Zhaojie Ju

List of Publications by Year
in descending order

198 papers	3,162 citations	172457 29 h-index	206112 48 g-index
205 all docs	205 docs citations	205 times ranked	2541 citing authors

#	Article	IF	Citations
1	Attention mechanism-based CNN for facial expression recognition. Neurocomputing, 2020, 411, 340-350.	5.9	178
2	Gesture recognition based on binocular vision. Cluster Computing, 2019, 22, 13261-13271.	5.0	111
3	How to Build a Supervised Autonomous System for Robot-Enhanced Therapy for Children with Autism Spectrum Disorder. Paladyn, 2017, 8, 18-38.	2.7	100
4	Human Hand Motion Analysis With Multisensory Information. IEEE/ASME Transactions on Mechatronics, 2014, 19, 456-466.	5.8	99
5	A Symplectic Instantaneous Optimal Control for Robot Trajectory Tracking With Differential-Algebraic Equation Models. IEEE Transactions on Industrial Electronics, 2020, 67, 3819-3829.	7.9	97
6	Learning for a Robot: Deep Reinforcement Learning, Imitation Learning, Transfer Learning. Sensors, 2021, 21, 1278.	3.8	97
7	A novel feature extraction method for machine learning based on surface electromyography from healthy brain. Neural Computing and Applications, 2019, 31, 9013-9022.	5.6	95
8	Surface EMG Based Hand Manipulation Identification Via Nonlinear Feature Extraction and Classification. IEEE Sensors Journal, 2013, 13, 3302-3311.	4.7	92
9	Dual-Hand Detection for Human–Robot Interaction by a Parallel Network Based on Hand Detection and Body Pose Estimation. IEEE Transactions on Industrial Electronics, 2019, 66, 9663-9672.	7.9	91
10	Robust real-time hand detection and localization for space human–robot interaction based on deep learning. Neurocomputing, 2020, 390, 198-206.	5.9	73
11	Dynamical Characteristics of Surface EMG Signals of Hand Grasps via Recurrence Plot. IEEE Journal of Biomedical and Health Informatics, 2014, 18, 257-265.	6.3	72
12	Fuzzy Gaussian Mixture Models. Pattern Recognition, 2012, 45, 1146-1158.	8.1	69
13	Effective Capture of Nongraspable Objects for Space Robots Using Geometric Cage Pairs. IEEE/ASME Transactions on Mechatronics, 2020, 25, 95-107.	5.8	69
14	A Unified Fuzzy Framework for Human-Hand Motion Recognition. IEEE Transactions on Fuzzy Systems, 2011, 19, 901-913.	9.8	67
15	An Interactive Image Segmentation Method in Hand Gesture Recognition. Sensors, 2017, 17, 253.	3.8	61
16	Biologically Inspired Motion Modeling and Neural Control for Robot Learning From Demonstrations. IEEE Transactions on Cognitive and Developmental Systems, 2019, 11, 281-291.	3.8	60
17	RGB-D sensing based human action and interaction analysis: A survey. Pattern Recognition, 2019, 94, 1-12.	8.1	57
18	Kinematics modeling and experimental verification of baxter robot. , 2014, , .		56

