Boyang Li

List of Publications by Year
in descending order

29	362	1478505	1281871
papers	citations	6	11
		h-index	g-index

29	29	29	321
all docs	docs citations	times ranked	citing authors

#	ARTICLE	IF	CITATIONS
1	Federated Learning for Personalized Humor Recognition. ACM Transactions on Intelligent Systems and Technology, 2022, 13, 1-18.	4.5	5
2	Semi-Supervised Federated Heterogeneous Transfer Learning. Knowledge-Based Systems, 2022, 252, 109384.	7.1	15
3	An Empirical Study on the Relation Between Network Interpretability and Adversarial Robustness. SN Computer Science, 2021, 2, 1.	3.6	12
4	Data-efficient Alignment of Multimodal Sequences by Aligning Gradient Updates and Internal Feature Distributions. , 2021, , .		0
5	Noise-resistant Deep Metric Learning with Ranking-based Instance Selection. , 2021, , .		15
6	Predicting Personality from Book Preferences with User-Generated Content Labels. IEEE Transactions on Affective Computing, 2020, 11, 482-492.	8.3	18
7	A Multi-Task Neural Approach for Emotion Attribution, Classification, and Summarization. IEEE Transactions on Multimedia, 2020, 22, 148-159.	7.2	26
8	Understanding Actors and Evaluating Personae with Gaussian Embeddings. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 6570-6577.	4.9	3
9	Joint Event Detection and Description in Continuous Video Streams. , 2019, , .		16
10	Joint Event Detection and Description in Continuous Video Streams. , 2019, , .		7
11	Heterogeneous Knowledge Transfer in Video Emotion Recognition, Attribution and Summarization. IEEE Transactions on Affective Computing, 2018, 9, 255-270.	8.3	59
12	A Neural Multi-sequence Alignment TeCHnique (NeuMATCH). , 2018, , .		11
13	Learning and Reusing Dialog for Repeated Interactions with a Situated Social Agent. Lecture Notes in Computer Science, 2017, , 192-204.	1.3	4
14	Collaborative Storytelling between Robot and Child. , 2017, , .		24
15	Game Engine Learning from Video. , 2017, , .		18
16	Predicting the Quality of Short Narratives from Social Media. , 2017, , .		4
17	The AIIDE 2015 Workshop Program. AI Magazine, 2016, 37, 91-94.	1.6	0
18	Semi-situated learning of verbal and nonverbal content for repeated human-robot interaction. , 2016, , .		16

#	Article	IF	Citations
19	Video Emotion Recognition with Transferred Deep Feature Encodings. , 2016, , .		42
20	Multiplicative Representations for Unsupervised Semantic Role Induction. , 2016, , .		9
21	An Evolutionary Framework for Multi-agent Organizations. , 2015, , .		3
22	Storytelling with Adjustable Narrator Styles and Sentiments. Lecture Notes in Computer Science, 2014, , 1-12.	1.3	4
23	From Data to Storytelling Agents. Lecture Notes in Computer Science, 2014, , 275-278.	1.3	0
24	Creative gadget design in fictions. , 2011, , .		1
25	Distributed creative cognition in digital filmmaking. , 2011, , .		9
26	Creating Customized Game Experiences by Leveraging Human Creative Effort: A Planning Approach. Lecture Notes in Computer Science, 2011, , 99-116.	1.3	5
27	Creating an Immersive Game World with Evolutionary Fuzzy Cognitive Maps. IEEE Computer Graphics and Applications, 2010, 30, 58-70.	1.2	26
28	Memetic Gradient Search. , 2008, , .		3
29	The national weather sensor grid. , 2007, , .		7