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List of Publications by Year in descending order

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Version: 2024-02-01

17
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#	ARTICLE	IF	CITATIONS
1	Physiological Signal-Based Method for Measurement of Pain Intensity. <i>Frontiers in Neuroscience</i> , 2017, 11, 279.	2.8	55
2	SSVEP-Based Brain-Computer Interface Controlled Functional Electrical Stimulation System for Upper Extremity Rehabilitation. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2016, 46, 947-956.	9.3	51
3	A Decoding Scheme for Incomplete Motor Imagery EEG With Deep Belief Network. <i>Frontiers in Neuroscience</i> , 2018, 12, 680.	2.8	43
4	Decoding multiclass motor imagery EEG from the same upper limb by combining Riemannian geometry features and partial least squares regression. <i>Journal of Neural Engineering</i> , 2020, 17, 046029.	3.5	41
5	Synergy-Based Neural Interface for Human Gait Tracking With Deep Learning. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2021, 29, 2271-2280.	4.9	22
6	SeNic: An Open Source Dataset for sEMG-Based Gesture Recognition in Non-Ideal Conditions. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2022, 30, 1252-1260.	4.9	15
7	Physiological Signals Based Quantitative Evaluation Method of the Pain. <i>IFAC Postprint Volumes IPPV / International Federation of Automatic Control</i> , 2014, 47, 2981-2986.	0.4	12
8	Face-Computer Interface (FCI): Intent Recognition Based on Facial Electromyography (fEMG) and Online Human-Computer Interface With Audiovisual Feedback. <i>Frontiers in Neurobotics</i> , 2021, 15, 692562.	2.8	11
9	SSVEP based brain-computer interface controlled functional electrical stimulation system for upper extremity rehabilitation. , 2014, , .		10
10	An inter-subject model to reduce the calibration time for motion imagination-based brain-computer interface. <i>Medical and Biological Engineering and Computing</i> , 2019, 57, 939-952.	2.8	9
11	Learning Non-Euclidean Representations With SPD Manifold for Myoelectric Pattern Recognition. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2022, 30, 1514-1524.	4.9	8
12	A supervised independent component analysis algorithm for motion imagery-based brain computer interface. <i>Biomedical Signal Processing and Control</i> , 2022, 75, 103576.	5.7	6
13	Robot-Assisted Rehabilitation System Based on SSVEP Brain-Computer Interface for Upper Extremity. , 2018, , .		4
14	A Comparative Study of Different Feature Extraction Methods for Motor Imagery EEG Decoding within the Same Upper Extremity. , 2018, , .		3
15	Design and Analysis of a Novel Soft Bending Actuator Based on Eccentric Structure. , 2021, , .		2
16	A Novel Limbs-free Human-Computer Interface: Face-Computer Interface (FCI) with Channels Optimization. , 2021, , .		2
17	A Novel Limbs-Free Variable Structure Wheelchair based on Face-Computer Interface (FCI) with Shared Control. , 2022, , .		0