

# Junsong Yuan

## List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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	Joint-bone Fusion Graph Convolutional Network for Semi-supervised Skeleton Action Recognition. <i>IEEE Transactions on Multimedia</i> , <b>2022</b> , 1-1	6.6	1
143	SibNet: Sibling Convolutional Encoder for Video Captioning. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2021</b> , 43, 3259-3272	13.3	12
142	3D Hand Pose Estimation Using Synthetic Data and Weakly Labeled RGB Images. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2021</b> , 43, 3739-3753	13.3	15
141	Model-based 3D Hand Reconstruction via Self-Supervised Learning <b>2021</b> ,		5
140	. <i>IEEE Transactions on Multimedia</i> , <b>2021</b> , 23, 883-898	6.6	9
139	Temporal Pulses Driven Spiking Neural Network for Time and Power Efficient Object Recognition in Autonomous Driving <b>2021</b> ,		3
138	3D Object Representation Learning: A Set-to-Set Matching Perspective. <i>IEEE Transactions on Image Processing</i> , <b>2021</b> , 30, 2168-2179	8.7	1
137	Joint Hand-Object 3D Reconstruction From a Single Image With Cross-Branch Feature Fusion. <i>IEEE Transactions on Image Processing</i> , <b>2021</b> , 30, 4008-4021	8.7	6
136	Random Forests with Optimized Leaves for Hough-Voting. <i>Human-computer Interaction Series</i> , <b>2021</b> , 49-66	0.6	
135	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> , <b>2021</b> , 5, 1-22	1.4	5
134	Image Co-Skeletonization via Co-Segmentation. <i>IEEE Transactions on Image Processing</i> , <b>2021</b> , 30, 2784-2797	10.7	2
133	NBNN-Based Discriminative 3D Action and Gesture Recognition. <i>Human-computer Interaction Series</i> , <b>2021</b> , 31-47	0.6	
132	MAT: Multianchor Visual Tracking With Selective Search Region. <i>IEEE Transactions on Cybernetics</i> , <b>2021</b> , PP,	10.2	2
131	Towards Real-Time Eyeblink Detection in the Wild: Dataset, Theory and Practices. <i>IEEE Transactions on Information Forensics and Security</i> , <b>2020</b> , 15, 2194-2208	8	5
130	Context-Integrated and Feature-Refined Network for Lightweight Object Parsing. <i>IEEE Transactions on Image Processing</i> , <b>2020</b> ,	8.7	8
129	Early Action Recognition With Category Exclusion Using Policy-Based Reinforcement Learning. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2020</b> , 30, 4626-4638	6.4	13
128	Product Quantization Network for Fast Visual Search. <i>International Journal of Computer Vision</i> , <b>2020</b> , 128, 2325-2343	10.6	0

127	Self-Mimic Learning for Small-scale Pedestrian Detection <b>2020</b> ,		12
126	Learning Progressive Joint Propagation for Human Motion Prediction. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 226-242	0.9	23
125	. <i>IEEE Transactions on Multimedia</i> , <b>2020</b> , 22, 2126-2137	6.6	1
124	Unsupervised Learning of Optical Flow With CNN-based Non-Local Filtering. <i>IEEE Transactions on Image Processing</i> , <b>2020</b> , PP,	8.7	10
123	Occlusion Pattern Discovery for Object Detection and Occlusion Reasoning. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2020</b> , 1-1	6.4	6
122	Asymmetric Mapping Quantization for Nearest Neighbor Search. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2020</b> , 42, 1783-1790	13.3	1
121	Spatio-Temporal Multi-scale Soft Quantization Learning for Skeleton-Based Human Action Recognition <b>2019</b> ,		3
120	Real-Time Detection of Fall From Bed Using a Single Depth Camera. <i>IEEE Transactions on Automation Science and Engineering</i> , <b>2019</b> , 16, 1018-1032	4.9	16
119	. <i>IEEE Transactions on Multimedia</i> , <b>2019</b> , 21, 388-401	6.6	5
118	Semantic Cues Enhanced Multimodality Multistream CNN for Action Recognition. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2019</b> , 29, 1423-1437	6.4	46
117	Bayesian Uncertainty Matching for Unsupervised Domain Adaptation <b>2019</b> ,		15
116	SPAGAN: Shortest Path Graph Attention Network <b>2019</b> ,		14
115	Real-Time Hand Pose Estimation Using Depth Camera. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2019</b> , 355-376	1.1	
114	SO-HandNet: Self-Organizing Network for 3D Hand Pose Estimation With Semi-Supervised Learning <b>2019</b> ,		25
113	3D Hand Shape and Pose Estimation From a Single RGB Image <b>2019</b> ,		111
112	Kervolutional Neural Networks <b>2019</b> ,		22
111	Exploiting Spatial-Temporal Relationships for 3D Pose Estimation via Graph Convolutional Networks <b>2019</b> ,		87
110	Discriminative Feature Transformation for Occluded Pedestrian Detection <b>2019</b> ,		27

