Ming Zhang

List of Publications by Year
in descending order

		758635	839053
48 papers	704 citations	12 h-index	18 g-index
48 all docs	48 docs citations	48 times ranked	525 citing authors

#	Article	IF	Citations
1	Silicon/2D-material photodetectors: from near-infrared to mid-infrared. Light: Science and Applications, 2021, 10, 123.	7.7	177
2	A programmable qudit-based quantum processor. Nature Communications, 2022, 13, 1166.	5.8	93
3	On-chip single-mode CdS nanowire laser. Light: Science and Applications, 2020, 9, 42.	7.7	45
4	Generation of multiphoton quantum states on silicon. Light: Science and Applications, 2019, 8, 41.	7.7	41
5	A Depth Extraction Method Based on Motion and Geometry for 2D to 3D Conversion. , 2009, , .		36
6	Four-Channel CWDM (de)Multiplexers Using Cascaded Multimode Waveguide Gratings. IEEE Photonics Technology Letters, 2020, 32, 192-195.	1.3	33
7	Full-Image Guided Filtering for Fast Stereo Matching. IEEE Signal Processing Letters, 2013, 20, 237-240.	2.1	29
8	Design Rule of Mach-Zehnder Interferometer Sensors for Ultra-High Sensitivity. Sensors, 2020, 20, 2640.	2.1	28
9	Supercompact Photonic Quantum Logic Gate on a Silicon Chip. Physical Review Letters, 2021, 126, 130501.	2.9	25
10	Silent Speech Decoding Using Spectrogram Features Based on Neuromuscular Activities. Brain Sciences, 2020, 10, 442.	1.1	24
11	Asymmetric bidirectional view synthesis for free viewpoint and three-dimensional video. IEEE Transactions on Consumer Electronics, 2009, 55, 2349-2355.	3.0	23
12	Hybrid silicon photonic devices with two-dimensional materials. Nanophotonics, 2020, 9, 2295-2314.	2.9	20
13	Inductive conformal prediction for silent speech recognition. Journal of Neural Engineering, 2020, 17, 066019.	1.8	14
14	Speech neuromuscular decoding based on spectrogram images using conformal predictors with Bi-LSTM. Neurocomputing, 2021, 451, 25-34.	3.5	13
15	An automatic 2D to 3D conversion algorithm using multi-depth cues. , 2012, , .		12
16	Fast stereo matching algorithm based on adaptive window. , 2010, , .		8
17	GPU Based Implementation of 3DTV System. , 2011, , .		8
18	Hierarchical Joint Bilateral Filtering for Depth Post-Processing. , 2011, , .		8

#	Article	IF	Citations
19	Fast SIFT algorithm based on Sobel edge detector. , 2012, , .		6
20	Accurate real-time stereo correspondence using intra- and inter-scanline optimization. Journal of Zhejiang University: Science C, 2012, 13, 472-482.	0.7	6
21	Real-time performance-driven facial animation with 3ds Max and Kinect. , 2013, , .		6
22	Attention Bidirectional LSTM Networks Based Mime Speech Recognition Using sEMG Data. , 2020, , .		6
23	A pipelined hardware architecture of deblocking filter in H.264/AVC. , 2008, , .		5
24	Feature selection of mime speech recognition using surface electromyography data. , 2019, , .		5
25	Silent Speech Recognition Based on Surface Electromyography. , 2019, , .		5
26	High quality depth maps from stereo matching and ToF camera. , 2011, , .		4
27	A real-time multi-view interlacing architecture for auto-stereoscopic 3DTV display based on FPGA. , 2012, , .		3
28	Qualitative Recognition of Primary Taste Sensation Based on Surface Electromyography. Sensors, 2021, 21, 4994.	2.1	3
29	Sequence-to-Sequence Voice Reconstruction for Silent Speech in a Tonal Language. Brain Sciences, 2022, 12, 818.	1.1	3
30	Multi-camera Calibration Based on Iterative Factorization of Measurement Matrix. , 2009, , .		2
31	Real-time 3DTV system for autostereoscopic displays. , 2012, , .		2
32	K-nearest neighborhood based integration of time-of-flight cameras and passive stereo for high-accuracy depth maps. Journal of Zhejiang University: Science C, 2014, 15, 174-186.	0.7	2
33	Depth map Super-Resolution based on joint dictionary learning. Multimedia Tools and Applications, 2015, 74, 467-477.	2.6	2
34	A Novel Component-based Hardware-Software Co-simulation System Based on OR1200. , 2007, , .		1
35	MRF-Based Stereo Correspondence and Virtual View Interpolation. , 2009, , .		1
36	Real time stereo rendering for augmented reality on 3DTV system. , 2012, , .		1

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37	Multiview virtual image synthesis for auto-stereoscopic display based on two views. , 2012, , .		1
38	Hybrid stereo matching by dynamic programming with enhanced cost entry for real-time depth generation. , 2012, , .		1
39	A novel guided image filter using orthogonal geodesic distance weight. , 2013, , .		1
40	A Practical Method to Measure Parameters of Lenticular-Lens Sheet for 3DLCD. , 2013, , .		1
41	Updating strategy based architecture for reference picture management in H.264/AVC. , 2007, , .		0
42	A parallel serial filtering mixed advanced ID interpolation architecture for AVS. , 2007, , .		0
43	Optimizing inter-view prediction structures for multi-view video coding using simulated annealing. Journal of Zhejiang University: Science C, 2011, 12, 155-162.	0.7	0
44	A novel 2D-to-3D conversion method based on blocks world. , 2012, , .		0
45	A Two-Layer Descriptor and Two-Step Matching for Stereoscopic Images. , 2013, , .		0
46	A touchable virtual screen interaction system with handheld Kinect camera. , 2013, , .		0
47	Dynamic scenes reconstruction based on foreground and background splitting. , 2013, , .		0
48	Silent Speech Recognition based on sEMG and EEG Signals. , 2021, , .		0