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19	Soft human–machine interfaces: design, sensing and stimulation. International Journal of Intelligent Robotics and Applications, 2018, 2, 313-338.	2.8	55
20	Decomposition algorithm for depth image of human health posture based on brain health. Neural Computing and Applications, 2020, 32, 6327-6342.	5.6	53
21	Physical Human–Robot Collaboration: Robotic Systems, Learning Methods, Collaborative Strategies, Sensors, and Actuators. IEEE Transactions on Cybernetics, 2021, 51, 1888-1901.	9.5	50
22	Adaptive robust decoupling control of multi-arm space robots using time-delay estimation technique. Nonlinear Dynamics, 2020, 100, 2449-2467.	5.2	48
23	A New Wearable Ultrasound Muscle Activity Sensing System for Dexterous Prosthetic Control. , 2015, , .		46
24	Simultaneous Calibration: A Joint Optimization Approach for Multiple Kinect and External Cameras. Sensors, 2017, 17, 1491.	3.8	46
25	Teleoperation of humanoid baxter robot using haptic feedback. , 2014, , .		45
26	An Integrative Framework of Human Hand Gesture Segmentation for Human–Robot Interaction. IEEE Systems Journal, 2017, 11, 1326-1336.	4.6	42
27	Road detection algorithm for Autonomous Navigation Systems based on dark channel prior and vanishing point in complex road scenes. Robotics and Autonomous Systems, 2016, 85, 1-11.	5.1	40
28	Multimodal Human Hand Motion Sensing and Analysis—A Review. IEEE Transactions on Cognitive and Developmental Systems, 2019, 11, 162-175.	3.8	39
29	Static Hand Gesture Recognition with Parallel CNNs for Space Human-Robot Interaction. Lecture Notes in Computer Science, 2017, , 462-473.	1.3	37
30	An Interactive Astronaut-Robot System with Gesture Control. Computational Intelligence and Neuroscience, 2016, 2016, 1-11.	1.7	34
31	Robot manipulator self-identification for surrounding obstacle detection. Multimedia Tools and Applications, 2017, 76, 6495-6520.	3.9	34
32	A Discriminative Deep Model With Feature Fusion and Temporal Attention for Human Action Recognition. IEEE Access, 2020, 8, 43243-43255.	4.2	34
33	Teleoperation control of Baxter robot using body motion tracking. , 2014, , .		28
34	CNN-Based Facial Expression Recognition from Annotated RGB-D Images for Human–Robot Interaction. International Journal of Humanoid Robotics, 2019, 16, 1941002.	1.1	28
35	Elephant's Trunk Robot: An Extremely Versatile Under-Actuated Continuum Robot Driven by a Single Motor. Journal of Mechanisms and Robotics, 2019, 11, .	2.2	26
36	Attribute-Driven Granular Model for EMG-Based Pinch and Fingertip Force Grand Recognition. IEEE Transactions on Cybernetics, 2021, 51, 789-800.	9.5	26

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37	Hand Gesture Recognition with Generalized Hough Transform and DC-CNN Using Realsense. , 2018, , .		25
38	Hand gesture recognition using multimodal data fusion and multiscale parallel convolutional neural network for human–robot interaction. Expert Systems, 2021, 38, e12490.	4.5	25
39	Dynamic Grasp Recognition Using Time Clustering, Gaussian Mixture Models and Hidden Markov Models. Advanced Robotics, 2009, 23, 1359-1371.	1.8	24
40	Study of Human Action Recognition Based on Improved Spatio-temporal Features. International Journal of Automation and Computing, 2014, 11, 500-509.	4.5	23
41	A structured multi-feature representation for recognizing human action and interaction. Neurocomputing, 2018, 318, 287-296.	5.9	23
42	Electrotactile Feedback in a Virtual Hand Rehabilitation Platform: Evaluation and Implementation. IEEE Transactions on Automation Science and Engineering, 2019, 16, 1556-1565.	5.2	23
43	Multiple Sensors Based Hand Motion Recognition Using Adaptive Directed Acyclic Graph. Applied Sciences (Switzerland), 2017, 7, 358.	2.5	22
44	Hand Gesture Recognition in Complex Background Based on Convolutional Pose Machine and Fuzzy Gaussian Mixture Models. International Journal of Fuzzy Systems, 2020, 22, 1330-1341.	4.0	22
45	Analysis on the Impact of Data Augmentation on Target Recognition for UAV-Based Transmission Line Inspection. Complexity, 2020, 2020, 1-11.	1.6	20
46	Human Motion Sensing and Recognition. Studies in Computational Intelligence, 2017, , .	0.9	19
47	Sensing-Enhanced Therapy System for Assessing Children With Autism Spectrum Disorders: A Feasibility Study. IEEE Sensors Journal, 2019, 19, 1508-1518.	4.7	19
48	Real-time 3D point cloud segmentation using Growing Neural Gas with Utility. , 2016, , .		18
49	Real-time visual tracking based on improved perceptual hashing. Multimedia Tools and Applications, 2017, 76, 4617-4634.	3.9	18
50	An enhanced teaching interface for a robot using DMP and GMR. International Journal of Intelligent Robotics and Applications, 2018, 2, 110-121.	2.8	18
51	Multi-hierarchy interaction control of a redundant robot using impedance learning. Mechatronics, 2020, 67, 102348.	3.3	18
52	Deep Temporal Model-Based Identity-Aware Hand Detection for Space Human–Robot Interaction. IEEE Transactions on Cybernetics, 2022, 52, 13738-13751.	9.5	17
53	Novel Method of Obstacle Avoidance Planning for Redundant Sliding Manipulators. IEEE Access, 2020, 8, 78608-78621.	4.2	16
54	Intelligent control model and its simulation of flue temperature in coke oven. Discrete and Continuous Dynamical Systems - Series S, 2015, 8, 1223-1237.	1.1	16

