

Pei Lv

List of Publications by Year in descending order

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28
papers

1,037
citations

471509

17
h-index

580821

25
g-index

28
all docs

28
docs citations

28
times ranked

763
citing authors

#	ARTICLE	IF	CITATIONS
1	Attention Scaling for Crowd Counting. , 2020, , .		167
2	Robust Lane Detection using Two-stage Feature Extraction with Curve Fitting. Pattern Recognition, 2016, 59, 225-233.	8.1	145
3	Crowd Behavior Simulation With Emotional Contagion in Unexpected Multihazard Situations. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2019, , 1-15.	9.3	67
4	Learning-Based Shadow Recognition and Removal From Monochromatic Natural Images. IEEE Transactions on Image Processing, 2017, 26, 5811-5824.	9.8	58
5	An Efficient Method of Crowd Aggregation Computation in Public Areas. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 2814-2825.	8.3	52
6	Depth Information Guided Crowd Counting for complex crowd scenes. Pattern Recognition Letters, 2019, 125, 563-569.	4.2	47
7	Stylized Aesthetic QR Code. IEEE Transactions on Multimedia, 2019, 21, 1960-1970.	7.2	45
8	MDSSD: multi-scale deconvolutional single shot detector for small objects. Science China Information Sciences, 2020, 63, 1.	4.3	45
9	miSFM: On combination of Mutual Information and Social Force Model towards simulating crowd evacuation. Neurocomputing, 2015, 168, 529-537.	5.9	43
10	Density-Aware Multi-Task Learning for Crowd Counting. IEEE Transactions on Multimedia, 2021, 23, 443-453.	7.2	43
11	SDDNet: A Fast and Accurate Network for Surface Defect Detection. IEEE Transactions on Instrumentation and Measurement, 2021, 70, 1-13.	4.7	41
12	Crowd Behavior Evolution With Emotional Contagion in Political Rallies. IEEE Transactions on Computational Social Systems, 2019, 6, 377-386.	4.4	36
13	Context-Aware Block Net for Small Object Detection. IEEE Transactions on Cybernetics, 2022, 52, 2300-2313.	9.5	30
14	ACSEE: Antagonistic Crowd Simulation Model With Emotional Contagion and Evolutionary Game Theory. IEEE Transactions on Affective Computing, 2022, 13, 729-745.	8.3	29
15	Learning Multi-Level Density Maps for Crowd Counting. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 2705-2715.	11.3	28
16	Crowd queuing simulation with an improved emotional contagion model. Science China Information Sciences, 2019, 62, 1.	4.3	24
17	Survival Multipath Energy-Aware Resource Allocation in SDM-EONs During Fluctuating Traffic. Journal of Lightwave Technology, 2021, 39, 1900-1912.	4.6	24
18	Emotion-Based Crowd Simulation Model Based on Physical Strength Consumption for Emergency Scenarios. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 6977-6991.	8.0	22

#	ARTICLE	IF	CITATIONS
19	A New Remote Health-Care System Based on Moving Robot Intended for the Elderly at Home. Journal of Healthcare Engineering, 2018, 2018, 1-11.	1.9	21
20	Bio-Inspired Deep Attribute Learning Towards Facial Aesthetic Prediction. IEEE Transactions on Affective Computing, 2021, 12, 227-238.	8.3	18
21	D-STC: Deep learning with spatio-temporal constraints for train drivers detection from videos. Pattern Recognition Letters, 2019, 119, 222-228.	4.2	15
22	ART-UP: A Novel Method for Generating Scanning-Robust Aesthetic QR Codes. ACM Transactions on Multimedia Computing, Communications and Applications, 2021, 17, 1-23.	4.3	9
23	Top-k Vehicle Matching in Social Ridesharing: A Price-aware Approach. IEEE Transactions on Knowledge and Data Engineering, 2019, , 1-1.	5.7	8
24	Agent-Based Campus Novel Coronavirus Infection and Control Simulation. IEEE Transactions on Computational Social Systems, 2022, 9, 688-699.	4.4	7
25	TriATNE: Tripartite Adversarial Training for Network Embeddings. IEEE Transactions on Cybernetics, 2022, 52, 9634-9645.	9.5	6
26	Trajectory distributions: A new description of movement for trajectory prediction. Computational Visual Media, 2022, 8, 213-224.	17.5	6
27	Transferring priors from virtual data for crowd counting in real world. Frontiers of Computer Science, 2022, 16, 1.	2.4	1
28	Data-driven humanlike reaching behaviors synthesis. Neurocomputing, 2016, 177, 26-32.	5.9	0