## Shan Zhong

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	SAR Image Colorization Using Multidomain Cycle-Consistency Generative Adversarial Network. IEEE Geoscience and Remote Sensing Letters, 2021, 18, 296-300.	3.1	20
2	ACCLVOS: Atrous Convolution with Spatial-Temporal ConvLSTM for Video Object Segmentation. , 2021, , .		0
3	Self-guided deep deterministic policy gradient with multi-actor. Neural Computing and Applications, 2021, 33, 9723-9732.	5.6	1
4	Behavior Prediction for Unmanned Driving Based on Dual Fusions of Feature and Decision. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 3687-3696.	8.0	8
5	Person Reidentification Based on Pose-Invariant Feature and B-KNN Reranking. IEEE Transactions on Computational Social Systems, 2021, 8, 1272-1281.	4.4	9
6	Online model-learning algorithm from samples and trajectories. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 527-537.	4.9	2
7	Emotion Analysis of College Students Using a Fuzzy Support Vector Machine. Mathematical Problems in Engineering, 2020, 2020, 1-11.	1.1	2
8	EEC-Based Epilepsy Recognition via Multiple Kernel Learning. Computational and Mathematical Methods in Medicine, 2020, 2020, 1-9.	1.3	1
9	Modeling-Learning-Based Actor-Critic Algorithm with Gaussian Process Approximator. Journal of Grid Computing, 2020, 18, 181-195.	3.9	7
10	An Adaptive Similarity-Measuring-Based CMAB Model for Recommendation System. IEEE Access, 2020, 8, 42550-42561.	4.2	3
11	A Depression Recognition Method for College Students Using Deep Integrated Support Vector Algorithm. IEEE Access, 2020, 8, 75616-75629.	4.2	56
12	Bilinear CNN Model for Fine-Grained Classification Based on Subcategory-Similarity Measurement. Applied Sciences (Switzerland), 2019, 9, 301.	2.5	7
13	Single Trajectory Learning: Exploration Versus Exploitation. International Journal of Pattern Recognition and Artificial Intelligence, 2018, 32, 1859009.	1.2	1
14	Efficient Actor-Critic Algorithm with Hierarchical Model Learning and Planning. Computational Intelligence and Neuroscience, 2016, 2016, 1-15.	1.7	5
15	The representation and simulation for reasoning about action based on Colored Petri Net. , 2010, , .		13
16	A method of qualitative spatial reasoning based on CHR. , 2010, , .		0