Henry Y K Lau

List of Publications by Year
in descending order

28 papers	390 citations	1162889 8 h-index	1199470 12 g-index
29 all docs	29 docs citations	29 times ranked	438 citing authors

#	Article	IF	Citations
1	Motion Planning Based on Learning From Demonstration for Multiple-Segment Flexible Soft Robots Actuated by Electroactive Polymers. IEEE Robotics and Automation Letters, 2016, 1, 391-398.	3.3	60
2	Data€driven methods towards learning the highly nonlinear inverse kinematics of tendon€driven surgical manipulators. International Journal of Medical Robotics and Computer Assisted Surgery, 2017, 13, e1774.	1.2	46
3	An AIS-based hybrid algorithm for static job shop scheduling problem. Journal of Intelligent Manufacturing, 2014, 25, 489-503.	4.4	42
4	User acceptance of virtual reality technology for practicing digital twin-based crisis management. International Journal of Computer Integrated Manufacturing, 2021, 34, 874-887.	2.9	40
5	Integrated scheduling of handling equipment at automated container terminals. Annals of Operations Research, 2008, 159, 373-394.	2.6	37
6	Towards transferring skills to flexible surgical robots with programming by demonstration and reinforcement learning. , 2016, , .		25
7	Jump detection in financial time series using machine learning algorithms. Soft Computing, 2020, 24, 1789-1801.	2.1	17
8	A parallel immune optimization algorithm for numeric function optimization. Evolutionary Intelligence, 2008, 1, 171-185.	2.3	16
9	Learning the inverse kinematics of tendon-driven soft manipulators with K-nearest Neighbors Regression and Gaussian Mixture Regression. , 2016, , .		15
10	Automate surgical tasks for a flexible Serpentine Manipulator via learning actuation space trajectory from demonstration. , 2016, , .		14
11	A low-cost lighthouse-based virtual reality head tracking system. , 2017, , .		14
12	Motion control of a bio-inspired wire-driven multi-backbone continuum minimally invasive surgical manipulator. , 2016, , .		12
13	A tangible user interface using spatial Augmented Reality. , 2010, , .		8
14	MagicPad: the projection based 3D user interface. International Journal on Interactive Design and Manufacturing, 2012, 6, 75-81.	1.3	8
15	A Modified Consensus-Building Methodology for Reaching a Group Decision Using Minimum Costs. IEEE Access, 2018, 6, 3509-3523.	2.6	8
16	Simulation-based optimization for material handling systems in manufacturing and distribution industries. Wireless Networks, 2020, 26, 4839-4860.	2.0	5
17	Effect of Height Perception on State Self-Esteem and Cognitive Performance in Virtual Reality. Lecture Notes in Computer Science, 2021, , 172-184.	1.0	5
18	A reinforcement motion planning strategy for redundant robot arms based on hierarchical clustering and k-nearest-neighbors. , 2015, , .		4

#	Article	IF	Citations
19	Inverse kinematics learning for redundant robot manipulators with blending of support vector regression machines. , 2016, , .		4
20	Programming human-like point-to-point approaching movement by demonstrations with Large-Scale Direct Monocular SLAM. , 2016, , .		2
21	A novel design of robotic air bridge training system. , 2016, , .		2
22	The identity-level angular triplet loss for cross-age face recognition. Applied Intelligence, 2022, 52, 6330-6339.	3.3	2
23	Transferring autonomous reaching and targeting behaviors for cable-driven robots in minimally invasive surgery. , 2016, , .		1
24	Learning adaptive reaching skills with nonlinear dynamical systems directly from human demonstrations. , 2016, , .		1
25	Automate robot reaching task with learning from demonstration. , 2017, , .		1
26	Human Factors Related to Cybersickness Tolerance in Virtual Environment. , 2022, , .		1
27	Object tracking with an AIS-inspired algorithm. , 2009, , .		0
28	An optimization framework of dendritic cells. , 2015, , .		0