109	Temporal Structure Mining for Weakly Supervised Action Detection <b>2019</b> ,		35
108	A survey of variational and CNN-based optical flow techniques. <i>Signal Processing: Image Communication</i> , <b>2019</b> , 72, 9-24	2.8	46
107	Action-Stage Emphasized Spatio-Temporal VLAD for Video Action Recognition. <i>IEEE Transactions on Image Processing</i> , <b>2019</b> ,	8.7	60
106	Robust Distracter-Resistive Tracker via Learning a Multi-Component Discriminative Dictionary. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2019</b> , 29, 2012-2028	6.4	1
105	. <i>IEEE Transactions on Multimedia</i> , <b>2019</b> , 21, 1332-1344	6.6	14
104	Discriminative Spatio-Temporal Pattern Discovery for 3D Action Recognition. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2019</b> , 29, 1077-1089	6.4	24
103	Hough Forest With Optimized Leaves for Global Hand Pose Estimation With Arbitrary Postures. <i>IEEE Transactions on Cybernetics</i> , <b>2019</b> , 49, 527-541	10.2	8
102	Efficient Video Object Co-Localization With Co-Saliency Activated Tracklets. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2019</b> , 29, 744-755	6.4	10
101	Dictionary Learning-Based, Directional, and Optimized Prediction for Lenslet Image Coding. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2019</b> , 29, 1116-1129	6.4	7
100	Real-Time 3D Hand Pose Estimation with 3D Convolutional Neural Networks. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2019</b> , 41, 956-970	13.3	37
99	. <i>IEEE Transactions on Multimedia</i> , <b>2018</b> , 20, 2466-2477	6.6	21
98	. <i>IEEE Transactions on Multimedia</i> , <b>2018</b> , 20, 1008-1023	6.6	9
97	Multi-stream CNN: Learning representations based on human-related regions for action recognition. <i>Pattern Recognition</i> , <b>2018</b> , 79, 32-43	7.7	112
96	Profit Maximization for Viral Marketing in Online Social Networks: Algorithms and Analysis. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2018</b> , 30, 1095-1108	4.2	34
95	An efficient and effective hop-based approach for influence maximization in social networks. <i>Social Network Analysis and Mining</i> , <b>2018</b> , 8, 1	2.2	24
94	. <i>IEEE Transactions on Multimedia</i> , <b>2018</b> , 20, 2761-2773	6.6	7
93	Minimizing Reconstruction Bias Hashing via Joint Projection Learning and Quantization. <i>IEEE Transactions on Image Processing</i> , <b>2018</b> ,	8.7	8
92	Local Large-Margin Multi-Metric Learning for Face and Kinship Verification. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2018</b> , 28, 1875-1891	6.4	42

91	Robust 3D Hand Pose Estimation From Single Depth Images Using Multi-View CNNs. <i>IEEE Transactions on Image Processing</i> , <b>2018</b> , 27, 4422-4436	8.7	29
90	Fried Binary Embedding: From High-Dimensional Visual Features to High-Dimensional Binary Codes. <i>IEEE Transactions on Image Processing</i> , <b>2018</b> , 27, 4825-4837	8.7	5
89	Weakly-Supervised 3D Hand Pose Estimation from Monocular RGB Images. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 678-694	0.9	72
88	Deformable Pose Traversal Convolution for 3D Action and Gesture Recognition. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 142-157	0.9	28
87	Product Quantization Network for Fast Image Retrieval. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 191-206	0.9	17
86	Bi-box Regression for Pedestrian Detection and Occlusion Estimation. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 138-154	0.9	69
85	Point-to-Point Regression PointNet for 3D Hand Pose Estimation. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 489-505	0.9	39
84	Recognizing Human Actions as the Evolution of Pose Estimation Maps <b>2018</b> ,		107
83	<b>2018</b> ,		110
82	3D Convolutional Generative Adversarial Networks for Detecting Temporal Irregularities in Videos <b>2018</b> ,		5
81	Hand PointNet: 3D Hand Pose Estimation Using Point Sets <b>2018</b> ,		96
80	<b>2018</b> ,		89
79	Understanding Human-Object Interaction in RGB-D videos for Human Robot Interaction <b>2018</b> ,		3
78	Representative Selection on a Hypersphere. <i>IEEE Signal Processing Letters</i> , <b>2018</b> , 25, 1660-1664	3.2	2
77	Simultaneously Discovering and Localizing Common Objects in Wild Images. <i>IEEE Transactions on Image Processing</i> , <b>2018</b> , 27, 4503-4515	8.7	5
76	Person Reidentification Using Multiple Egocentric Views. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2017</b> , 27, 484-498	6.4	5
75	Non-iterative SLAM <b>2017</b> ,		9
74	Fusing disparate object signatures for salient object detection in video. <i>Pattern Recognition</i> , <b>2017</b> , 72, 285-299	7.7	23

