

Huaping Liu

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

120
papers

1,829
citations

20
h-index

40
g-index

129
ext. papers

2,397
ext. citations

4.7
avg. IF

5.67
L-index

#	Paper	IF	Citations
120	A dynamic extremum seeking scheme for three-player attack-defense with unknown gradient. <i>Journal of the Franklin Institute</i> , 2022 , 359, 1457-1482	4	
119	Multi-Agent Embodied Visual Semantic Navigation With Scene Prior Knowledge. <i>IEEE Robotics and Automation Letters</i> , 2022 , 7, 3154-3161	4.2	1
118	OpenMPD: An Open Multimodal Perception Dataset for Autonomous Driving. <i>IEEE Transactions on Vehicular Technology</i> , 2022 , 1-1	6.8	1
117	Estimating 6D Object Poses with Temporal Motion Reasoning for Robot Grasping in Cluttered Scenes. <i>IEEE Robotics and Automation Letters</i> , 2022 , 1-1	4.2	0
116	REVE-CE: Remote Embodied Visual Referring Expression in Continuous Environment. <i>IEEE Robotics and Automation Letters</i> , 2022 , 7, 1494-1501	4.2	0
115	A novel multimodal fusion network based on a joint-coding model for lane line segmentation. <i>Information Fusion</i> , 2022 , 80, 167-178	16.7	1
114	Tactile-based Fabric Defect Detection Using Convolutional Neural Network with Attention Mechanism. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2022 , 1-1	5.2	4
113	Multi-modal broad learning for material recognition. <i>Cognitive Computation and Systems</i> , 2021 , 3, 123-130		0
112	Research on visual-tactile cross-modality based on generative adversarial network. <i>Cognitive Computation and Systems</i> , 2021 , 3, 131-141	1.2	
111	Multimodal Dynamics Analysis and Control for Amphibious Fly-Drive Vehicle. <i>IEEE/ASME Transactions on Mechatronics</i> , 2021 , 26, 621-632	5.5	7
110	Lifelong Visual-Tactile Cross-Modal Learning for Robotic Material Perception. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2021 , 32, 1192-1203	10.3	4
109	Multimodal Continual Learning Using Online Dictionary Updating. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2021 , 13, 171-178	3	
108	Toward Image-to-Tactile Cross-Modal Perception for Visually Impaired People. <i>IEEE Transactions on Automation Science and Engineering</i> , 2021 , 18, 521-529	4.9	2
107	Active Object Discovery and Localization Using Sound-Induced Attention. <i>IEEE Transactions on Industrial Informatics</i> , 2021 , 17, 2021-2029	11.9	0
106	An Interactive Perception Method for Warehouse Automation in Smart Cities. <i>IEEE Transactions on Industrial Informatics</i> , 2021 , 17, 830-838	11.9	5
105	TrajectoryCNN: A New Spatio-Temporal Feature Learning Network for Human Motion Prediction. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2021 , 31, 2133-2146	6.4	9
104	Road-Network-Based Fast Geolocalization. <i>IEEE Transactions on Geoscience and Remote Sensing</i> , 2021 , 59, 6065-6076	8.1	1

103	Energy-based Periodicity Mining with Deep Features for Action Repetition Counting in Unconstrained Videos. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2021 , 1-1	6.4	0
102	Visual Affordance Guided Tactile Material Recognition for Waste Recycling. <i>IEEE Transactions on Automation Science and Engineering</i> , 2021 , 1-9	4.9	0
101	Model Predictive Cooperative Control With ISM for Multiagent Systems Under Stochastic Communication Protocol. <i>IEEE Transactions on Cybernetics</i> , 2020 , PP,	10.2	2
100	Bioinspired Embodiment for Intelligent Sensing and Dexterity in Fine Manipulation: A Survey. <i>IEEE Transactions on Industrial Informatics</i> , 2020 , 16, 4308-4321	11.9	5
99	Wearable Design and Computing 2020 , 65-87		
98	Wearable Sensors 2020 , 33-63		1
97	Learning from Wearable-Based Teleoperation Demonstration 2020 , 127-144		1
96	Multi-agent Embodied Question Answering in Interactive Environments. <i>Lecture Notes in Computer Science</i> , 2020 , 663-678	0.9	2
95	Learning from Visual-Based Teleoperation Demonstration 2020 , 145-172		
94	Learning from Wearable-Based Indirect Demonstration 2020 , 173-203		
93	Research on Recognition of Multi-user Haptic Gestures. <i>Proceedings in Adaptation, Learning and Optimization</i> , 2020 , 134-143	0.2	1
92	Applications of Developed Wearable Devices 2020 , 89-123		
91	Cross-Modal Material Perception for Novel Objects: A Deep Adversarial Learning Method. <i>IEEE Transactions on Automation Science and Engineering</i> , 2020 , 17, 697-707	4.9	6
90	A fast RetinaNet fusion framework for multi-spectral pedestrian detection. <i>Infrared Physics and Technology</i> , 2020 , 105, 103178	2.7	13
89	A Cognitively Inspired System Architecture for the Mengshi Cognitive Vehicle. <i>Cognitive Computation</i> , 2020 , 12, 140-149	4.4	14
88	Wearable Technology for Robotic Manipulation and Learning 2020 ,		2
87	FoveaBox: Beyond Anchor-Based Object Detection. <i>IEEE Transactions on Image Processing</i> , 2020 , 29, 7389-7398	8.7	234
86	A Magnetostrictive Tactile Sensing Unit and the Integration of Sensor Array for Intelligent Manipulator. <i>IEEE Access</i> , 2020 , 8, 187848-187857	3.5	1

