Di Guo

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/7092820/publications.pdf

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35	685	933264	940416
papers	citations	10	16
		h-index	g-index

35	35	35	647
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Visual Affordance Guided Tactile Material Recognition for Waste Recycling. IEEE Transactions on Automation Science and Engineering, 2022, 19, 2656-2664.	3.4	8
2	Embodied scene description. Autonomous Robots, 2022, 46, 21-43.	3.2	4
3	Multi-Agent Embodied Visual Semantic Navigation With Scene Prior Knowledge. IEEE Robotics and Automation Letters, 2022, 7, 3154-3161.	3.3	10
4	REVE-CE: Remote Embodied Visual Referring Expression in Continuous Environment. IEEE Robotics and Automation Letters, 2022, 7, 1494-1501.	3.3	10
5	Depth-Aware Vision-and-Language Navigation using Scene Query Attention Network. , 2022, , .		0
6	Audio-Visual Grounding Referring Expression for Robotic Manipulation. , 2022, , .		6
7	Toward Image-to-Tactile Cross-Modal Perception for Visually Impaired People. IEEE Transactions on Automation Science and Engineering, 2021, 18, 521-529.	3.4	13
8	Active Object Discovery and Localization Using Sound-Induced Attention. IEEE Transactions on Industrial Informatics, 2021, 17, 2021-2029.	7.2	2
9	An Interactive Perception Method for Warehouse Automation in Smart Cities. IEEE Transactions on Industrial Informatics, 2021, 17, 830-838.	7.2	16
10	A New Paralleled Semi-supervised Deep Learning Method for Remaining Useful Life Prediction. Communications in Computer and Information Science, 2021, , 219-226.	0.4	0
11	Action-Insensitive Embodied Visual Navigation. , 2021, , .		0
12	Adversarial Skill Learning for Robust Manipulation. , 2021, , .		1
13	Self-Supervised Learning for Alignment of Objects and Sound. , 2020, , .		2
14	Embodied tactile perception and learning. Brain Science Advances, 2020, 6, 132-158.	0.3	6
15	Active Auditory Exploration for Identifying Object Contents. , 2020, , .		0
16	Multi-agent Embodied Question Answering in Interactive Environments. Lecture Notes in Computer Science, 2020, , 663-678.	1.0	10
17	Sound-Indicated Visual Object Detection for Robotic Exploration. , 2019, , .		5
18	Survey of imitation learning for robotic manipulation. International Journal of Intelligent Robotics and Applications, 2019, 3, 362-369.	1.6	71

#	Article	IF	Citations
19	A glove-based system for object recognition via visual-tactile fusion. Science China Information Sciences, 2019, 62, 1.	2.7	11
20	Deep Reinforcement Learning for Robotic Pushing and Picking in Cluttered Environment. , 2019, , .		47
21	Dynamic Gesture Recognition Using Inertial Sensors-based Data Gloves. , 2019, , .		17
22	Active Affordance Exploration for Robot Grasping. Lecture Notes in Computer Science, 2019, , 426-438.	1.0	8
23	A Dual-Modal Vision-Based Tactile Sensor for Robotic Hand Grasping. , 2018, , .		29
24	Structured Output-Associated Dictionary Learning for Haptic Understanding. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2017, 47, 1564-1574.	5.9	45
25	A hybrid deep architecture for robotic grasp detection. , 2017, , .		118
26	Deep vision networks for real-time robotic grasp detection. International Journal of Advanced Robotic Systems, 2017, 14, 172988141668270.	1.3	22
27	From foot to head: Active face finding using deep Q-learning. , 2017, , .		4
28	Object discovery and grasp detection with a shared convolutional neural network. , 2016, , .		27
29	A novel data glove for fingers motion capture using inertial and magnetic measurement units. , 2016, , .		6
30	Object Recognition Using Tactile Measurements: Kernel Sparse Coding Methods. IEEE Transactions on Instrumentation and Measurement, 2016, 65, 656-665.	2.4	166
31	Transmissive optical pretouch sensing for robotic grasping. , 2015, , .		7
32	A system of robotic grasping with experience acquisition. Science China Information Sciences, 2014, 57, 1-11.	2.7	5
33	Pushing operation of manipulator based on experience learning: Position prediction of an object and pushing analysis. , 2014, , .		0
34	A grasp synthesis and grasp synergy analysis for anthropomorphic hand. , 2013, , .		2
35	Towards Embodied Scene Description. , 0, , .		7