

Pei Lv

List of Publications by Year in descending order

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28
papers

1,037
citations

471509

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times ranked

763
citing authors

#	ARTICLE	IF	CITATIONS
1	ACSEE: Antagonistic Crowd Simulation Model With Emotional Contagion and Evolutionary Game Theory. IEEE Transactions on Affective Computing, 2022, 13, 729-745.	8.3	29
2	Context-Aware Block Net for Small Object Detection. IEEE Transactions on Cybernetics, 2022, 52, 2300-2313.	9.5	30
3	TriATNE: Tripartite Adversarial Training for Network Embeddings. IEEE Transactions on Cybernetics, 2022, 52, 9634-9645.	9.5	6
4	Agent-Based Campus Novel Coronavirus Infection and Control Simulation. IEEE Transactions on Computational Social Systems, 2022, 9, 688-699.	4.4	7
5	Transferring priors from virtual data for crowd counting in real world. Frontiers of Computer Science, 2022, 16, 1.	2.4	1
6	Trajectory distributions: A new description of movement for trajectory prediction. Computational Visual Media, 2022, 8, 213-224.	17.5	6
7	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
8	Density-Aware Multi-Task Learning for Crowd Counting. IEEE Transactions on Multimedia, 2021, 23, 443-453.	7.2	43
9	Bio-Inspired Deep Attribute Learning Towards Facial Aesthetic Prediction. IEEE Transactions on Affective Computing, 2021, 12, 227-238.	8.3	18
10	SDDNet: A Fast and Accurate Network for Surface Defect Detection. IEEE Transactions on Instrumentation and Measurement, 2021, 70, 1-13.	4.7	41
11	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
12	Survival Multipath Energy-Aware Resource Allocation in SDM-EONs During Fluctuating Traffic. Journal of Lightwave Technology, 2021, 39, 1900-1912.	4.6	24
13	Learning Multi-Level Density Maps for Crowd Counting. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 2705-2715.	11.3	28
14	Attention Scaling for Crowd Counting. , 2020, , .		167
15	MDSSD: multi-scale deconvolutional single shot detector for small objects. Science China Information Sciences, 2020, 63, 1.	4.3	45
16	Top-k Vehicle Matching in Social Ridesharing: A Price-aware Approach. IEEE Transactions on Knowledge and Data Engineering, 2019, , 1-1.	5.7	8
17	Crowd queuing simulation with an improved emotional contagion model. Science China Information Sciences, 2019, 62, 1.	4.3	24
18	Crowd Behavior Simulation With Emotional Contagion in Unexpected Multihazard Situations. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2019, , 1-15.	9.3	67

#	ARTICLE	IF	CITATIONS
19	Depth Information Guided Crowd Counting for complex crowd scenes. Pattern Recognition Letters, 2019, 125, 563-569.	4.2	47
20	Crowd Behavior Evolution With Emotional Contagion in Political Rallies. IEEE Transactions on Computational Social Systems, 2019, 6, 377-386.	4.4	36
21	Stylized Aesthetic QR Code. IEEE Transactions on Multimedia, 2019, 21, 1960-1970.	7.2	45
22	D-STC: Deep learning with spatio-temporal constraints for train drivers detection from videos. Pattern Recognition Letters, 2019, 119, 222-228.	4.2	15
23	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
24	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
25	Learning-Based Shadow Recognition and Removal From Monochromatic Natural Images. IEEE Transactions on Image Processing, 2017, 26, 5811-5824.	9.8	58
26	Data-driven humanlike reaching behaviors synthesis. Neurocomputing, 2016, 177, 26-32.	5.9	0
27	Robust Lane Detection using Two-stage Feature Extraction with Curve Fitting. Pattern Recognition, 2016, 59, 225-233.	8.1	145
28	miSFM: On combination of Mutual Information and Social Force Model towards simulating crowd evacuation. Neurocomputing, 2015, 168, 529-537.	5.9	43