

He Wang

List of Publications by Year in descending order

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19
papers

341
citations

1039880

9
h-index

996849

15
g-index

19
all docs

19
docs citations

19
times ranked

264
citing authors

#	ARTICLE	IF	CITATIONS
1	Multi-Objective Optimization-Based High-Pass Spatial Filtering for SSVEP-Based Brain-Computer Interfaces. IEEE Transactions on Instrumentation and Measurement, 2022, 71, 1-9.	2.4	9
2	Formation control for UAVs using a Flux Guided approach. Expert Systems With Applications, 2022, 205, 117665.	4.4	6
3	Data Analytics in Steady-State Visual Evoked Potential-Based Brain-Computer Interface: A Review. IEEE Sensors Journal, 2021, 21, 1124-1138.	2.4	63
4	Spatio-Temporal Manifold Learning for Human Motions via Long-Horizon Modeling. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 216-227.	2.9	39
5	Development and validation of a deep learning-based automatic auscultatory blood pressure measurement method. Biomedical Signal Processing and Control, 2021, 68, 102742.	3.5	3
6	Understanding the Robustness of Skeleton-based Action Recognition under Adversarial Attack. , 2021, , .		22
7	BASAR:Black-box Attack on Skeletal Action Recognition. , 2021, , .		11
8	Three-dimensional simulation of warp knitted structures based on geometric unit cell of loop yarns. Textile Research Journal, 2020, 90, 2639-2647.	1.1	3
9	Informative scene decomposition for crowd analysis, comparison and simulation guidance. ACM Transactions on Graphics, 2020, 39, .	4.9	13
10	Dynamic Future Net. , 2020, , .		11
11	A novel deep learning based automatic auscultatory method to measure blood pressure. International Journal of Medical Informatics, 2019, 128, 71-78.	1.6	23
12	Data-Driven Crowd Motion Control With Multi-Touch Gestures. Computer Graphics Forum, 2018, 37, 382-394.	1.8	9
13	Trending Paths: A New Semantic-Level Metric for Comparing Simulated and Real Crowd Data. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1454-1464.	2.9	25
14	Posture-based and action-based graphs for boxing skill visualization. Computers and Graphics, 2017, 69, 104-115.	1.4	12
15	Globally Continuous and Non-Markovian Crowd Activity Analysis from Videos. Lecture Notes in Computer Science, 2016, , 527-544.	1.0	16
16	Path patterns. , 2016, , .		20
17	An Energy-Driven Motion Planning Method for Two Distant Postures. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 18-30.	2.9	8
18	Harmonic parameterization by electrostatics. ACM Transactions on Graphics, 2013, 32, 1-12.	4.9	40

#	ARTICLE	IF	CITATIONS
19	Manipulation of Flexible Objects by Geodesic Control. Computer Graphics Forum, 2012, 31, 499-508.	1.8	8