

Junsong Yuan

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144
papers

5,005
citations

35
h-index

67
g-index

161
ext. papers

6,590
ext. citations

5.5
avg, IF

6.47
L-index

#	Paper	IF	Citations
144	. <i>IEEE Transactions on Multimedia</i> , 2013 , 15, 1110-1120	6.6	445
143	Sparse reconstruction cost for abnormal event detection 2011 ,		408
142	Learning Actionlet Ensemble for 3D Human Action Recognition. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2014 , 36, 914-27	13.3	282
141	. <i>IEEE Transactions on Multimedia</i> , 2012 , 14, 66-75	6.6	193
140	Robust hand gesture recognition based on finger-earth movement distance with a commodity depth camera 2011 ,		193
139	Location Discriminative Vocabulary Coding for Mobile Landmark Search. <i>International Journal of Computer Vision</i> , 2012 , 96, 290-314	10.6	147
138	Robust 3D Hand Pose Estimation in Single Depth Images: From Single-View CNN to Multi-View CNNs 2016 ,		136
137	3D Convolutional Neural Networks for Efficient and Robust Hand Pose Estimation from Single Depth Images 2017 ,		120
136	Multi-stream CNN: Learning representations based on human-related regions for action recognition. <i>Pattern Recognition</i> , 2018 , 79, 32-43	7.7	112
135	3D Hand Shape and Pose Estimation From a Single RGB Image 2019 ,		111
134	2018 ,		110
133	Recognizing Human Actions as the Evolution of Pose Estimation Maps 2018 ,		107
132	Fast action proposals for human action detection and search 2015 ,		97
131	Hand PointNet: 3D Hand Pose Estimation Using Point Sets 2018 ,		96
130	2018 ,		89
129	. <i>IEEE Transactions on Multimedia</i> , 2014 , 16, 1241-1253	6.6	88
128	Exploiting Spatial-Temporal Relationships for 3D Pose Estimation via Graph Convolutional Networks 2019 ,		87

127	Video Anomaly Search in Crowded Scenes via Spatio-Temporal Motion Context. <i>IEEE Transactions on Information Forensics and Security</i> , 2013 , 8, 1590-1599	8	83
126	. <i>IEEE Transactions on Multimedia</i> , 2016 , 18, 1896-1909	6.6	77
125	Weakly-Supervised 3D Hand Pose Estimation from Monocular RGB Images. <i>Lecture Notes in Computer Science</i> , 2018 , 678-694	0.9	72
124	Multi-label Learning of Part Detectors for Heavily Occluded Pedestrian Detection 2017 ,		70
123	Bi-box Regression for Pedestrian Detection and Occlusion Estimation. <i>Lecture Notes in Computer Science</i> , 2018 , 138-154	0.9	69
122	Spatio-Temporal Naive-Bayes Nearest-Neighbor (ST-NBNN) for Skeleton-Based Action Recognition 2017 ,		61
121	Action-Stage Emphasized Spatio-Temporal VLAD for Video Action Recognition. <i>IEEE Transactions on Image Processing</i> , 2019 ,	8.7	60
120	From Keyframes to Key Objects: Video Summarization by Representative Object Proposal Selection 2016 ,		53
119	Semantic Cues Enhanced Multimodality Multistream CNN for Action Recognition. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2019 , 29, 1423-1437	6.4	46
118	Unsupervised random forest indexing for fast action search 2011 ,		46
117	Spatial Random Partition for Common Visual Pattern Discovery 2007 ,		46
116	A survey of variational and CNN-based optical flow techniques. <i>Signal Processing: Image Communication</i> , 2019 , 72, 9-24	2.8	46
115	Local Large-Margin Multi-Metric Learning for Face and Kinship Verification. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2018 , 28, 1875-1891	6.4	42
114	Model-based hand pose estimation via spatial-temporal hand parsing and 3D fingertip localization. <i>Visual Computer</i> , 2013 , 29, 837-848	2.3	39
113	Point-to-Point Regression PointNet for 3D Hand Pose Estimation. <i>Lecture Notes in Computer Science</i> , 2018 , 489-505	0.9	39
112	Multi-feature Spectral Clustering with Minimax Optimization 2014 ,		38
111	Real-Time 3D Hand Pose Estimation with 3D Convolutional Neural Networks. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2019 , 41, 956-970	13.3	37
110	Temporal Structure Mining for Weakly Supervised Action Detection 2019 ,		35