73	Representative Selection with Structured Sparsity. <i>Pattern Recognition</i> , <b>2017</b> , 63, 268-278	7.7	30
72	LBP-Structure Optimization With Symmetry and Uniformity Regularizations for Scene Classification. <i>IEEE Signal Processing Letters</i> , <b>2017</b> , 24, 37-41	3.2	4
71	Spatio-Temporal Naive-Bayes Nearest-Neighbor (ST-NBNN) for Skeleton-Based Action Recognition <b>2017</b> ,		61
70	Video Summarization via Multi-view Representative Selection <b>2017</b> ,		8
69	Object Co-skeletonization with Co-segmentation <b>2017</b> ,		24
68	3D Convolutional Neural Networks for Efficient and Robust Hand Pose Estimation from Single Depth Images <b>2017</b> ,		120
67	Efficient directional and L1-optimized intra-prediction for light field image compression <b>2017</b> ,		8
66	Compressive Quantization for Fast Object Instance Search in Videos <b>2017</b> ,		9
65	Multi-label Learning of Part Detectors for Heavily Occluded Pedestrian Detection <b>2017</b> ,		70
64	<b>2017</b> ,		10
63	Common visual pattern discovery and search <b>2017</b> ,		2
62	Common Action Discovery and Localization in Unconstrained Videos <b>2017</b> ,		4
61	Learning to Integrate Occlusion-Specific Detectors for Heavily Occluded Pedestrian Detection. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 305-320	0.9	8
60	L1-optimized linear prediction for light field image compression <b>2016</b> ,		11
59	. <i>IEEE Transactions on Multimedia</i> , <b>2016</b> , 18, 726-737	6.6	11
58	. <i>IEEE Transactions on Multimedia</i> , <b>2016</b> , 18, 116-127	6.6	22
57	CATS: Co-saliency Activated Tracklet Selection for Video Co-localization. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 187-202	0.9	18
56	Adobe Boxes: Locating Object Proposals Using Object Adobes. <i>IEEE Transactions on Image Processing</i> , <b>2016</b> , 25, 4116-28	8.7	17

55	. <i>IEEE Transactions on Multimedia</i> , <b>2016</b> , 18, 1896-1909	6.6	77
54	Quality of experience measurement for light field 3D displays on multilayer LCDs. <i>Journal of the Society for Information Display</i> , <b>2016</b> , 24, 726-740	2.1	9
53	Query Adaptive Instance Search using Object Sketches <b>2016</b> ,		14
52	From Keyframes to Key Objects: Video Summarization by Representative Object Proposal Selection <b>2016</b> ,		53
51	Robust 3D Hand Pose Estimation in Single Depth Images: From Single-View CNN to Multi-View CNNs <b>2016</b> ,		136
50	Collaborative multi-view metric learning for visual classification <b>2016</b> ,		2
49	Invariant multi-scale shape descriptor for object matching and recognition <b>2016</b> ,		4
48	Discriminative Action States Discovery for Online Action Recognition. <i>IEEE Signal Processing Letters</i> , <b>2016</b> , 23, 1374-1378	3.2	8
47	Robust discriminative tracking via landmark-based label propagation. <i>IEEE Transactions on Image Processing</i> , <b>2015</b> , 24, 1510-23	8.7	25
46	LBP Encoding Schemes Jointly Utilizing the Information of Current Bit and Other LBP Bits. <i>IEEE Signal Processing Letters</i> , <b>2015</b> , 22, 2373-2377	3.2	12
45	Quantized fuzzy LBP for face recognition <b>2015</b> ,		5
44	. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2015</b> , 25, 1125-1139	6.4	16
43	Glasses-free light field 3D display <b>2015</b> ,		1
42	Two-layer optimized light field display using depth initialization <b>2015</b> ,		2
41	QCCE: Quality constrained co-saliency estimation for common object detection <b>2015</b> ,		7
40	Group saliency propagation for large scale and quick image co-segmentation <b>2015</b> ,		13
39	Egocentric hand pose estimation and distance recovery in a single RGB image <b>2015</b> ,		4
38	Fast action proposals for human action detection and search <b>2015</b> ,		97