85	Deep learning for diplomatic video analysis. <i>Multimedia Tools and Applications</i> , 2020 , 79, 4811-4830	2.5	0
84	Cross-modal learning for material perception using deep extreme learning machine. <i>International Journal of Machine Learning and Cybernetics</i> , 2020 , 11, 813-823	3.8	1
83	Cross-Modal Zero-Shot-Learning for Tactile Object Recognition. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2020 , 50, 2466-2474	7.3	14
82	Barrier Lyapunov Functions-Based Adaptive Fault Tolerant Control for Flexible Hypersonic Flight Vehicles With Full State Constraints. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2020 , 50, 3391-3400	7.3	30
81	Weakly-paired deep dictionary learning for cross-modal retrieval. <i>Pattern Recognition Letters</i> , 2020 , 130, 199-206	4.7	6
80	Audiovisual cross-modal material surface retrieval. <i>Neural Computing and Applications</i> , 2020 , 32, 14301-14309		0
79	Lifelong Learning for Heterogeneous Multi-Modal Tasks 2019 ,		5
78	Sound-Indicated Visual Object Detection for Robotic Exploration 2019 ,		2
77	Guest Editorial Special Issue on Active Perception for Industrial Intelligence. <i>IEEE Transactions on Automation Science and Engineering</i> , 2019 , 16, 1498-1499	4.9	
76	Cross-Modal Surface Material Retrieval Using Discriminant Adversarial Learning. <i>IEEE Transactions on Industrial Informatics</i> , 2019 , 15, 4978-4987	11.9	15
75	Feature Pyramid Reconfiguration with Consistent Loss for Object Detection. <i>IEEE Transactions on Image Processing</i> , 2019 ,	8.7	23
74	Guest Editorial Special Issue on Bioinspired Embodiment for Intelligent Sensing and Dexterity in Fine Manipulation. <i>IEEE Transactions on Industrial Informatics</i> , 2019 , 15, 1141-1143	11.9	2
73	Bio-Inspired Magnetostrictive Tactile Sensor for Surface Material Recognition. <i>IEEE Transactions on Magnetics</i> , 2019 , 55, 1-7	2	9
72	Lifelong Learning for Scene Recognition in Remote Sensing Images. <i>IEEE Geoscience and Remote Sensing Letters</i> , 2019 , 16, 1472-1476	4.1	30
71	A glove-based system for object recognition via visual-tactile fusion. <i>Science China Information Sciences</i> , 2019 , 62, 1	3.4	5
70	Local receptive field based extreme learning machine with three channels for histopathological image classification. <i>International Journal of Machine Learning and Cybernetics</i> , 2019 , 10, 1437-1447	3.8	6
69	Interactive video summarization with human intentions. <i>Multimedia Tools and Applications</i> , 2019 , 78, 1737-1755	2.5	1
68	Active Affordance Exploration for Robot Grasping. <i>Lecture Notes in Computer Science</i> , 2019 , 426-438	0.9	6