109	Profit Maximization for Viral Marketing in Online Social Networks: Algorithms and Analysis. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2018 , 30, 1095-1108	4.2	34
108	Saliency Density Maximization for Efficient Visual Objects Discovery. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2011 , 21, 1822-1834	6.4	33
107	Representative Selection with Structured Sparsity. <i>Pattern Recognition</i> , 2017 , 63, 268-278	7.7	30
106	Robust 3D Hand Pose Estimation From Single Depth Images Using Multi-View CNNs. <i>IEEE Transactions on Image Processing</i> , 2018 , 27, 4422-4436	8.7	29
105	Dynamic texture recognition using enhanced LBP features 2013 ,		29
104	Deformable Pose Traversal Convolution for 3D Action and Gesture Recognition. <i>Lecture Notes in Computer Science</i> , 2018 , 142-157	0.9	28
103	Discriminative Orderlet Mining for Real-Time Recognition of Human-Object Interaction. <i>Lecture Notes in Computer Science</i> , 2015 , 50-65	0.9	28
102	Relaxed local ternary pattern for face recognition 2013 ,		27
101	Discriminative Feature Transformation for Occluded Pedestrian Detection 2019 ,		27
100	Robust discriminative tracking via landmark-based label propagation. <i>IEEE Transactions on Image Processing</i> , 2015 , 24, 1510-23	8.7	25
99	SO-HandNet: Self-Organizing Network for 3D Hand Pose Estimation With Semi-Supervised Learning 2019 ,		25
98	An efficient and effective hop-based approach for influence maximization in social networks. <i>Social Network Analysis and Mining</i> , 2018 , 8, 1	2.2	24
97	Object Co-skeletonization with Co-segmentation 2017 ,		24
96	Discriminative Spatio-Temporal Pattern Discovery for 3D Action Recognition. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2019 , 29, 1077-1089	6.4	24
95	Fusing disparate object signatures for salient object detection in video. <i>Pattern Recognition</i> , 2017 , 72, 285-299	7.7	23
94	AR in Hand 2015 ,		23
93	Learning Progressive Joint Propagation for Human Motion Prediction. <i>Lecture Notes in Computer Science</i> , 2020 , 226-242	0.9	23
92	. <i>IEEE Transactions on Multimedia</i> , 2016 , 18, 116-127	6.6	22

91	Discovering thematic objects in image collections and videos. <i>IEEE Transactions on Image Processing</i> , 2012 , 21, 2207-19	8.7	22
90	Curb detection and tracking using 3D-LIDAR scanner 2012 ,		22
89	Kernel Evolutional Neural Networks 2019 ,		22
88	. <i>IEEE Transactions on Multimedia</i> , 2018 , 20, 2466-2477	6.6	21
87	Automatic image co-segmentation using geometric mean saliency 2014 ,		20
86	CATS: Co-saliency Activated Tracklet Selection for Video Co-localization. <i>Lecture Notes in Computer Science</i> , 2016 , 187-202	0.9	18
85	Visual pattern discovery in image and video data: a brief survey. <i>Wiley Interdisciplinary Reviews: Data Mining and Knowledge Discovery</i> , 2014 , 4, 24-37	6.9	17
84	Product Quantization Network for Fast Image Retrieval. <i>Lecture Notes in Computer Science</i> , 2018 , 191-206	6.9	17
83	Adobe Boxes: Locating Object Proposals Using Object Adobes. <i>IEEE Transactions on Image Processing</i> , 2016 , 25, 4116-28	8.7	17
82	. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2015 , 25, 1125-1139	6.4	16
81	Real-Time Detection of Fall From Bed Using a Single Depth Camera. <i>IEEE Transactions on Automation Science and Engineering</i> , 2019 , 16, 1018-1032	4.9	16
80	Mining and cropping common objects from images 2010 ,		16
79	Topical Video Object Discovery from Key Frames by Modeling Word Co-occurrence Prior 2013 ,		15
78	3D Hand Pose Estimation Using Synthetic Data and Weakly Labeled RGB Images. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2021 , 43, 3739-3753	13.3	15
77	Bayesian Uncertainty Matching for Unsupervised Domain Adaptation 2019 ,		15
76	Discovering Thematic Patterns in Videos via Cohesive Sub-graph Mining 2011 ,		14
75	SPAGAN: Shortest Path Graph Attention Network 2019 ,		14
74	Query Adaptive Instance Search using Object Sketches 2016 ,		14