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55	Visual Servoing of Humanoid Dual-Arm Robot with Neural Learning Enhanced Skill Transferring Control. International Journal of Humanoid Robotics, 2018, 15, 1750023.	1.1	15
56	Study of Human Action Recognition Based on Improved Spatio-Temporal Features. Studies in Computational Intelligence, 2017, , 233-250.	0.9	15
57	EMPIRICAL COPULA-BASED TEMPLATES TO RECOGNIZE SURFACE EMG SIGNALS OF HAND MOTIONS. International Journal of Humanoid Robotics, 2011, 08, 725-741.	1.1	14
58	Disturbance observer enhanced variable gain controller for robot teleoperation with motion capture using wearable armbands. Autonomous Robots, 2020, 44, 1217-1231.	4.8	14
59	SEMG-Based Human In-Hand Motion Recognition Using Nonlinear Time Series Analysis and Random Forest. IEEE Access, 2019, 7, 176448-176457.	4.2	14
60	Intelligent Computational Control of Multi-Fingered Dexterous Robotic Hand. Journal of Computational and Theoretical Nanoscience, 2015, 12, 6126-6132.	0.4	14
61	Computation of Grasping and Manipulation for Multi-Fingered Robotic Hands. Journal of Computational and Theoretical Nanoscience, 2015, 12, 6192-6197.	0.4	14
62	Active Disturbance Rejection Control of Eulerâ€"Lagrange Systems Exploiting Internal Damping. IEEE Transactions on Cybernetics, 2022, 52, 4334-4345.	9.5	14
63	A novel approach to extract hand gesture feature in depth images. Multimedia Tools and Applications, 2016, 75, 11929-11943.	3.9	13
64	A New Framework of Human Interaction Recognition Based on Multiple Stage Probability Fusion. Applied Sciences (Switzerland), 2017, 7, 567.	2.5	13
65	Recognizing Hand Grasp and Manipulation Through Empirical Copula. International Journal of Social Robotics, 2010, 2, 321-328.	4.6	12
66	A Review of Upper and Lower Limb Rehabilitation Training Robot. Lecture Notes in Computer Science, 2017, , 570-580.	1.3	12
67	A Novel Hand Gesture Recognition Based on High-Level Features. International Journal of Humanoid Robotics, 2018, 15, 1750022.	1.1	12
68	Depth and RGB image alignment for hand gesture segmentation using Kinect. , 2013, , .		11
69	Grounding spatial relations in natural language by fuzzy representation for human-robot interaction. , 2014, , .		11
70	Development of a mixed reality based interface for human robot interaciotn. , 2017, , .		11
71	Modelling EMG driven wrist movements using a bio-inspired neural network. Neurocomputing, 2022, 470, 89-98.	5.9	11
72	Deep Object Detector With Attentional Spatiotemporal LSTM for Space Humanâ€"Robot Interaction. IEEE Transactions on Human-Machine Systems, 2022, 52, 784-793.	3.5	11

