

# Jingdong Zhao

## List of Publications by Year in descending order

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Version: 2024-02-01

48  
papers

465  
citations

1478280

6  
h-index

1125617

13  
g-index

48  
all docs

48  
docs citations

48  
times ranked

355  
citing authors

#	ARTICLE	IF	CITATIONS
1	DYNAMIC HAND MOTION RECOGNITION BASED ON TRANSIENT AND STEADY-STATE EMG SIGNALS. International Journal of Humanoid Robotics, 2012, 09, 1250007.	0.6	43
2	Levenberg-Marquardt Based Neural Network Control for a Five-fingered Prosthetic Hand. , 0, , .		37
3	Computer Vision-Based Grasp Pattern Recognition With Application to Myoelectric Control of Dexterous Hand Prosthesis. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2020, 28, 2090-2099.	2.7	37
4	EMG Control for a Five-fingered Underactuated Prosthetic Hand Based on Wavelet Transform and Sample Entropy. , 2006, , .		35
5	EMG pattern recognition and grasping force estimation: Improvement to the myocontrol of multi-DOF prosthetic hands. , 2009, , .		34
6	A Five-fingered Underactuated Prosthetic Hand System. , 2006, , .		30
7	A Five-fingered Underactuated Prosthetic Hand Control Scheme. , 0, , .		27
8	Estimation of hand grasp force based on forearm surface EMG. , 2009, , .		26
9	EMG Control for a Five-fingered Prosthetic Hand Based on Wavelet Transform and Autoregressive Model. , 2006, , .		22
10	Biomechatronic approach to a multi-fingered hand prosthesis. , 2010, , .		16
11	Solving the Time-Jerk Optimal Trajectory Planning Problem of a Robot Using Augmented Lagrange Constrained Particle Swarm Optimization. Mathematical Problems in Engineering, 2017, 2017, 1-10.	0.6	15
12	Solving the Inverse Kinematics Problem of Multiple Redundant Manipulators with Collision Avoidance in Dynamic Environments. Journal of Intelligent and Robotic Systems: Theory and Applications, 2021, 101, 1.	2.0	12
13	Time-jerk optimal trajectory planning of a 7-DOF redundant robot. Turkish Journal of Electrical Engineering and Computer Sciences, 2017, 25, 4211-4222.	0.9	11
14	A Novel EMG Motion Pattern Classifier Based on Wavelet Transform and Nonlinearity Analysis Method. , 2006, , .		10
15	Design and control of a multisensory five-finger prosthetic hand. , 2014, , .		10
16	Noise cancellation for electrotactile sensory feedback of myoelectric forearm prostheses. , 2014, , .		8
17	Development of a Landing Mechanism for Asteroids with Soft Surface. International Journal of Aerospace Engineering, 2013, 2013, 1-9.	0.5	7
18	Multifingered robot hand dynamic grasping control based on fingertip three-axis tactile sensor feedback. , 2014, , .		7

#	ARTICLE	IF	CITATIONS
19	An asteroid landing mechanism and its landing simulation. , 2012, , .		6
20	Analysis on the joint independence of hand and wrist. , 2016, , .		6
21	Development of an Anchoring System for the Soft Asteroid Landing Exploration. International Journal of Aerospace Engineering, 2019, 2019, 1-13.	0.5	6
22	Collision-free kinematics for hyper-redundant manipulators in dynamic scenes using optimal velocity obstacles. International Journal of Advanced Robotic Systems, 2021, 18, 172988142199614.	1.3	6
23	An Iterative Calculation Method for Solve the Inverse Kinematics of a 7-DOF Robot with Link Offset. Lecture Notes in Computer Science, 2017, , 729-739.	1.0	5
24	Efficient Inverse Kinematics for Redundant Manipulators with Collision Avoidance in Dynamic Scenes. , 2018, , .		5
25	A Novel Method of Combining Computer Vision, Eye-Tracking, EMG, and IMU to Control Dexterous Prosthetic Hand. , 2019, , .		5
26	Motion planning of hyper-redundant manipulators based on ant colony optimization. , 2016, , .		5
27	DSP/FPGA-based highly integrated flexible joint robot. , 2009, , .		4
28	A novel actuation configuration of robotic hand and the mechanical implementation via postural synergies. , 2017, , .		4
29	Time-Jerk Optimal Trajectory Planning for a 7-DOF Redundant Robot Using the Sequential Quadratic Programming Method. Lecture Notes in Computer Science, 2017, , 343-353.	1.0	4
30	Landing Dynamic and Key Parameter Estimations of a Landing Mechanism to Asteroid with Soft Surface. International Journal of Aeronautical and Space Sciences, 2013, 14, 237-246.	1.0	4
31	Embedded Control System for Multi-DOF Anthropomorphic Prosthetic Hand and Its Grasping Strategy. Jiqiren/Robot, 2011, 33, 22-27.	0.4	3
32	Study on the landing mechanism employed in asteroid exploration. , 2012, , .		2
33	Preliminary anchoring technology for landing on the asteroid. , 2013, , .		2
34	Dynamics modeling and simulation of space manipulator based on spatial vector. , 2014, , .		2
35	Landing performance simulation of an asteroid landing mechanism. , 2015, , .		2
36	DEVELOPMENT OF A CARDAN MECHANISM FOR THE ASTEROID LANDER. International Journal on Smart Sensing and Intelligent Systems, 2013, 6, 1283-1297.	0.4	2

#	ARTICLE	IF	CITATIONS
37	A Novel Method for the Motion Planning of Hyper-redundant Manipulators Based on Monte Carlo. Lecture Notes in Electrical Engineering, 2017, , 11-22.	0.3	2
38	Virtual force feedback in teleoperation for enhanced manipulator performance. , 2017, , .		1
39	Research on Tracking Control of Circular Trajectory of Robot Based on the Variable Integral Sliding Mode PD Control Algorithm. IEEE Access, 2020, 8, 204194-204202.	2.6	1
40	A Penetrating-Anchoring Mathematical Model for the Soft Asteroid Anchoring System. International Journal of Aerospace Engineering, 2021, 2021, 1-10.	0.5	1
41	An improved algorithm of measuring extravehicular mobility unit (EMU) spacesuit joint damping parameters for the old passive robot system. , 2008, , .		0
42	A structural changing projectile of anchoring system for landing on small bodies. , 2013, , .		0
43	Gradient projection method of kinematically redundant manipulator based on improved scale factor. , 2014, , .		0
44	Brain-inspired strategy for the motion planning of hyper-redundant manipulators. , 2016, , .		0
45	Translational and tumbling gaits for trinal-branch robots. , 2017, , .		0
46	A Novel Deployable Capture Mechanism Based on Bennett Networks for Active Debris Removal. , 2018, , .		0
47	A Reconfigurable Virtual Modeling Method for Robot Simulation. , 2018, , .		0
48	A Programming by Demonstration with Least Square Support Vector Machine for Manipulators. Lecture Notes in Computer Science, 2015, , 126-137.	1.0	0