67	Lifelong learning for tactile emotion recognition. <i>Interaction Studies</i> , 2019 , 20, 25-41	1.3	2
66	Online weakly paired similarity learning for surface material retrieval. <i>Industrial Robot</i> , 2019 , 46, 396-403	1.4	1
65	An end-to-end learning method for industrial defect detection. <i>Assembly Automation</i> , 2019 , 40, 31-39	2.1	8
64	Learning cross-modal visual-tactile representation using ensembled generative adversarial networks. <i>Cognitive Computation and Systems</i> , 2019 , 1, 40-44	1.2	7
63	Deep Reinforcement Learning for Robotic Pushing and Picking in Cluttered Environment 2019 ,		15
62	Open-Environment Robotic Acoustic Perception for Object Recognition. <i>Frontiers in Neurorobotics</i> , 2019 , 13, 96	3.4	3
61	Surface Material Retrieval Using Weakly Paired Cross-Modal Learning. <i>IEEE Transactions on Automation Science and Engineering</i> , 2019 , 16, 781-791	4.9	16
60	Active Object Detection With Multistep Action Prediction Using Deep Q-Network. <i>IEEE Transactions on Industrial Informatics</i> , 2019 , 15, 3723-3731	11.9	23
59	Near-Nash Equilibrium Control Strategy for Discrete-Time Nonlinear Systems With Round-Robin Protocol. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2019 , 30, 2478-2492	10.3	8
58	Nonlinear sampled-data ESO-based active disturbance rejection control for networked control systems with actuator saturation. <i>Nonlinear Dynamics</i> , 2019 , 95, 1415-1434	5	9
57	Near-Optimal Control for Time-Varying Linear Discrete Systems With Additive Nonlinearities and Random Gains. <i>IEEE Transactions on Automatic Control</i> , 2019 , 64, 2968-2975	5.9	3
56	Robotic Material Perception Using Active Multimodal Fusion. <i>IEEE Transactions on Industrial Electronics</i> , 2019 , 66, 9878-9886	8.9	22
55	Design and Output Characteristics of Magnetostrictive Tactile Sensor for Detecting Force and Stiffness of Manipulated Objects. <i>IEEE Transactions on Industrial Informatics</i> , 2019 , 15, 1219-1225	11.9	17
54	Haptic recognition using hierarchical extreme learning machine with local-receptive-field. <i>International Journal of Machine Learning and Cybernetics</i> , 2019 , 10, 541-547	3.8	6
53	Kernel Regularized Nonlinear Dictionary Learning for Sparse Coding. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2019 , 49, 766-775	7.3	16
52	Active Visual-Tactile Cross-Modal Matching. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2019 , 11, 176-187	3	9
51	Extreme Trust Region Policy Optimization for Active Object Recognition. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2018 , 29, 2253-2258	10.3	17
50	Structural design and output characteristic analysis of magnetostrictive tactile sensor for robotic applications. <i>AIP Advances</i> , 2018 , 8, 056622	1.5	7

49	Tactile Object Recognition Using Supervised Dictionary Learning 2018 , 71-95		
48	Multimodal Measurements Fusion for Surface Material Categorization. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2018 , 67, 246-256	5.2	35
47	Multi-modal local receptive field extreme learning machine for object recognition. <i>Neurocomputing</i> , 2018 , 277, 4-11	5.4	27
46	Visual-Tactile Cross-Modal Matching Using Common Dictionary Learning 2018 , 183-202		
45	Weakly paired multimodal fusion using multilayer extreme learning machine. <i>Soft Computing</i> , 2018 , 22, 3533-3544	3.5	8
44	Material Identification Using Tactile Perception: A Semantics-Regularized Dictionary Learning Method. <i>IEEE/ASME Transactions on Mechatronics</i> , 2018 , 23, 1050-1058	5.5	20
43	Robotic Tactile Perception and Understanding 2018 ,		4
42	Active object recognition using hierarchical local-receptive-field-based extreme learning machine. <i>Memetic Computing</i> , 2018 , 10, 233-241	3.4	18
41	Weakly Paired Multimodal Fusion for Object Recognition. <i>IEEE Transactions on Automation Science and Engineering</i> , 2018 , 15, 784-795	4.9	50
40	Surface Material Recognition Using Active Multi-modal Extreme Learning Machine. <i>Cognitive Computation</i> , 2018 , 10, 937-950	4.4	6
39	Representation of Tactile and Visual Modalities 2018 , 33-44		
38	Tactile Adjective Understanding Using Structured Output-Associated Dictionary Learning 2018 , 97-116		
37	Tactile Material Identification Using Semantics-Regularized Dictionary Learning 2018 , 117-132		
36	Tactile Object Recognition Using Joint Sparse Coding 2018 , 47-69		
35	Deep Feature Pyramid Reconfiguration for Object Detection. <i>Lecture Notes in Computer Science</i> , 2018 , 172-188	0.9	69
34	Wood material recognition for industrial applications. <i>Systems Science and Control Engineering</i> , 2018 , 6, 346-358	2	1
33	A Dual-Modal Vision-Based Tactile Sensor for Robotic Hand Grasping 2018 ,		19
32	Active Object Detection Using Double DQN and Prioritized Experience Replay 2018 ,		3