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73	Finger pinch force estimation through muscle activations using a surface EMG sleeve on the forearm. , 2014, , .		10
74	Iris Center Localization Using Energy Map With Image Inpaint Technology and Post-Processing Correction. IEEE Access, 2020, 8, 16965-16978.	4.2	10
75	Intelligent Computation in Grasping Control of Dexterous Robot Hand. Journal of Computational and Theoretical Nanoscience, 2015, 12, 6096-6099.	0.4	10
76	Binocular Feature Fusion and Spatial Attention Mechanism Based Gaze Tracking. IEEE Transactions on Human-Machine Systems, 2022, 52, 302-311.	3.5	10
77	Human In-Hand Motion Recognition Based on Multi-Modal Perception Information Fusion. IEEE Sensors Journal, 2022, 22, 6793-6805.	4.7	10
78	A fast tube model predictive control scheme based on sliding mode control for underwater vehicle-manipulator system. Ocean Engineering, 2022, 254, 111259.	4.3	10
79	Attention-Mechanism-Based Real-Time Gaze Tracking in Natural Scenes With Residual Blocks. IEEE Transactions on Cognitive and Developmental Systems, 2022, 14, 696-707.	3.8	9
80	Multi-view transition HMMs based view-invariant human action recognition method. Multimedia Tools and Applications, 2016, 75, 11847-11864.	3.9	8
81	Effect of Muscle Fatigue on Surface Electromyography-Based Hand Grasp Force Estimation. Applied Bionics and Biomechanics, 2021, 2021, 1-12.	1.1	8
82	Distributed Resilient Tracking of Multiagent Systems Under Actuator and Sensor Faults. IEEE Transactions on Cybernetics, 2023, 53, 4653-4664.	9.5	8
83	Head-Raising of Snake Robots Based on a Predefined Spiral Curve Method. Applied Sciences (Switzerland), 2018, 8, 2011.	2.5	7
84	Hovering Control of Submersible Transformer Inspection Robot Based on ASMBC Method. IEEE Access, 2020, 8, 76287-76299.	4.2	7
85	A Cascaded Feature Pyramid Network With Non-Backward Propagation for Facial Expression Recognition. IEEE Sensors Journal, 2021, 21, 11382-11392.	4.7	7
86	Applying fuzzy EM algorithm with a fast convergence to GMMs. , 2010, , .		6
87	A modified EM algorithm for hand gesture segmentation in RGB-D data. , 2014, , .		6
88	Automatic Reconstruction of Dense 3D Face Point Cloud with a Single Depth Image. , 2015, , .		6
89	Time series modeling of surface EMG based hand manipulation identification via expectation maximization algorithm. Neurocomputing, 2015, 168, 661-668.	5.9	6
90	Obstacle Avoidance of a Redundant Robot Using Virtual Force Field and Null Space Projection. Lecture Notes in Computer Science, 2019, , 728-739.	1.3	6

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91	Multi-stage adaptive regression for online activity recognition. Pattern Recognition, 2020, 98, 107053.	8.1	6
92	EMG-EMG correlation analysis for human hand movements. , 2013, , .		5
93	Robust Visual Tracking Based on Improved Perceptual Hashing for Robot Vision. Lecture Notes in Computer Science, 2015, , 331-340.	1.3	5
94	Image Stitching Based on Improved SURF Algorithm. Lecture Notes in Computer Science, 2019, , 515-527.	1.3	5
95	Haptics model for human fingertips based on gaussian distribution. Journal of Intelligent and Fuzzy Systems, 2019, 36, 3945-3955.	1.4	5
96	A Novel Approach to Extract Hand Gesture Feature in Depth Images. Studies in Computational Intelligence, 2017, , 193-205.	0.9	5
97	Research on Static Vision-Based Target Localization for Astronaut Assistant Robots. IEEE Access, 2019, 7, 128394-128407.	4.2	4
98	Evaluation of Calf Muscle Reflex Control in the â€˜Ankle Strategyâ€™ during Upright Standing Push-Recovery. Applied Sciences (Switzerland), 2019, 9, 2085.	2.5	4
99	Robot Motor Skill Transfer With Alternate Learning in Two Spaces. IEEE Transactions on Neural Networks and Learning Systems, 2021, 32, 4553-4564.	11.3	4
100	Automatic and Efficient Metallic Surface Defect Detection Based on Key Pixel Point Locations. IEEE Sensors Journal, 2021, 21, 11476-11487.	4.7	4
101	A Physics-Guided Coordinated Distributed MPC Method for Shape Control of an Antenna Reflector. IEEE Transactions on Cybernetics, 2021, PP, 1-13.	9.5	4
102	Multi-IMF Sample Entropy Features with Machine Learning for Surface Texture Recognition Based on Robot Tactile Perception. International Journal of Humanoid Robotics, 2021, 18, 2150005.	1.1	4
103	Fuzzy rule-based model for outlier detection in a Topical Negative Pressure Wound Therapy Device. ISA Transactions, 2021, 117, 16-27.	5.7	4
104	Preprocessing and Transmission for 3D Point Cloud Data. Lecture Notes in Computer Science, 2017, , 438-449.	1.3	4
105	Mutual Information Analysis with Ordinal Pattern for EMG Based Hand Motion Recognition. Lecture Notes in Computer Science, 2012, , 499-506.	1.3	4
106	Hand motion recognition via fuzzy active curve axis Gaussian mixture models: A comparative study. , 2011, , .		3
107	A generalised framework for analysing human hand motions based on multisensor information. , 2012, , .		3
108	Surface EMG signals determinism analysis based on recurrence plot for hand grasps. , 2012, , .		3

