

# Ming Zhang

## List of Publications by Year in descending order

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48  
papers

704  
citations

758635

12  
h-index

839053

18  
g-index

48  
all docs

48  
docs citations

48  
times ranked

525  
citing authors

#	ARTICLE	IF	CITATIONS
1	A programmable qudit-based quantum processor. Nature Communications, 2022, 13, 1166.	5.8	93
2	Sequence-to-Sequence Voice Reconstruction for Silent Speech in a Tonal Language. Brain Sciences, 2022, 12, 818.	1.1	3
3	Supercompact Photonic Quantum Logic Gate on a Silicon Chip. Physical Review Letters, 2021, 126, 130501.	2.9	25
4	Silicon/2D-material photodetectors: from near-infrared to mid-infrared. Light: Science and Applications, 2021, 10, 123.	7.7	177
5	Qualitative Recognition of Primary Taste Sensation Based on Surface Electromyography. Sensors, 2021, 21, 4994.	2.1	3
6	Speech neuromuscular decoding based on spectrogram images using conformal predictors with Bi-LSTM. Neurocomputing, 2021, 451, 25-34.	3.5	13
7	Silent Speech Recognition based on sEMG and EEG Signals. , 2021, , .		0
8	Silent Speech Decoding Using Spectrogram Features Based on Neuromuscular Activities. Brain Sciences, 2020, 10, 442.	1.1	24
9	Design Rule of Mach-Zehnder Interferometer Sensors for Ultra-High Sensitivity. Sensors, 2020, 20, 2640.	2.1	28
10	On-chip single-mode CdS nanowire laser. Light: Science and Applications, 2020, 9, 42.	7.7	45
11	Inductive conformal prediction for silent speech recognition. Journal of Neural Engineering, 2020, 17, 066019.	1.8	14
12	Four-Channel CWDM (de)Multiplexers Using Cascaded Multimode Waveguide Gratings. IEEE Photonics Technology Letters, 2020, 32, 192-195.	1.3	33
13	Hybrid silicon photonic devices with two-dimensional materials. Nanophotonics, 2020, 9, 2295-2314.	2.9	20
14	Attention Bidirectional LSTM Networks Based Mime Speech Recognition Using sEMG Data. , 2020, , .		6
15	Generation of multiphoton quantum states on silicon. Light: Science and Applications, 2019, 8, 41.	7.7	41
16	Feature selection of mime speech recognition using surface electromyography data. , 2019, , .		5
17	Silent Speech Recognition Based on Surface Electromyography. , 2019, , .		5
18	Depth map Super-Resolution based on joint dictionary learning. Multimedia Tools and Applications, 2015, 74, 467-477.	2.6	2

#	ARTICLE	IF	CITATIONS
19	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
20	Full-Image Guided Filtering for Fast Stereo Matching. IEEE Signal Processing Letters, 2013, 20, 237-240.	2.1	29
21	Real-time performance-driven facial animation with 3ds Max and Kinect. , 2013, , .		6
22	A novel guided image filter using orthogonal geodesic distance weight. , 2013, , .		1
23	A Practical Method to Measure Parameters of Lenticular-Lens Sheet for 3DLCD. , 2013, , .		1
24	A Two-Layer Descriptor and Two-Step Matching for Stereoscopic Images. , 2013, , .		0
25	A touchable virtual screen interaction system with handheld Kinect camera. , 2013, , .		0
26	Dynamic scenes reconstruction based on foreground and background splitting. , 2013, , .		0
27	Real time stereo rendering for augmented reality on 3DTV system. , 2012, , .		1
28	Multiview virtual image synthesis for auto-stereoscopic display based on two views. , 2012, , .		1
29	A real-time multi-view interlacing architecture for auto-stereoscopic 3DTV display based on FPGA. , 2012, , .		3
30	An automatic 2D to 3D conversion algorithm using multi-depth cues. , 2012, , .		12
31	A novel 2D-to-3D conversion method based on blocks world. , 2012, , .		0
32	Fast SIFT algorithm based on Sobel edge detector. , 2012, , .		6
33	Real-time 3DTV system for autostereoscopic displays. , 2012, , .		2
34	Hybrid stereo matching by dynamic programming with enhanced cost entry for real-time depth generation. , 2012, , .		1
35	Accurate real-time stereo correspondence using intra- and inter-scanline optimization. Journal of Zhejiang University: Science C, 2012, 13, 472-482.	0.7	6
36	GPU Based Implementation of 3DTV System. , 2011, , .		8

#	ARTICLE	IF	CITATIONS
37	Hierarchical Joint Bilateral Filtering for Depth Post-Processing. , 2011, , .		8
38	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
39	High quality depth maps from stereo matching and ToF camera. , 2011, , .		4
40	Fast stereo matching algorithm based on adaptive window. , 2010, , .		8
41	Multi-camera Calibration Based on Iterative Factorization of Measurement Matrix. , 2009, , .		2
42	MRF-Based Stereo Correspondence and Virtual View Interpolation. , 2009, , .		1
43	A Depth Extraction Method Based on Motion and Geometry for 2D to 3D Conversion. , 2009, , .		36
44	Asymmetric bidirectional view synthesis for free viewpoint and three-dimensional video. IEEE Transactions on Consumer Electronics, 2009, 55, 2349-2355.	3.0	23
45	A pipelined hardware architecture of deblocking filter in H.264/AVC. , 2008, , .		5
46	A Novel Component-based Hardware-Software Co-simulation System Based on OR1200. , 2007, , .		1
47	Updating strategy based architecture for reference picture management in H.264/AVC. , 2007, , .		0
48	A parallel serial filtering mixed advanced ID interpolation architecture for AVS. , 2007, , .		0