73	. <i>IEEE Transactions on Multimedia</i> , 2019 , 21, 1332-1344	6.6	14
72	Early Action Recognition With Category Exclusion Using Policy-Based Reinforcement Learning. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2020 , 30, 4626-4638	6.4	13
71	Group saliency propagation for large scale and quick image co-segmentation 2015 ,		13
70	Discovering the Thematic Object in Commercial Videos. <i>IEEE MultiMedia</i> , 2011 , 18, 56-65	2.1	13
69	LBP Encoding Schemes Jointly Utilizing the Information of Current Bit and Other LBP Bits. <i>IEEE Signal Processing Letters</i> , 2015 , 22, 2373-2377	3.2	12
68	SibNet: Sibling Convolutional Encoder for Video Captioning. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2021 , 43, 3259-3272	13.3	12
67	Self-Mimic Learning for Small-scale Pedestrian Detection 2020 ,		12
66	L1-optimized linear prediction for light field image compression 2016 ,		11
65	. <i>IEEE Transactions on Multimedia</i> , 2016 , 18, 726-737	6.6	11
64	Hybrid Saliency Detection for Images. <i>IEEE Signal Processing Letters</i> , 2013 , 20, 95-98	3.2	11
63	2017 ,		10
62	Unsupervised Learning of Optical Flow With CNN-based Non-Local Filtering. <i>IEEE Transactions on Image Processing</i> , 2020 , PP,	8.7	10
61	Efficient Video Object Co-Localization With Co-Saliency Activated Tracklets. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2019 , 29, 744-755	6.4	10
60	Non-iterative SLAM 2017 ,		9
59	. <i>IEEE Transactions on Multimedia</i> , 2018 , 20, 1008-1023	6.6	9
58	Compressive Quantization for Fast Object Instance Search in Videos 2017 ,		9
57	Combining Feature Context and Spatial Context for Image Pattern Discovery 2011 ,		9
56	Quality of experience measurement for light field 3D displays on multilayer LCDs. <i>Journal of the Society for Information Display</i> , 2016 , 24, 726-740	2.1	9

55	. <i>IEEE Transactions on Multimedia</i> , 2021 , 23, 883-898	6.6	9
54	Context-Integrated and Feature-Refined Network for Lightweight Object Parsing. <i>IEEE Transactions on Image Processing</i> , 2020 ,	8.7	8
53	Minimizing Reconstruction Bias Hashing via Joint Projection Learning and Quantization. <i>IEEE Transactions on Image Processing</i> , 2018 ,	8.7	8
52	Video Summarization via Multi-view Representative Selection 2017 ,		8
51	Efficient directional and L1-optimized intra-prediction for light field image compression 2017 ,		8
50	Learning binarized pixel-difference pattern for scene recognition 2013 ,		8
49	Learning to Integrate Occlusion-Specific Detectors for Heavily Occluded Pedestrian Detection. <i>Lecture Notes in Computer Science</i> , 2017 , 305-320	0.9	8
48	Discriminative Action States Discovery for Online Action Recognition. <i>IEEE Signal Processing Letters</i> , 2016 , 23, 1374-1378	3.2	8
47	Hough Forest With Optimized Leaves for Global Hand Pose Estimation With Arbitrary Postures. <i>IEEE Transactions on Cybernetics</i> , 2019 , 49, 527-541	10.2	8
46	. <i>IEEE Transactions on Multimedia</i> , 2018 , 20, 2761-2773	6.6	7
45	Scalable forest hashing for fast similarity search 2014 ,		7
44	Mining visual collocation patterns via self-supervised subspace learning. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2012 , 42, 334-46		7
43	QCCE: Quality constrained co-saliency estimation for common object detection 2015 ,		7
42	Dictionary Learning-Based, Directional, and Optimized Prediction for Lenslet Image Coding. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2019 , 29, 1116-1129	6.4	7
41	Occlusion Pattern Discovery for Object Detection and Occlusion Reasoning. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2020 , 1-1	6.4	6
40	Joint Hand-Object 3D Reconstruction From a Single Image With Cross-Branch Feature Fusion. <i>IEEE Transactions on Image Processing</i> , 2021 , 30, 4008-4021	8.7	6
39	Person Reidentification Using Multiple Egocentric Views. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2017 , 27, 484-498	6.4	5
38	Quantized fuzzy LBP for face recognition 2015 ,		5

