

Xuequan Lu

List of Publications by Year in descending order

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48
papers

689
citations

643344

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all docs

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times ranked

399
citing authors

#	ARTICLE	IF	CITATIONS
1	3D Intracranial Aneurysm Classification and Segmentation via Unsupervised Dual-Branch Learning. IEEE Journal of Biomedical and Health Informatics, 2023, 27, 1770-1779.	3.9	3
2	Low Rank Matrix Approximation for 3D Geometry Filtering. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1835-1847.	2.9	23
3	Unconstrained Facial Action Unit Detection via Latent Feature Domain. IEEE Transactions on Affective Computing, 2022, 13, 1111-1126.	5.7	8
4	Rethinking Point Cloud Filtering: A Non-Local Position Based Approach. CAD Computer Aided Design, 2022, 144, 103162.	1.4	4
5	AI-based carcinoma detection and classification using histopathological images: A systematic review. Computers in Biology and Medicine, 2022, 142, 105209.	3.9	21
6	Example-based color transfer with Gaussian mixture modeling. Pattern Recognition, 2022, 129, 108716.	5.1	9
7	DMT: Dynamic mutual training for semi-supervised learning. Pattern Recognition, 2022, 130, 108777.	5.1	60
8	NemaRec: A deep learning-based web application for nematode image identification and ecological indices calculation. European Journal of Soil Biology, 2022, 110, 103408.	1.4	5
9	Uncertainty-aware consistency regularization for cross-domain semantic segmentation. Computer Vision and Image Understanding, 2022, 221, 103448.	3.0	21
10	CGSNet: Contrastive Graph Self-Attention Network for Session-based Recommendation. Knowledge-Based Systems, 2022, 251, 109282.	4.0	8
11	Federated Learning via Disentangled Information Bottleneck. IEEE Transactions on Services Computing, 2022, , 1-14.	3.2	4
12	Explicit Facial Expression Transfer via Fine-Grained Representations. IEEE Transactions on Image Processing, 2021, 30, 4610-4621.	6.0	1
13	Blur Removal Via Blurred-Noisy Image Pair. IEEE Transactions on Image Processing, 2021, 30, 345-359.	6.0	17
14	Pointfilter: Point Cloud Filtering via Encoder-Decoder Modeling. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2015-2027.	2.9	50
15	Bas-relief layout arrangement via automatic method optimization. Computer Animation and Virtual Worlds, 2021, 32, e2012.	0.7	1
16	DeepfakeUCL: Deepfake Detection via Unsupervised Contrastive Learning. , 2021, , .		24
17	Self-supervised cross-iterative clustering for unlabeled plant disease images. Neurocomputing, 2021, 456, 36-48.	3.5	16
18	Content and context features for scene image representation. Knowledge-Based Systems, 2021, 232, 107470.	4.0	12

#	ARTICLE	IF	CITATIONS
19	Scene image representation by foreground, background and hybrid features. Expert Systems With Applications, 2021, 182, 115285.	4.4	19
20	CGMVAE: Coupling GMM Prior and GMM Estimator for Unsupervised Clustering and Disentanglement. IEEE Access, 2021, 9, 65140-65149.	2.6	7
21	KeyFrame extraction for human motion capture data via multiple binomial fitting. Computer Animation and Virtual Worlds, 2021, 32, .	0.7	2
22	Classifying In-Place Gestures with End-to-End Point Cloud Learning. , 2021, , .		3
23	HLO: Half-kernel Laplacian operator for surface smoothing. CAD Computer Aided Design, 2020, 121, 102807.	1.4	7
24	Multi-label zero-shot learning with graph convolutional networks. Neural Networks, 2020, 132, 333-341.	3.3	22
25	A Search History-Driven Offspring Generation Method for the Real-Coded Genetic Algorithm. Computational Intelligence and Neuroscience, 2020, 2020, 1-20.	1.1	5
26	HDF: Hybrid Deep Features for Scene Image Representation. , 2020, , .		9
27	Blur-Countering Keypoint Detection via Eigenvalue Asymmetry. IEEE Access, 2020, 8, 159077-159088.	2.6	2
28	Application of evolutionary and swarm optimization in computer vision: a literature survey. IPSJ Transactions on Computer Vision and Applications, 2020, 12, .	4.4	22
29	A Cascaded Approach for Keyframes Extraction from Videos. Communications in Computer and Information Science, 2020, , 73-81.	0.4	1
30	Mutual Information Driven Federated Learning. IEEE Transactions on Parallel and Distributed Systems, 2020, , 1-1.	4.0	14
31	G2MF-WA: Geometric multi-model fitting with weakly annotated data. Computational Visual Media, 2020, 6, 135-145.	10.8	1
32	Deep feature-preserving normal estimation for point cloud filtering. CAD Computer Aided Design, 2020, 125, 102860.	1.4	52
33	Deep Detection for Face Manipulation. Communications in Computer and Information Science, 2020, , 316-323.	0.4	15
34	Deep Patch-Based Human Segmentation. Lecture Notes in Computer Science, 2020, , 229-240.	1.0	1
35	SHX. , 2020, , .		2
36	3D articulated skeleton extraction using a single consumer-grade depth camera. Computer Vision and Image Understanding, 2019, 188, 102792.	3.0	11

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37	A probabilistic bitwise genetic algorithm for B-spline based image deformation estimation. , 2019, , .		4
38	Indoor Image Representation by High-Level Semantic Features. IEEE Access, 2019, 7, 84967-84979.	2.6	13
39	Unsupervised Deep Features for Privacy Image Classification. Lecture Notes in Computer Science, 2019, , 404-415.	1.0	11
40	Tag-Based Semantic Features for Scene Image Classification. Lecture Notes in Computer Science, 2019, , 90-102.	1.0	6
41	GPF: GMM-Inspired Feature-Preserving Point Set Filtering. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2315-2326.	2.9	24
42	Robust mesh denoising via vertex pre-filtering and L1-median normal filtering. Computer Aided Geometric Design, 2017, 54, 49-60.	0.5	34
43	An efficient approach for feature-preserving mesh denoising. Optics and Lasers in Engineering, 2017, 90, 186-195.	2.0	19
44	A Robust Scheme for Feature-Preserving Mesh Denoising. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1181-1194.	2.9	56
45	AA€FVDM: An accident€avoidance full velocity difference model for animating realistic street€level traffic in rural scenes. Computer Animation and Virtual Worlds, 2014, 25, 83-97.	0.7	15
46	An original-stream based solution for smoothly replaying high-definition videos in desktop virtualization systems. Journal of Visual Languages and Computing, 2014, 25, 676-683.	1.8	3
47	A personality model for animating heterogeneous traffic behaviors. Computer Animation and Virtual Worlds, 2014, 25, 361-371.	0.7	17
48	Adaptive-AR Model with Drivers€™ Prediction for Traffic Simulation. International Journal of Computer Games Technology, 2013, 2013, 1-8.	1.6	5