# Boyang Li

List of Publications by Year
in descending order

| 29 papers | 362 citations | 1478505<br>6 h-index | 1281871<br>11 g-index |
|---|---|---|---|
| 29 all docs | 29 docs citations | 29 times ranked | 321 citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | Heterogeneous Knowledge Transfer in Video Emotion Recognition, Attribution and Summarization. IEEE Transactions on Affective Computing, 2018, 9, 255-270. | 8.3 | 59 |
| 2 | Video Emotion Recognition with Transferred Deep Feature Encodings. , 2016, , . | | 42 |
| 3 | Creating an Immersive Game World with Evolutionary Fuzzy Cognitive Maps. IEEE Computer Graphics and Applications, 2010, 30, 58-70. | 1.2 | 26 |
| 4 | A Multi-Task Neural Approach for Emotion Attribution, Classification, and Summarization. IEEE Transactions on Multimedia, 2020, 22, 148-159. | 7.2 | 26 |
| 5 | Collaborative Storytelling between Robot and Child. , 2017, , . | | 24 |
| 6 | Predicting Personality from Book Preferences with User-Generated Content Labels. IEEE Transactions on Affective Computing, 2020, 11, 482-492. | 8.3 | 18 |
| 7 | Game Engine Learning from Video. , 2017, , . | | 18 |
| 8 | Semi-situated learning of verbal and nonverbal content for repeated human-robot interaction. , 2016, , . | | 16 |
| 9 | Joint Event Detection and Description in Continuous Video Streams. , 2019, , . | | 16 |
| 10 | Noise-resistant Deep Metric Learning with Ranking-based Instance Selection. , 2021, , . | | 15 |
| 11 | Semi-Supervised Federated Heterogeneous Transfer Learning. Knowledge-Based Systems, 2022, 252, 109384. | 7.1 | 15 |
| 12 | An Empirical Study on the Relation Between Network Interpretability and Adversarial Robustness. SN Computer Science, 2021, 2, 1. | 3.6 | 12 |
| 13 | A Neural Multi-sequence Alignment TeCHnique (NeuMATCH). , 2018, , . | | 11 |
| 14 | Distributed creative cognition in digital filmmaking. , 2011, , . | | 9 |
| 15 | Multiplicative Representations for Unsupervised Semantic Role Induction. , 2016, , . | | 9 |
| 16 | The national weather sensor grid. , 2007, , . | | 7 |
| 17 | Joint Event Detection and Description in Continuous Video Streams. , 2019, , . | | 7 |
| 18 | Creating Customized Game Experiences by Leveraging Human Creative Effort: A Planning Approach. Lecture Notes in Computer Science, 2011, , 99-116. | 1.3 | 5 |

| # | Article | IF | Citations |
|---|---------|----|-----------|
| 19 | Federated Learning for Personalized Humor Recognition. ACM Transactions on Intelligent Systems and Technology, 2022, 13, 1-18. | 4.5 | 5 |
| 20 | Learning and Reusing Dialog for Repeated Interactions with a Situated Social Agent. Lecture Notes in Computer Science, 2017, , 192-204. | 1.3 | 4 |
| 21 | Storytelling with Adjustable Narrator Styles and Sentiments. Lecture Notes in Computer Science, 2014, , 1-12. | 1.3 | 4 |
| 22 | Predicting the Quality of Short Narratives from Social Media. , 2017, , . | | 4 |
| 23 | Memetic Gradient Search. , 2008, , . | | 3 |
| 24 | An Evolutionary Framework for Multi-agent Organizations. , 2015, , . | | 3 |
| 25 | Understanding Actors and Evaluating Personae with Gaussian Embeddings. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 6570-6577. | 4.9 | 3 |
| 26 | Creative gadget design in fictions. , 2011, , . | | 1 |
| 27 | The AIIDE 2015 Workshop Program. AI Magazine, 2016, 37, 91-94. | 1.6 | 0 |
| 28 | Data-efficient Alignment of Multimodal Sequences by Aligning Gradient Updates and Internal Feature Distributions. , 2021, , . | | 0 |
| 29 | From Data to Storytelling Agents. Lecture Notes in Computer Science, 2014, , 275-278. | 1.3 | 0 |