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109	Changes in EMGâ€"EMG Coherence During Hand Grasp Movements. International Journal of Humanoid Robotics, 2014, 11, 1450002.	1.1	3
110	Human Hand Motion Analysis with Multisensory Information. Studies in Computational Intelligence, 2017, , 171-191.	0.9	3
111	Dexterous Hand Motion Classification and Recognition Based on Multimodal Sensing. Lecture Notes in Computer Science, 2017, , 450-461.	1.3	3
112	Advanced tele-operated robot interface for teaching by demonstration. , 2017, , .		3
113	A force-driven granular model for EMG based grasp recognition. , 2017, , .		3
114	Compliant Impedance Control for a Redundant Manipulator During Human Robot Interaction. , 2018, , .		3
115	Multi-length Windowed Feature Selection for Surface EMG Based Hand Motion Recognition. Lecture Notes in Computer Science, 2018, , 264-274.	1.3	3
116	A Novel Convolutional Neural Network for Facial Expression Recognition. Communications in Computer and Information Science, 2019, , 310-320.	0.5	3
117	Iris center localization using energy map synthesis based on gradient and isophote. Journal of Intelligent and Fuzzy Systems, 2020, 38, 4511-4523.	1.4	3
118	An Intuitive Robot Learning from Human Demonstration. Lecture Notes in Computer Science, 2018, , 176-185.	1.3	3
119	Hand Detection and Location Based on Improved SSD for Space Human-Robot Interaction. Lecture Notes in Computer Science, 2018, , 164-175.	1.3	3
120	Real-time hand gesture feature extraction using depth data. , 2014, , .		2
121	Hand Gesture Recognition Using Interactive Image Segmentation Method. Lecture Notes in Computer Science, 2017, , 539-550.	1.3	2
122	Joint kinect and multiple external cameras simultaneous calibration. , 2017, , .		2
123	Knowledge Representation and Knowledge Base System Modeling of Lean Evaluation Model. , 2018, , .		2
124	Design and Reflex Control for a Series Elastic Actuator Based Ankle Joint Emulator. , 2018, , .		2
125	Surface Emg Channel Selection For Thumb Motion Classificationsignal. , 2018, , .		2
126	Composite Learning for Trajectory Tracking Control of Robot Manipulators with Output Constraints. , 2018, , .		2

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127	Performance Analysis for the Magnetically Coupled Resonant Wireless Energy Transmission System. Complexity, 2019, 2019, 1-13.	1.6	2
128	Force Estimation Based on sEMG using Wavelet Analysis and Neural Network. , 2019, , .		2
129	Accelerating Humanoid Robot Learning from Human Action Skills Using Context-Aware Middleware. Lecture Notes in Computer Science, 2016, , 563-574.	1.3	2
130	Fuzzy Qualitative Trigonometry. Studies in Computational Intelligence, 2017, , 35-50.	0.9	2
131	Human-AGV Interaction: Real-Time Gesture Detection Using Deep Learning. Lecture Notes in Computer Science, 2019, , 231-242.	1.3	2
132	A Two-Stream CNN Framework for American Sign Language Recognition Based on Multimodal Data Fusion. Advances in Intelligent Systems and Computing, 2020, , 107-118.	0.6	2
133	A switching fuzzy control method for the magnetic active suspension system. , 2009, , .		1
134	Fast estimating data dependence structure via fuzzy empirical copula. , 2009, , .		1
135	Process model parameterisation in posegraphs. , 2013, , .		1
136	Real time object tracking via a mixture model. , 2015, , .		1
137	Enhanced robot learning using fuzzy Q-Learning & context-aware middleware. , 2016, , .		1
138	Data fusion-based real-time hand gesture recognition with Kinect V2. , 2016, , .		1
139	Recognizing Constrained 3D Human Motion: An Inference Approach. Studies in Computational Intelligence, 2017, , 207-232.	0.9	1
140	Static Ankle Joint Stiffness Estimation with Relaxed Muscles Through Customized Device. Lecture Notes in Computer Science, 2017, , 485-493.	1.3	1
141	Static hand gesture segmentation: Comparison and selection of existing methods. , 2017, , .		1
142	Zooming image based false matches elimination algorithms for robot navigation. Advances in Mechanical Engineering, 2017, 9, 168781401773815.	1.6	1
143	Gesture Recognition Based on Depth Information and Convolutional Neural Network. , 2018, , .		1
144	Advanced Intelligent Systems for Humanoid Robotics. International Journal of Humanoid Robotics, 2018, 15, 1802002.	1.1	1

