

# Joseph E Lemley

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2679623/publications.pdf>

Version: 2024-02-01

19  
papers

644  
citations

1163117

8  
h-index

1372567

10  
g-index

19  
all docs

19  
docs citations

19  
times ranked

726  
citing authors

#	ARTICLE	IF	CITATIONS
1	Versatile Auxiliary Classification and Regression With Generative Adversarial Networks. IEEE Access, 2021, 9, 38810-38825.	4.2	0
2	Real-time face & eye tracking and blink detection using event cameras. Neural Networks, 2021, 141, 87-97.	5.9	31
3	An efficient encoder-decoder model for portrait depth estimation from single images trained on pixel-accurate synthetic data. Neural Networks, 2021, 142, 479-491.	5.9	10
4	Extended topsi 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
5	Generative Augmented Dataset and Annotation Frameworks for Artificial Intelligence (GADAFAI). , 2020, , .		1
6	<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
7	<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
8	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
9	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
10	Eye Tracking in Augmented Spaces: A Deep Learning Approach. , 2018, , .		10
11	CWU-Chess: An Adaptive Chess Program that Improves After Each Game. , 2018, , .		1
12	Synthesizing Game Audio Using Deep Neural Networks. , 2018, , .		1
13	Learning data augmentation for consumer devices and services. , 2018, , .		1
14	Semiparallel deep neural network hybrid architecture: first application on depth from monocular camera. Journal of Electronic Imaging, 2018, 27, 1.	0.9	16
15	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
16	Smart Augmentation Learning an Optimal Data Augmentation Strategy. IEEE Access, 2017, 5, 5858-5869.	4.2	262
17	Big Holes in Big Data: A Monte Carlo Algorithm for Detecting Large Hyper-Rectangles in High Dimensional Data. , 2016, , .		9
18	An algorithm to stabilize a sequence of thermal brain images. , 2007, , .		0

#	ARTICLE	IF	CITATIONS
19	Adaptive Distributed Database Replication Through Colonies of Pogo Ants. , 2007, , .		9