Yan Zhang

List of Publications by Year
in descending order

21 papers	281 citations	1651377 6 h-index	1336881 12 g-index
22 all docs	22 docs citations	22 times ranked	190 citing authors

#	Article	IF	Citations
1	Improved Sensor Based Human Activity Recognition via Hybrid Convolutional and Recurrent Neural Networks. , 2021, , .		16
2	Game theoretic approach to shadowed sets: A three-way tradeoff perspective. Information Sciences, 2020, 507, 540-552.	4.0	70
3	Demo Abstract: Building a Smart Parking System on College Campus. , 2020, , .		5
4	Feature Extraction with TF-IDF and Game-Theoretic Shadowed Sets. Communications in Computer and Information Science, 2020, , 722-733.	0.4	12
5	Satirical News Detection with Semantic Feature Extraction and Game-Theoretic Rough Sets. Lecture Notes in Computer Science, 2020, , 123-135.	1.0	3
6	Three-way Email Spam Filtering with Game-theoretic Rough Sets. , 2019, , .		10
7	Determining Strategies in Game-Theoretic Shadowed Sets. Communications in Computer and Information Science, 2018, , 736-747.	0.4	1
8	Evaluation functions and decision conditions of three-way decisions with game-theoretic rough sets. European Journal of Operational Research, 2017, 261, 704-714.	3.5	52
9	Gini objective functions for three-way classifications. International Journal of Approximate Reasoning, 2017, 81, 103-114.	1.9	57
10	Granular Computing with Compatibility Based Intuitionistic Fuzzy Rough Sets. , 2017, , .		1
11	Multi-criteria Based Three-Way Classifications with Game-Theoretic Rough Sets. Lecture Notes in Computer Science, 2017, , 550-559.	1.0	7
12	Fractal Analysis Approaches to Granular Computing. Lecture Notes in Computer Science, 2017, , 215-222.	1.0	5
13	Determining Three-Way Decision Regions by Combining Gini Objective Functions and GTRS. Lecture Notes in Computer Science, 2015, , 414-425.	1.0	5
14	Generalized Rough Sets. , 2015, , 413-424.		10
15	Determining Three-Way Decision Regions with Gini Coefficients. Lecture Notes in Computer Science, 2014, , 160-171.	1.0	3
16	Optimizing Gini coefficient of probabilistic rough set regions using Game-Theoretic Rough Sets. , 2013, , .		10
17	A Scientometrics Study of Rough Sets in Three Decades. Lecture Notes in Computer Science, 2013, , 28-40.	1.0	8
18	Rule Measures Tradeoff Using Game-Theoretic Rough Sets. Lecture Notes in Computer Science, 2012, , 348-359.	1.0	6

#	Article	IF	Citations
19	The Design and Implementation of OGSA-DAI-DM. Communications in Computer and Information Science, 2011, , 173-179.	0.4	0
20	WS-DAI-DM: An Interface Specification for Data Mining in Grid Environments. Journal of Software, 2011, 6, .	0.6	0
21	Decomposing Data Mining by a Process-Oriented Execution Plan. Lecture Notes in Computer Science, 2010, , 97-106.	1.0	0