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145	Classification of Dynamic In-Hand Manipulation Based on SEMG and Kinect. , 2018, , .		1
146	Control Design for Systems Operating in Complex Environments. Complexity, 2019, 2019, 1-2.	1.6	1
147	Dynamics Research and Parameter Optimization of Planetary Penetrators. IEEE Access, 2019, 7, 82052-82065.	4.2	1
148	Design of Muscle Reflex Control for Human Upright Standing Push- recovery based on Series Elastic Actuator. , 2019, , .		1
149	Surface EMG electrode distribution for thumb motion classification based on wireless communication equipment. International Journal of Wireless and Mobile Computing, 2019, 16, 166.	0.2	1
150	Measurement of Simulated Lunar Soil Information Using Rutting Images. IEEE Access, 2020, 8, 130281-130292.	4.2	1
151	Design of Muscle Reflex Control for Upright Standing Push-Recovery Based on a Series Elastic Robot Ankle Joint. Frontiers in Neurorobotics, 2020, 14, 20.	2.8	1
152	Self-adaptive Particle Swarm Optimization with Human-in-the-loop for Ankle Exoskeleton Control. Sensors and Materials, 2021, 33, 3125.	0.5	1
153	Special issue on interpretation of deep learning: prediction, representation, quantification and visualization. Complex & Intelligent Systems, 0, , 1.	6.5	1
154	Fuzzy Empirical Copula for Estimating Data Dependence Structure. Studies in Computational Intelligence, 2017, , 123-145.	0.9	1
155	Real-Time Collision Avoidance in a Dynamic Environment for an Industrial Robotic Arm. Lecture Notes in Computer Science, 2021, , 111-121.	1.3	1
156	Fuzzy Qualitative Robot Kinematics. Studies in Computational Intelligence, 2017, , 51-65.	0.9	1
157	A Novel Curved Gaussian Mixture Model and Its Application in Motion Skill Encoding. , 2021, , .		1
158	An Efficient Skeleton-based Action Recognition Approach with View Transformation. , 2021, , .		1
159	Human hand motion recognition using Empirical Copula. , 2010, , .		0
160	Recognizing sEMG Patterns for Interacting with Prosthetic Manipulation. , 2014, , 283-307.		0
161	An algorithm for real-time object tracking in complex environment. , 2014, , .		0
162	Image factorization and feature fusion for enhancing robot vision in human face recognition. , 2014, , .		0

