

# Gang Liu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5477368/publications.pdf>

Version: 2024-02-01

17  
papers

341  
citations

2682572

2  
h-index

2917675

2  
g-index

17  
all docs

17  
docs citations

17  
times ranked

231  
citing authors

#	ARTICLE	IF	CITATIONS
1	Crowd++, 2013, , .		89
2	CRSS systems for 2012 NIST Speaker Recognition Evaluation. , 2013, , .		36
3	Uncertainty propagation in front end factor analysis for noise robust speaker recognition. , 2014, , .		34
4	An Investigation into Back-end Advancements for Speaker Recognition in Multi-Session and Noisy Enrollment Scenarios. IEEE/ACM Transactions on Audio Speech and Language Processing, 2014, 22, 1978-1992.	5.8	33
5	An investigation on back-end for speaker recognition in multi-session enrollment. , 2013, , .		31
6	Unsupervised accent classification for deep data fusion of accent and language information. Speech Communication, 2016, 78, 19-33.	2.8	25
7	Robust feature front-end for speaker identification. , 2012, , .		16
8	Joint information from nonlinear and linear features for spoofing detection: An i-vector/DNN based approach. , 2016, , .		14
9	An i-Vector PLDA based gender identification approach for severely distorted and multilingual DARPA RATS data. , 2015, , .		11
10	A fast speaker verification with universal background support data selection. , 2012, , .		10
11	Detecting sleepiness by fusing classifiers trained with novel acoustic features. , 0, , .		9
12	A novel feature extraction strategy for multi-stream robust emotion identification. , 0, , .		8
13	Weighted training for speech under Lombard Effect for speaker recognition. , 2015, , .		7
14	Automatic regularization of cross-entropy cost for speaker recognition fusion. , 0, , .		7
15	Acoustic feature transformation using UBM-based LDA for speaker recognition. , 0, , .		5
16	Utilization of unlabeled development data for speaker verification. , 2014, , .		3
17	Robust speech enhancement techniques for ASR in non-stationary noise and dynamic environments. , 0, , .		3