

Lin-Qin Cai

List of Publications by Year in descending order

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Version: 2024-02-01

25
papers

270
citations

1040056

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1058476

14
g-index

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all docs

25
docs citations

25
times ranked

244
citing authors

#	ARTICLE	IF	CITATIONS
1	Mask R-CNN-Based Detection and Segmentation for Pulmonary Nodule 3D Visualization Diagnosis. IEEE Access, 2020, 8, 44400-44409.	4.2	67
2	A Stacked BiLSTM Neural Network Based on Coattention Mechanism for Question Answering. Computational Intelligence and Neuroscience, 2019, 2019, 1-12.	1.7	40
3	Audio-Textual Emotion Recognition Based on Improved Neural Networks. Mathematical Problems in Engineering, 2019, 2019, 1-9.	1.1	30
4	Intelligent Question Answering in Restricted Domains Using Deep Learning and Question Pair Matching. IEEE Access, 2020, 8, 32922-32934.	4.2	24
5	Human behaviors modeling in multi-agent virtual environment. Multimedia Tools and Applications, 2017, 76, 5851-5871.	3.9	14
6	Micro-expression recognition using 3D DenseNet fused Squeeze-and-Excitation Networks. Applied Soft Computing Journal, 2022, 119, 108594.	7.2	14
7	Human action recognition using Lie Group features and convolutional neural networks. Nonlinear Dynamics, 2020, 99, 3253-3263.	5.2	13
8	Human Action Recognition Using Improved Sparse Gaussian Process Latent Variable Model and Hidden Conditional Random Filed. IEEE Access, 2018, 6, 20047-20057.	4.2	11
9	Robust human action recognition based on depth motion maps and improved convolutional neural network. Journal of Electronic Imaging, 2018, 27, 1.	0.9	11
10	Orange tree simulation under heterogeneous environment using agent-based model ORASIM. Simulation Modelling Practice and Theory, 2012, 23, 19-35.	3.8	8
11	Modelling and Simulating of Risk Behaviours in Virtual Environments Based on Multi-Agent and Fuzzy Logic. International Journal of Advanced Robotic Systems, 2013, 10, 387.	2.1	8
12	Robust Hand Gesture Recognition Based on RGB-D Data for Natural Human-Computer Interaction. IEEE Access, 2022, 10, 54549-54562.	4.2	8
13	PID Controller Based Adaptive GA and Neural Networks. , 2006, , .		6
14	Robust facial expression recognition using RGB-D images and multichannel features. Multimedia Tools and Applications, 2019, 78, 28591-28607.	3.9	5
15	Multi-agent based intelligent virtual training system. , 2008, , .		2
16	Modeling risk behaviors in virtual environment based on Multi-agent. , 2010, , .		2
17	An approach of Sustained data acquisition for active RFID systems with low power consumption. , 2010, , .		2
18	ATT: Attention-based Timbre Transfer. , 2020, , .		2

#	ARTICLE	IF	CITATIONS
19	Wavelet SVM ensemble for pattern classification with quantum-inspired evolutionary algorithm. , 2008, , .		1
20	Modeling Mine Virtual Environment Based on Multi-agent. , 2009, , .		1
21	Switching Fuzzy Guaranteed Cost Control for Nonlinear Networked Control Systems. Mathematical Problems in Engineering, 2014, 2014, 1-12.	1.1	1
22	Bayesian Decision-Theoretic Causation Analysis for Gas Explosion. , 2006, , .		0
23	Modeling autonomous virtual agent in virtual environment for risk behavior. , 2010, , .		0
24	A Biologically Inspired Strategy for Self-Organized Routing in Wireless Sensor Networks. Journal of Computational and Theoretical Nanoscience, 2015, 12, 6006-6010.	0.4	0
25	Modeling and simulation of virtual learning environment for automatic control principle. Multimedia Tools and Applications, 0, , .	3.9	0