Qu Wang

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/742373/publications.pdf

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27	616	686830 13	794141 19
papers	citations	h-index	g-index

27	27	27	626
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Pedestrian Stride-Length Estimation Based on LSTM and Denoising Autoencoders. Sensors, 2019, 19, 840.	2.1	60
2	Location Fingerprint Extraction for Magnetic Field Magnitude Based Indoor Positioning. Journal of Sensors, 2016, 2016, 1-16.	0.6	58
3	A Human Activity Recognition Algorithm Based on Stacking Denoising Autoencoder and LightGBM. Sensors, 2019, 19, 947.	2.1	52
4	Pedestrian Dead Reckoning Based on Walking Pattern Recognition and Online Magnetic Fingerprint Trajectory Calibration. IEEE Internet of Things Journal, 2021, 8, 2011-2026.	5.5	44
5	Light positioning: A high-accuracy visible light indoor positioning system based on attitude identification and propagation model. International Journal of Distributed Sensor Networks, 2018, 14, 155014771875826.	1.3	43
6	A Fast Indoor/Outdoor Transition Detection Algorithm Based on Machine Learning. Sensors, 2019, 19, 786.	2.1	40
7	A Robust Wi-Fi Fingerprint Positioning Algorithm Using Stacked Denoising Autoencoder and Multi-Layer Perceptron. Remote Sensing, 2019, 11, 1293.	1.8	40
8	A Spatialâ€“Temporal Positioning Algorithm Using Residual Network and LSTM. IEEE Transactions on Instrumentation and Measurement, 2020, 69, 9251-9261.	2.4	36
9	Pedestrian Walking Distance Estimation Based on Smartphone Mode Recognition. Remote Sensing, 2019, 11, 1140.	1.8	35
10	Off-Line Evaluation of Indoor Positioning Systems in Different Scenarios: The Experiences From IPIN 2020 Competition. IEEE Sensors Journal, 2022, 22, 5011-5054.	2.4	35
11	An indoor self-localization algorithm using the calibration of the online magnetic fingerprints and indoor landmarks. , 2016, , .		31
12	Pedestrian Heading Estimation Based on Spatial Transformer Networks and Hierarchical LSTM. IEEE Access, 2019, 7, 162309-162322.	2.6	25
13	Personalized Stride-Length Estimation Based on Active Online Learning. IEEE Internet of Things Journal, 2020, 7, 4885-4897.	5.5	24
14	WiMag: Multimode Fusion Localization System based on Magnetic/WiFi/PDR. , 2016, , .		20
15	An Infrastructure-Free Indoor Localization Algorithm for Smartphones. Sensors, 2018, 18, 3317.	2.1	18
16	Recent Advances in Pedestrian Navigation Activity Recognition: A Review. IEEE Sensors Journal, 2022, 22, 7499-7518.	2.4	14
17	Residual Attention Network-Based Confidence Estimation Algorithm for Non-Holonomic Constraint in GNSS/INS Integrated Navigation System. IEEE Transactions on Vehicular Technology, 2021, 70, 11404-11418.	3.9	12
18	Ground Robot Path Planning Based on Simulated Annealing Genetic Algorithm. , 2018, , .		6

#	Article	IF	Citations
19	Adaptive Kalman filtering-based pedestrian navigation algorithm for smartphones. International Journal of Advanced Robotic Systems, 2020, 17, 172988142093093.	1.3	6
20	A Hierarchical LSTM-Based Indoor Geomagnetic Localization Algorithm. IEEE Sensors Journal, 2022, 22, 1227-1237.	2.4	6
21	An Indoor Three Dimensional Positioning Algorithm Based on Attitude Identification and Visible Light Propagation Model. Lecture Notes in Electrical Engineering, 2017, , 367-380.	0.3	4
22	A Multimode Fusion Visible Light Localization Algorithm using Ambient Lights. , 2018, , .		3
23	A hybrid localization algorithm using Inertial Sensor, Satellite and Wi-Fi for Smartphone. , 2018, , .		2
24	SNR-Centric Power Trace Extractors for Side-Channel Attacks. IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems, 2021, 40, 620-632.	1.9	2
25	A Bluetooth Localization Algorithm Based on Map Path Calibration and Time Series Filtering. Lecture Notes in Electrical Engineering, 2018, , 355-371.	0.3	0
26	A Robust Turn Detection Algorithm Based on Periodic Signal Identification. Lecture Notes in Electrical Engineering, 2018, , 325-339.	0.3	0
27	Research on Crowd Behavior Analysis: A Review. Jisuanji Fuzhu Sheji Yu Tuxingxue Xuebao/Journal of Computer-Aided Design and Computer Graphics, 2018, 30, 2353.	0.2	0