fast mode decision method for all intra spatial scalability in SHVC **2014**,		14
53	Detection model of luster effect in binocular rivalry **2014**,		2
52	Improved segment-wise DC coding for HEVC intra prediction of depth maps **2014**,		3
51	Block-Based In-Loop View Synthesis for 3-D Video Coding. *IEEE Signal Processing Letters*, **2014**, 21, 441-444	3.2	1
50	A cost-efficient hardware architecture of deblocking filter in HEVC **2014**,		1
49	A hardware-oriented IME algorithm and its implementation for HEVC **2014**,		4
48	Transform coding in AVS2 **2014**,		2
47	AVS2-video coding standard - An application-oriented and high perforamce video coding standard **2014**,		4
46	Multi-directional skip and direct modes design in bi-predictive slices for AVS2 standard **2014**,		2
45	CU splitting early termination based on weighted SVM. *Eurasip Journal on Image and Video Processing*, **2013**, 2013,	2.5	97
44	Extrema points coding based on empirical mode decomposition: An improved image sub-band coding method. *Computers and Electrical Engineering*, **2013**, 39, 882-892	4.3	3
43	A hardware CABAC encoder for HEVC **2013**,		2
42	Fast HEVC intra coding unit size decision based on an improved Bayesian classification framework **2013**,		7
41	Rate-Distortion Optimization for depth map coding with distortion estimation of synthesized view **2013**,		8

40	Subjective study of binocular rivalry in stereoscopic images with transmission and compression artifacts **2013**,		4
39	An Overview of 3D-TV System Using Depth-Image-Based Rendering **2013**, 3-35		3
38	On hardware architecture and processing order of HEVC intra prediction module **2013**,		17
37	Framework of AVS2-video coding **2013**,		20
36	Virtual View Synthesis and Artifact Reduction Techniques **2013**, 145-167		
35	Fast coding unit size selection for HEVC based on Bayesian decision rule **2012**,		35
34	. *IEEE Transactions on Circuits and Systems for Video Technology*, **2011**, 21, 1890-1902	6.4	32
33	Depth no-synthesis-error model for view synthesis in 3-D video. *IEEE Transactions on Image Processing*, **2011**, 20, 2221-8	8.7	56
32	Hash signature saving in distributed video coding. *Journal of Zhejiang University: Science C*, **2011**, 12, 163-170		0
31	Distributed video coding with adaptive selection of hash functions. *Journal of Zhejiang University: Science C*, **2011**, 12, 387-396		1
30	An efficient hardware design for HDTV H.264/AVC encoder. *Journal of Zhejiang University: Science C* , **2011**, 12, 499-506		3
29	Binocular Just-Noticeable-Difference Model for Stereoscopic Images. *IEEE Signal Processing Letters*, **2011**, 18, 19-22	3.2	82
28	Boundary Artifact Reduction in View Synthesis of 3D Video: From Perspective of Texture-Depth Alignment. *IEEE Transactions on Broadcasting*, **2011**, 57, 510-522	4.7	55
27	A parallel and area-efficient architecture for deblocking filter and Adaptive Loop Filter **2011**,		3
26	Motion estimation with Second Order Prediction **2011**,		1
25	Evaluating video quality with temporal noise **2010**,		1
24	Temporal consistency enhancement on depth sequences **2010**,		12
23	Suppressing texture-depth misalignment for boundary noise removal in view synthesis **2010**,		4

22	A perceptual metric for evaluating quality of synthesized sequences in 3DV system **2010**,		11
21	Review of the current and future technologies for video compression. *Journal of Zhejiang University: Science C*, **2010**, 11, 1-13		7
20	Special issue on AVS and its applications: Guest editorial. *Signal Processing: Image Communication*, **2009**, 24, 245-246	2.8	2
19	Reconfigurable video coding framework and decoder reconfiguration instantiation of AVS. *Signal Processing: Image Communication*, **2009**, 24, 287-299	2.8	3
18	Overview of AVS-video coding standards. *Signal Processing: Image Communication*, **2009**, 24, 247-262	2.8	38
17	Memory bandwidth efficient hardware architecture for AVS encoder. *IEEE Transactions on Consumer Electronics*, **2008**, 54, 675-680	4.8	3
16	The Technique of Prescaled Integer Transform: Concept, Design and Applications. *IEEE Transactions on Circuits and Systems for Video Technology*, **2008**, 18, 84-97	6.4	14
15	Video decoder reconfigurations and AVS extensions in the new MPEG reconfigurable video coding framework **2008**,		5
14	Highly parallel implementation of sub-pixel interpolation for AVS HDTV decoder. *Journal of Zhejiang University: Science A*, **2008**, 9, 1638-1643	2.1	0
13	Block-Interleaved Error-Resilient Entropy Coding **2007**,		1
12	Video transmission using advanced partial backward decodable bit stream (APBDBS). *Journal of Visual Communication and Image Representation*, **2007**, 18, 186-190	2.7	2
11	A Content-adaptive Fast Multiple Reference Frames Motion Estimation in H.264 **2007**,		5
10	Efficient fixed-point approximations of the 8x8 inverse discrete cosine transform **2007**,		2
9	An Area-efficient VLSI Implementation of CA-2D-VLC Decoder for AVS **2007**,		2
8	Modeling Natural Image for Estimating DCT Coefficient Properties of Intra Prediction **2007**,		1
7	Low-Complexity Tools in AVS Part 7. *Journal of Computer Science and Technology*, **2006**, 21, 345-353	1.7	2
6	A hardware implementation for full-search motion estimation of AVS with search center prediction. *IEEE Transactions on Consumer Electronics*, **2006**, 52, 1356-1361	4.8	8
5	Overview of AVS-video: tools, performance and complexity **2005**,		15

4	A decoder architecture for advanced video coding standard **2005**,		2
3	A novel HDTV video decoder and decentralized control scheme. *IEEE Transactions on Consumer Electronics*, **2001**, 47, 723-728	4.8	5
2	The technique of pre-scaled integer transform		6
1	An AVS-to-MPEG2 transcoding system		2