

Kai Liu

List of Publications by Year in descending order

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Version: 2024-02-01

13
papers

740
citations

1477746

6
h-index

1372195

10
g-index

13
all docs

13
docs citations

13
times ranked

1200
citing authors

#	ARTICLE	IF	CITATIONS
1	Key-Skeleton-Pattern Mining on 3D Skeletons Represented by Lie Group for Action Recognition. Mathematical Problems in Engineering, 2018, 2018, 1-14.	0.6	611
2	Tensor-based linear dynamical systems for action recognition from 3D skeletons. Pattern Recognition, 2018, 77, 75-86.	5.1	38
3	Revisiting Sparsity Invariant Convolution: A Network for Image Guided Depth Completion. IEEE Access, 2020, 8, 126323-126332.	2.6	27
4	Profile HMMs for skeleton-based human action recognition. Signal Processing: Image Communication, 2016, 42, 109-119.	1.8	25
5	Skeleton-Based Square Grid for Human Action Recognition With 3D Convolutional Neural Network. IEEE Access, 2021, 9, 54078-54089.	2.6	15
6	Human action recognition using similarity degree between postures and spectral learning. IET Computer Vision, 2018, 12, 110-117.	1.3	10
7	Skeleton-Based Human Action Recognition via Screw Matrices. Chinese Journal of Electronics, 2017, 26, 790-796.	0.7	5
8	DAN-Conv: Depth aware non-local convolution for LiDAR depth completion. Electronics Letters, 2021, 57, 754-757.	0.5	5
9	Human action recognition using spectral embedding to similarity degree between postures. , 2016, , .		2
10	Scale adaptive visual tracking with latent SVM. Electronics Letters, 2014, 50, 1933-1934.	0.5	1
11	Nonnegative Tensor-Based Linear Dynamical Systems for Recognizing Human Action from 3D Skeletons. Mathematical Problems in Engineering, 2019, 2019, 1-14.	0.6	1
12	An Efficient Hardware Implementation of Multialphabet Adaptive Arithmetic Encoder Based on Generalized Virtual Sliding Window. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2020, 28, 1326-1330.	2.1	0
13	A New Method for Mapping Active Joint Locations of Skeletons to Pre-Shape Space for Action Recognition. International Journal of Pattern Recognition and Artificial Intelligence, 2021, 35, 2150009.	0.7	0