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163	Novel Computational Tools in Biosignal Processing. Scientific World Journal, The, 2015, 2015, 1-2.	2.1	0
164	Towards Hand-Object Gesture Extraction from Depth Image. , 2016, , .		0
165	Rehabilitation Training for Leg Based on EEG-EMG Fusion. Lecture Notes in Computer Science, 2017, , 517-527.	1.3	0
166	A Review of Gesture Recognition Based on Computer Vision. Lecture Notes in Computer Science, 2017, , 528-538.	1.3	0
167	Structure modelling of the human body using FGMM. , 2017, , .		0
168	Activity recognition for asd children based on joints estimation. , 2017, , .		0
169	The design of multi-task simulation manipulator based on motor imagery EEG. , 2017, , .		0
170	Visual Tracking and Positioning for an Astronaut Assistant Robot. , 2018, , .		0
171	A novel object tracking method based on a mixture model. International Journal of Intelligent Robotics and Applications, 2018, 2, 361-371.	2.8	0
172	Null Space Based Robot Compliant Control with Prescribed Motion Performance. , 2018, , .		0
173	Multiple Features Fusion System for Motion Recognition. Lecture Notes in Computer Science, 2019, , 445-455.	1.3	0
174	Residual Attention Regression for 3D Hand Pose Estimation. Lecture Notes in Computer Science, 2019, , 605-614.	1.3	0
175	A Novel Probabilistic Projection Model for Multi-camera Object Tracking. Lecture Notes in Computer Science, 2019, , 90-100.	1.3	0
176	Towards Active Muscle Pattern Analysis for Dynamic Hand Motions via sEMG. Advances in Intelligent Systems and Computing, 2019, , 372-382.	0.6	0
177	Pixel Histogram based Background Modeling for Moving Target Detection. , 2020, , .		0
178	Corrections to â€œIris Center Localization Using Energy Map With Image Inpaint Technology and Post-Processing Correctionâ€. IEEE Access, 2020, 8, 76595-76595.	4.2	0
179	Skeleton-based Human Activity Analysis Using Deep Neural Networks with Adaptive Representation Transformation. , 2021, , .		0
180	Robust 3D Model Reconstruction Based on Continuous Point Cloud for Autonomous Vehicles. Sensors and Materials, 2021, 33, 3169.	0.5	0

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181	Empirical Copula Driven Hand Motion Recognition via Surface Electromyography Based Templates. Lecture Notes in Computer Science, 2010, , 71-80.	1.3	0
182	A Unified Fuzzy Framework for Human Hand Motion Recognition. Studies in Computational Intelligence, 2017, , 147-170.	0.9	0
183	Dynamical System Algorithm Specification Analysis and Stabilization. Lecture Notes in Computer Science, 2017, , 560-569.	1.3	0
184	Fuzzy Gaussian Mixture Models. Studies in Computational Intelligence, 2017, , 95-121.	0.9	0
185	Fuzzy Qualitative Human Motion Analysis. Studies in Computational Intelligence, 2017, , 67-93.	0.9	0
186	Robust Object Tracking via Structure Learning and Patch Refinement in Handling Occlusion. Lecture Notes in Computer Science, 2017, , 449-459.	1.3	0
187	Real-Time HALCON-Based Pose Measurement System for an Astronaut Assistant Robot. Lecture Notes in Computer Science, 2018, , 366-378.	1.3	0
188	Navigate to Remember: A Declarative Memory Model for Incremental Semantic Mapping. Lecture Notes in Computer Science, 2019, , 142-153.	1.3	0
189	Visual-Based Crack Detection and Skeleton Extraction of Cement Surface. Lecture Notes in Computer Science, 2019, , 541-552.	1.3	0
190	Online Human In-Hand Manipulation Skill Recognition and Learning. Lecture Notes in Computer Science, 2019, , 113-122.	1.3	0
191	Robot Intelligent Trajectory Planning Based on PCM Guided Reinforcement Learning. Lecture Notes in Computer Science, 2019, , 342-355.	1.3	0
192	Improved Neural Network 3D Space Obstacle Avoidance Algorithm for Mobile Robot. Lecture Notes in Computer Science, 2019, , 105-117.	1.3	0
193	Surface EMG electrode distribution for thumb motion classification based on wireless communication equipment. International Journal of Wireless and Mobile Computing, 2019, 16, 166.	0.2	0
194	Dynamic Precision Analysis of a Redundant Sliding Manipulator. Communications in Computer and Information Science, 2020, , 157-171.	0.5	0
195	Asymmetric Convolution View Adaptation Networks for Skeleton-Based Human Action Recognition. Advances in Intelligent Systems and Computing, 2022, , 191-199.	0.6	0
196	A One-stage Temporal Detector with Attentional LSTM for Video Object Detection. , 2021, , .		0
197	Guest Editorial Special Issue on Cyborg Intelligence: Human Enhancement With Fuzzy Sets. IEEE Transactions on Fuzzy Systems, 2022, 30, 1502-1505.	9.8	0
198	Four-Criterion-Optimization Based Coordination Motion Control of Dual-arm Robots. IEEE Transactions on Cognitive and Developmental Systems, 2022, , 1-1.	3.8	0