# Joseph E Lemley

## List of Publications by Year in descending order

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|---|---|---|---|
| **19**<br>papers | **644**<br>citations | 1163117<br>**8**<br>h-index | 1372567<br>**10**<br>g-index |
| **19**<br>all docs | **19**<br>docs citations | **19**<br>times ranked | **726**<br>citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | Smart Augmentation Learning an Optimal Data Augmentation Strategy. IEEE Access, 2017, 5, 5858-5869. | 4.2 | 262 |
| 2 | Deep Learning for Consumer Devices and Services: Pushing the limits for machine learning, artificial intelligence, and computer vision. IEEE Consumer Electronics Magazine, 2017, 6, 48-56. | 2.3 | 183 |
| 3 | Extended topsis method based on Pythagorean cubic fuzzy multi-criteria decision making with incomplete weight information. Journal of Intelligent and Fuzzy Systems, 2020, 38, 2285-2296. | 1.4 | 45 |
| 4 | Convolutional Neural Network Implementation for Eye-Gaze Estimation on Low-Quality Consumer Imaging Systems. IEEE Transactions on Consumer Electronics, 2019, 65, 179-187. | 3.6 | 44 |
| 5 | Real-time face &amp; eye tracking and blink detection using event cameras. Neural Networks, 2021, 141, 87-97. | 5.9 | 31 |
| 6 | Semiparallel deep neural network hybrid architecture: first application on depth from monocular camera. Journal of Electronic Imaging, 2018, 27, 1. | 0.9 | 16 |
| 7 | Eye Tracking in Augmented Spaces: A Deep Learning Approach. , 2018, , . | | 10 |
| 8 | An efficient encoderâ€"decoder model for portrait depth estimation from single images trained on pixel-accurate synthetic data. Neural Networks, 2021, 142, 479-491. | 5.9 | 10 |
| 9 | Adaptive Distributed Database Replication Through Colonies of Pogo Ants. , 2007, , . | | 9 |
| 10 | Big Holes in Big Data: A Monte Carlo Algorithm for Detecting Large Hyper-Rectangles in High Dimensional Data. , 2016, , . | | 9 |
| 11 | <i>Deep Learning for Consumer Devices and Services 4â€"</i>A Review of Learnable Data Augmentation Strategies for Improved Training of Deep Neural Networks. IEEE Consumer Electronics Magazine, 2020, 9, 55-63. | 2.3 | 8 |
| 12 | <i>Deep Learning for Consumer Devices and Services 3â€"</i>Getting More From Your Datasets With Data Augmentation. IEEE Consumer Electronics Magazine, 2020, 9, 48-54. | 2.3 | 7 |
| 13 | Deep Learning for Consumer Devices and Services 2â€"AI Gets Embedded at the Edge. IEEE Consumer Electronics Magazine, 2019, 8, 10-19. | 2.3 | 6 |
| 14 | CWU-Chess: An Adaptive Chess Program that Improves After Each Game. , 2018, , . | | 1 |
| 15 | Synthesizing Game Audio Using Deep Neural Networks. , 2018, , . | | 1 |
| 16 | Learning data augmentation for consumer devices and services. , 2018, , . | | 1 |
| 17 | Generative Augmented Dataset and Annotation Frameworks for Artificial Intelligence (GADAFAI). , 2020, , . | | 1 |
| 18 | An algorithm to stabilize a sequence of thermal brain images. , 2007, , . | | 0 |

| # | ARTICLE | IF | CITATIONS |
|---|---------|----|-----------|
| 19 | Versatile Auxiliary Classification and Regression With Generative Adversarial Networks. IEEE Access, 2021, 9, 38810-38825. | 4.2 | 0 |