Vijay Bhaskar Semwal

List of Publications by Year
in descending order

47 papers	1,803 citations	257450 24 h-index	315739 38 g-index
48 all docs	48 docs citations	48 times ranked	680 citing authors

#	Article	IF	Citations
1	HDL-PSR: Modelling Spatio-Temporal Features Using Hybrid Deep Learning Approach for Post-Stroke Rehabilitation. Neural Processing Letters, 2023, 55, 279-298.	3.2	36
2	Inception inspired CNN-GRU hybrid network for human activity recognition. Multimedia Tools and Applications, 2023, 82, 5369-5403.	3.9	43
3	SPECIAL SESSION ON RECENT ADVANCES IN COMPUTATIONAL INTELLIGENCE & TECHNOLOGYS (SS_10_RACIT). Lecture Notes in Networks and Systems, 2023, , 595-608.	0.7	2
4	Pattern identification of different human joints for different human walking styles using inertial measurement unit (IMU) sensor. Artificial Intelligence Review, 2022, 55, 1149-1169.	15.7	89
5	Heterogeneous computing model for post-injury walking pattern restoration and postural stability rehabilitation exercise recognition. Expert Systems, 2022, 39, e12706.	4.5	28
6	Deep ensemble learning approach for lower extremity activities recognition using wearable sensors. Expert Systems, 2022, 39, e12743.	4.5	56
7	Performance Analysis of Data-Driven Techniques for Solving Inverse Kinematics Problems. Lecture Notes in Networks and Systems, 2022, , 85-99.	0.7	3
8	Wearable sensor-based pattern mining for human activity recognition: deep learning approach. Industrial Robot, 2022, 49, 21-33.	2.1	45
9	A multibranch CNN-BiLSTM model for human activity recognition using wearable sensor data. Visual Computer, 2022, 38, 4095-4109.	3.5	114
10	The Recent Advancements in Humanoid Robot Technology. , 2022, , .		2
11	Occluded Gait reconstruction in multi person Gait environment using different numerical methods. Multimedia Tools and Applications, 2022, 81, 23421-23448.	3.9	15
12	Stride segmentation of inertial sensor data using statistical methods for different walking activities. Robotica, 2022, 40, 2567-2580.	1.9	35
13	Speed, Cloth and Pose Invariant Gait Recognition-Based Person Identification. Studies in Big Data, 2021, , 39-56.	1.1	24
14	Hybrid Deep Learning Approach for Aspect Detection on Reviews. Algorithms for Intelligent Systems, 2021, , 991-999.	0.6	10
15	Violent Video Detection by Pre-trained Model and CNN-LSTM Approach. Algorithms for Intelligent Systems, 2021, , 979-989.	0.6	9
16	Multi-input CNN-GRU based human activity recognition using wearable sensors. Computing (Vienna/New York), 2021, 103, 1461-1478.	4.8	193
17	An optimized hybrid deep learning model using ensemble learning approach for human walking activities recognition. Journal of Supercomputing, 2021, 77, 12256-12279.	3.6	78
18	An optimized feature selection using bio-geography optimization technique for human walking activities recognition. Computing (Vienna/New York), 2021, 103, 2893-2914.	4.8	32

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19	Fusion of Multi-Sensor-Based Biomechanical Gait Analysis Using Vision and Wearable Sensor. IEEE Sensors Journal, 2021, 21, 14213-14220.	4.7	60
20	Development of Universal Polynomial Equation for All the Sub-phases of Human Gait. Lecture Notes in Electrical Engineering, 2021, , 45-55.	0.4	3
21	Comparative Study of Inverse Kinematics Using Data Driven And FABRIK Approach. , 2021, , .		3
22	A Review of Computational Model for Bipedal Robot Walking Using Gait Analysis. , 2020, , .		4
23	Design of A Recurrent Neural Network Model for Machine Reading Comprehension. Procedia Computer Science, 2020, 167, 1791-1800.	2.0	4
24	Multiple Task Human Gait Analysis and Identification: Ensemble Learning Approach. , 2020, , 185-197.		38
25	Clinical Human Gait Classification: Extreme Learning Machine Approach. , 2019, , .		63
26	Multiobjective optimized bipedal locomotion. International Journal of Machine Learning and Cybernetics, 2019, 10, 1997-2013.	3.6	14
27	Human Gait State Prediction Using Cellular Automata and Classification Using ELM. Advances in Intelligent Systems and Computing, 2019, , 135-145.	0.6	41
28	Design of Vector Field for Different Subphases of Gait and Regeneration of Gait Pattern. IEEE Transactions on Automation Science and Engineering, 2018, 15, 104-110.	5.2	41
29	Bidirectional association of joint angle trajectories for humanoid locomotion: the restricted Boltzmann machine approach. Neural Computing and Applications, 2018, 30, 1747-1755.	5.6	34
30	Hybrid Model for Passive Locomotion Control of a Biped Humanoid:The Artificial Neural Network Approach. International Journal of Interactive Multimedia and Artificial Intelligence, 2018, 5, 40.	1.3	9
31	Robust and accurate feature selection for humanoid push recovery and classification: deep learning approach. Neural Computing and Applications, 2017, 28, 565-574.	5.6	109
32	An optimized feature selection technique based on incremental feature analysis for bio-metric gait data classification. Multimedia Tools and Applications, 2017, 76, 24457-24475.	3.9	77
33	Modeling bipedal locomotion trajectories using hybrid automata. , 2016, , .		27
34	An accurate hand tracking system for complex background based on modified KLT Tracker. , 2016, , .		4
35	Measurement of viewer sentiment to improve the quality of television and interactive content using adaptive content. , 2016, , .		6
36	Generation of Joint Trajectories Using Hybrid Automate-Based Model: A Rocking Block-Based Approach. IEEE Sensors Journal, 2016, 16, 5805-5816.	4.7	49

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37	Advanced Automated Module for Smart and Secure City. Procedia Computer Science, 2016, 78, 367-374.	2.0	37
38	Toward Developing a Computational Model for Bipedal Push Recovery—A Brief. IEEE Sensors Journal, 2015, 15, 2021-2022.	4.7	43
39	Biologically-inspired push recovery capable bipedal locomotion modeling through hybrid automata. Robotics and Autonomous Systems, 2015, 70, 181-190.	5.1	51
40	Biometric gait identification based on a multilayer perceptron. Robotics and Autonomous Systems, 2015, 65, 65-75.	5.1	84
41	Less computationally intensive fuzzy logic (type-1)-based controller for humanoid push recovery. Robotics and Autonomous Systems, 2015, 63, 122-135.	5.1	54
42	Analysis of Gait Pattern to Recognize the Human Activities. International Journal of Interactive Multimedia and Artificial Intelligence, 2014, 2, 7.	1.3	17
43	A Fault-Tolerant Mobile Computing Model Based On Scalable Replica. International Journal of Interactive Multimedia and Artificial Intelligence, 2014, 2, 58.	1.3	10
44	Biped model based on human Gait pattern parameters for sagittal plane movement. , 2013, , .		25
45	Study of humanoid Push recovery based on experiments. , 2013, , .		27
46	Human Activity Recognition Using Gait Pattern. International Journal of Computer Vision and Image Processing, 2013, 3, 31-53.	0.4	47
47	Accurate location estimation of moving object In Wireless Sensor network. International Journal of Interactive Multimedia and Artificial Intelligence, 2011, 1, 71.	1.3	6