Qingfeng Liu

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Smart Traffic Monitoring System Using Computer Vision and Edge Computing. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 12027-12038.	8.0	27
2	A New Online Approach for Moving Cast Shadow Suppression in Traffic Videos. , 2021, , .		6
3	Moving Cast Shadow Detection in Video Based on New Chromatic Criteria and Statistical Modeling. , 2019, , .		5
4	A New Foreground Segmentation Method for Video Analysis in Different Color Spaces. , 2018, , .		13
5	A New Global Foreground Modeling andÂLocal Background Modeling Method forÂVideo Analysis. Lecture Notes in Computer Science, 2018, , 49-63.	1.3	9
6	A Novel Locally Linear KNN Method With Applications to Visual Recognition. IEEE Transactions on Neural Networks and Learning Systems, 2017, 28, 2010-2021.	11.3	46
7	SIFT flow based genetic fisher vector feature for kinship verification. , 2016, , .		18
8	Novel general KNN classifier and general nearest mean classifier for visual classification. , 2015, , .		4
9	Inheritable Fisher vector feature for kinship verification. , 2015, , .		27
10	A new locally linear KNN method with an improved marginal Fisher analysis for image classification. , 2014, , .		5
11	A novel hierarchical interaction model and HITS map for action recognition in static images. , 2014, , .		0
12	New color GPHOG descriptors for object and scene image classification. Machine Vision and Applications, 2014, 25, 361-375.	2.7	20
13	Novel color HWML descriptors for scene and object image classification. , 2012, , .		1
14	Fast eye detection using different color spaces. , 2011, , .		8
15	A new efficient SVM and its application to real-time accurate eye localization. , 2011, , .		3
16	Eye detection using color information and a new efficient SVM. , 2010, , .		9
17	ICA Color Space for Pattern Recognition. IEEE Transactions on Neural Networks, 2009, 20, 248-257.	4.2	66
18	Learning-based image representation and method for face recognition. , 2009, , .		1

Learning-based image representation and method for face recognition. , 2009, , . 18

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#	Article	IF	CITATIONS
19	Learning the Uncorrelated, Independent, and Discriminating Color Spaces for Face Recognition. IEEE Transactions on Information Forensics and Security, 2008, 3, 213-222.	6.9	84
20	Clarification of Assumptions in the Relationship between the Bayes Decision Rule and the Whitened Cosine Similarity Measure. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 1116-1117.	13.9	5
21	A discriminant color space method for face representation and verification on a large-scale database. , 2008, , .		13
22	The Bayes Decision Rule Induced Similarity Measures. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2007, 29, 1086-1090.	13.9	50
23	Horizontal and Vertical 2DPCA-Based Discriminant Analysis for Face Verification on a Large-Scale Database. IEEE Transactions on Information Forensics and Security, 2007, 2, 781-792.	6.9	57
24	Capitalize on dimensionality increasing techniques for improving face recognition grand challenge performance. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2006, 28, 725-737.	13.9	205
25	COMPARATIVE ASSESSMENT OF CONTENT-BASED FACE IMAGE RETRIEVAL IN DIFFERENT COLOR SPACES. International Journal of Pattern Recognition and Artificial Intelligence, 2005, 19, 873-893.	1.2	125
26	Gabor-based kernel pca with fractional power polynomial models for face recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 572-581.	13.9	462
27	Enhanced Independent Component Analysis and Its Application to Content Based Face Image Retrieval. IEEE Transactions on Systems, Man, and Cybernetics, 2004, 34, 1117-1127.	5.0	67
28	A bayesian discriminating features method for face detection. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2003, 25, 725-740.	13.9	202
29	Evolving Effective Color Features for Improving FRGC Baseline Performance. , 0, , .		5
30	Extracting Efficient Color Features for Face Recognition Using Evolutionary Computation. , 0, , .		4