

Haibin Cai

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3716805/publications.pdf>

Version: 2024-02-01

14
papers

376
citations

1307594

7
h-index

1199594

12
g-index

14
all docs

14
docs citations

14
times ranked

418
citing authors

#	ARTICLE	IF	CITATIONS
1	Walking motion real-time detection method based on walking stick, IoT, COPOD and improved LightGBM. Applied Intelligence, 2022, 52, 16398-16416.	5.3	5
2	A neural refinement network for single image view synthesis. Neurocomputing, 2022, 496, 35-45.	5.9	2
3	Multi-stage adaptive regression for online activity recognition. Pattern Recognition, 2020, 98, 107053.	8.1	6
4	The DREAM Dataset: Supporting a data-driven study of autism spectrum disorder and robot enhanced therapy. PLoS ONE, 2020, 15, e0236939.	2.5	27
5	Assembling Convolution Neural Networks for Automatic Viewing Transformation. IEEE Transactions on Industrial Informatics, 2020, 16, 587-594.	11.3	4
6	Learning a 3D Gaze Estimator With Adaptive Weighted Strategy. IEEE Access, 2020, 8, 82142-82152.	4.2	6
7	RGB-D sensing based human action and interaction analysis: A survey. Pattern Recognition, 2019, 94, 1-12.	8.1	57
8	Robot-Enhanced Therapy: Development and Validation of Supervised Autonomous Robotic System for Autism Spectrum Disorders Therapy. IEEE Robotics and Automation Magazine, 2019, 26, 49-58.	2.0	52
9	Sensing-Enhanced Therapy System for Assessing Children With Autism Spectrum Disorders: A Feasibility Study. IEEE Sensors Journal, 2019, 19, 1508-1518.	4.7	19
10	Visual Focus of Attention Estimation Using Eye Center Localization. IEEE Systems Journal, 2017, 11, 1320-1325.	4.6	16
11	How to Build a Supervised Autonomous System for Robot-Enhanced Therapy for Children with Autism Spectrum Disorder. Paladyn, 2017, 8, 18-38.	2.7	100
12	Two-eye model-based gaze estimation from a Kinect sensor. , 2017, , .		27
13	Simultaneous Calibration: A Joint Optimization Approach for Multiple Kinect and External Cameras. Sensors, 2017, 17, 1491.	3.8	46
14	Gaze estimation driven solution for interacting children with ASD. , 2015, , .		9