37	Towards Real-Time Eyeblink Detection in the Wild: Dataset, Theory and Practices. <i>IEEE Transactions on Information Forensics and Security</i> , 2020 , 15, 2194-2208	8	5
36	Fried Binary Embedding: From High-Dimensional Visual Features to High-Dimensional Binary Codes. <i>IEEE Transactions on Image Processing</i> , 2018 , 27, 4825-4837	8.7	5
35	. <i>IEEE Transactions on Multimedia</i> , 2019 , 21, 388-401	6.6	5
34	Thematic Saliency Detection Using Spatial-Temporal Context 2013 ,		5
33	Mining Recurring Events Through Forest Growing. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2008 , 18, 1597-1607	6.4	5
32	Model-based 3D Hand Reconstruction via Self-Supervised Learning 2021 ,		5
31	Non-rectangular Part Discovery for Object Detection 2014 ,		5
30	Revisiting Modified Greedy Algorithm for Monotone Submodular Maximization with a Knapsack Constraint. <i>Proceedings of the ACM on Measurement and Analysis of Computing Systems</i> , 2021 , 5, 1-22	1.4	5
29	3D Convolutional Generative Adversarial Networks for Detecting Temporal Irregularities in Videos 2018 ,		5
28	Simultaneously Discovering and Localizing Common Objects in Wild Images. <i>IEEE Transactions on Image Processing</i> , 2018 , 27, 4503-4515	8.7	5
27	LBP-Structure Optimization With Symmetry and Uniformity Regularizations for Scene Classification. <i>IEEE Signal Processing Letters</i> , 2017 , 24, 37-41	3.2	4
26	Common Action Discovery and Localization in Unconstrained Videos 2017 ,		4
25	Egocentric hand pose estimation and distance recovery in a single RGB image 2015 ,		4
24	TechWare: Video-Based Human Action Detection Resources [Best of the Web]. <i>IEEE Signal Processing Magazine</i> , 2010 , 27, 136-139	9.4	4
23	Multimodal partial estimates fusion 2009 ,		4
22	Invariant multi-scale shape descriptor for object matching and recognition 2016 ,		4
21	Spatio-Temporal Multi-scale Soft Quantization Learning for Skeleton-Based Human Action Recognition 2019 ,		3
20	Temporal Pulses Driven Spiking Neural Network for Time and Power Efficient Object Recognition in Autonomous Driving 2021 ,		3

19	Understanding Human-Object Interaction in RGB-D videos for Human Robot Interaction 2018 ,		3
18	Common visual pattern discovery and search 2017 ,		2
17	Two-layer optimized light field display using depth initialization 2015 ,		2
16	Height Gradient Histogram (HIGH) for 3D Scene Labeling 2014 ,		2
15	Collaborative multi-view metric learning for visual classification 2016 ,		2
14	Representative Selection on a Hypersphere. <i>IEEE Signal Processing Letters</i> , 2018 , 25, 1660-1664	3.2	2
13	Image Co-Skeletonization via Co-Segmentation. <i>IEEE Transactions on Image Processing</i> , 2021 , 30, 2784-2797	7.7	2
12	MAT: Multianchor Visual Tracking With Selective Search Region. <i>IEEE Transactions on Cybernetics</i> , 2021 , PP,	10.2	2
11	Glasses-free light field 3D display 2015 ,		1
10	Voxel labelling in CT images with data-driven contextual features 2013 ,		1
9	. <i>IEEE Transactions on Multimedia</i> , 2020 , 22, 2126-2137	6.6	1
8	Robust Distracter-Resistive Tracker via Learning a Multi-Component Discriminative Dictionary. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2019 , 29, 2012-2028	6.4	1
7	Asymmetric Mapping Quantization for Nearest Neighbor Search. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2020 , 42, 1783-1790	13.3	1
6	3D Object Representation Learning: A Set-to-Set Matching Perspective. <i>IEEE Transactions on Image Processing</i> , 2021 , 30, 2168-2179	8.7	1
5	Joint-bone Fusion Graph Convolutional Network for Semi-supervised Skeleton Action Recognition. <i>IEEE Transactions on Multimedia</i> , 2022 , 1-1	6.6	1
4	Product Quantization Network for Fast Visual Search. <i>International Journal of Computer Vision</i> , 2020 , 128, 2325-2343	10.6	0
3	Real-Time Hand Pose Estimation Using Depth Camera. <i>Advances in Computer Vision and Pattern Recognition</i> , 2019 , 355-376	1.1	
2	Random Forests with Optimized Leaves for Hough-Voting. <i>Human-computer Interaction Series</i> , 2021 , 49-66	0.6	

- 1 NBNN-Based Discriminative 3D Action and Gesture Recognition. *Human-computer Interaction Series*, 2021, 31-47 o.6