31	Visual-Tactile Fusion Object Recognition Using Joint Sparse Coding 2018 , 135-158		0
30	Visual-Tactile Fusion Material Identification Using Dictionary Learning 2018 , 159-182		2
29	Remote sensing image classification using extreme learning machine-guided collaborative coding. <i>Multidimensional Systems and Signal Processing</i> , 2017 , 28, 835-850	1.8	
28	Visual-Tactile Fusion for Object Recognition. <i>IEEE Transactions on Automation Science and Engineering</i> , 2017 , 14, 996-1008	4.9	14 ⁰
27	Robotic grasping recognition using multi-modal deep extreme learning machine. <i>Multidimensional Systems and Signal Processing</i> , 2017 , 28, 817-833	1.8	21
26	Denosing deep extreme learning machine for sparse representation. <i>Memetic Computing</i> , 2017 , 9, 199-212	3.2	13
25	Structured Output-Associated Dictionary Learning for Haptic Understanding. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2017 , 47, 1564-1574	7.3	4 ⁰
24	Autonomous exploration for mobile robot using Q-learning 2017 ,		6
23	Robotic teleoperation systems using a wearable multimodal fusion device. <i>International Journal of Advanced Robotic Systems</i> , 2017 , 14, 172988141771705	1.4	12
22	Robotic Room-Level Localization Using Multiple Sets of Sonar Measurements. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2017 , 66, 2-13	5.2	5 ⁸
21	Extreme Kernel Sparse Learning for Tactile Object Recognition. <i>IEEE Transactions on Cybernetics</i> , 2017 , 47, 4509-4520	10.2	64
20	Seeing by touching: Cross-modal matching for tactile and vision measurements 2017 ,		3
19	Recent progress on tactile object recognition. <i>International Journal of Advanced Robotic Systems</i> , 2017 , 14, 172988141771705	1.4	24
18	Room categorization using local receptive fields-based extreme learning machine 2017 ,		1
17	RON: Reverse Connection with Objectness Prior Networks for Object Detection 2017 ,		21 ⁰
16	A deep Q network for robotic planning from image 2017 ,		1
15	Extreme learning machine for time sequence classification. <i>Neurocomputing</i> , 2016 , 174, 322-330	5.4	12
14	Dynamic texture video classification using extreme learning machine. <i>Neurocomputing</i> , 2016 , 174, 278-285	5.1	12

13	Video key-frame extraction for smart phones. <i>Multimedia Tools and Applications</i> , 2016 , 75, 2031-2049	2.5	4
12	Object Recognition Using Tactile Measurements: Kernel Sparse Coding Methods. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2016 , 65, 656-665	5.2	142
11	Discriminative sparse subspace learning and its application to unsupervised feature selection. <i>ISA Transactions</i> , 2016 , 61, 104-118	5.5	12
10	Discovery of Topical Objects from Video: A Structured Dictionary Learning Approach. <i>Cognitive Computation</i> , 2016 , 8, 519-528	4.4	6
9	Scene-Level Geographic Image Classification Based on a Covariance Descriptor Using Supervised Collaborative Kernel Coding. <i>Sensors</i> , 2016 , 16,	3.8	4
8	Multi-Modal Local Receptive Field Extreme Learning Machine for object recognition 2016 ,		5
7	RGB-D action recognition using linear coding. <i>Neurocomputing</i> , 2015 , 149, 79-85	5.4	15
6	. <i>IEEE Transactions on Industrial Informatics</i> , 2014 , 10, 1736-1745	11.9	22
5	Linear dynamic system method for tactile object classification. <i>Science China Information Sciences</i> , 2014 , 57, 1-11	3.4	6
4	Multitask Extreme Learning Machine for Visual Tracking. <i>Cognitive Computation</i> , 2014 , 6, 391-404	4.4	13
3	Fusion tracking in color and infrared images using joint sparse representation. <i>Science China Information Sciences</i> , 2012 , 55, 590-599	3.4	54
2	Towards Embodied Scene Description		4
1	Embodied scene description. <i>Autonomous Robots</i> ,1	3	0