37	AR in Hand <b>2015</b> ,		23
36	Discriminative Orderlet Mining for Real-Time Recognition of Human-Object Interaction. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 50-65	0.9	28
35	Learning Actionlet Ensemble for 3D Human Action Recognition. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2014</b> , 36, 914-27	13.3	282
34	Scalable forest hashing for fast similarity search <b>2014</b> ,		7
33	Visual pattern discovery in image and video data: a brief survey. <i>Wiley Interdisciplinary Reviews: Data Mining and Knowledge Discovery</i> , <b>2014</b> , 4, 24-37	6.9	17
32	. <i>IEEE Transactions on Multimedia</i> , <b>2014</b> , 16, 1241-1253	6.6	88
31	Automatic image co-segmentation using geometric mean saliency <b>2014</b> ,		20
30	Multi-feature Spectral Clustering with Minimax Optimization <b>2014</b> ,		38
29	Height Gradient Histogram (HIGH) for 3D Scene Labeling <b>2014</b> ,		2
28	Non-rectangular Part Discovery for Object Detection <b>2014</b> ,		5
27	. <i>IEEE Transactions on Multimedia</i> , <b>2013</b> , 15, 1110-1120	6.6	445
26	Model-based hand pose estimation via spatial-temporal hand parsing and 3D fingertip localization. <i>Visual Computer</i> , <b>2013</b> , 29, 837-848	2.3	39
25	Video Anomaly Search in Crowded Scenes via Spatio-Temporal Motion Context. <i>IEEE Transactions on Information Forensics and Security</i> , <b>2013</b> , 8, 1590-1599	8	83
24	Relaxed local ternary pattern for face recognition <b>2013</b> ,		27
23	Hybrid Saliency Detection for Images. <i>IEEE Signal Processing Letters</i> , <b>2013</b> , 20, 95-98	3.2	11
22	Voxel labelling in CT images with data-driven contextual features <b>2013</b> ,		1
21	Thematic Saliency Detection Using Spatial-Temporal Context <b>2013</b> ,		5
20	Topical Video Object Discovery from Key Frames by Modeling Word Co-occurrence Prior <b>2013</b> ,		15



19	Learning binarized pixel-difference pattern for scene recognition <b>2013</b> ,		8
18	Dynamic texture recognition using enhanced LBP features <b>2013</b> ,		29
17	Mining visual collocation patterns via self-supervised subspace learning. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , <b>2012</b> , 42, 334-46		7
16	Discovering thematic objects in image collections and videos. <i>IEEE Transactions on Image Processing</i> , <b>2012</b> , 21, 2207-19	8.7	22
15	. <i>IEEE Transactions on Multimedia</i> , <b>2012</b> , 14, 66-75	6.6	193
14	Location Discriminative Vocabulary Coding for Mobile Landmark Search. <i>International Journal of Computer Vision</i> , <b>2012</b> , 96, 290-314	10.6	147
13	Curb detection and tracking using 3D-LIDAR scanner <b>2012</b> ,		22
12	Combining Feature Context and Spatial Context for Image Pattern Discovery <b>2011</b> ,		9
11	Robust hand gesture recognition based on finger-earth mover's distance with a commodity depth camera <b>2011</b> ,		193
10	Discovering the Thematic Object in Commercial Videos. <i>IEEE MultiMedia</i> , <b>2011</b> , 18, 56-65	2.1	13
9	Saliency Density Maximization for Efficient Visual Objects Discovery. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2011</b> , 21, 1822-1834	6.4	33
8	Unsupervised random forest indexing for fast action search <b>2011</b> ,		46
7	Discovering Thematic Patterns in Videos via Cohesive Sub-graph Mining <b>2011</b> ,		14
6	Sparse reconstruction cost for abnormal event detection <b>2011</b> ,		408
5	Mining and cropping common objects from images <b>2010</b> ,		16
4	TechWare: Video-Based Human Action Detection Resources [Best of the Web]. <i>IEEE Signal Processing Magazine</i> , <b>2010</b> , 27, 136-139	9.4	4
3	Multimodal partial estimates fusion <b>2009</b> ,		4
2	Mining Recurring Events Through Forest Growing. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , <b>2008</b> , 18, 1597-1607	6.4	5

1 Spatial Random Partition for Common Visual Pattern Discovery **2007**,

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