Xiangyang Wang

List of Publications by Year
in descending order

		840776	940533
30	285	11	16
papers	citations	h-index	g-index
30	30	30	272
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Improving Saliency Detection Via Multiple Kernel Boosting and Adaptive Fusion. IEEE Signal Processing Letters, 2016, 23, 517-521.	3.6	38
2	GA-ORB: A New Efficient Feature Extraction Algorithm for Multispectral Images Based on Geometric Algebra. IEEE Access, 2019, 7, 71235-71244.	4.2	28
3	A Novel Least-Mean Kurtosis Adaptive Filtering Algorithm Based on Geometric Algebra. IEEE Access, 2019, 7, 78298-78310.	4.2	23
4	Geometric Algebra in Signal and Image Processing: A Survey. IEEE Access, 2019, 7, 156315-156325.	4.2	17
5	Global Relation Reasoning Graph Convolutional Networks for Human Pose Estimation. IEEE Access, 2020, 8, 38472-38480.	4.2	17
6	Human Pose Estimation With Deeply Learned Multi-Scale Compositional Models. IEEE Access, 2019, 7, 71158-71166.	4.2	16
7	Attention Refined Network for Human Pose Estimation. Neural Processing Letters, 2021, 53, 2853-2872.	3.2	16
8	Improving Human Pose Estimation With Self-Attention Generative Adversarial Networks. IEEE Access, 2019, 7, 119668-119680.	4.2	14
9	Object tracking with sparse representation and annealed particle filter. Signal, Image and Video Processing, 2014, 8, 1059-1068.	2.7	13
10	Adaptive saliency fusion based on quality assessment. Multimedia Tools and Applications, 2017, 76, 23187-23211.	3.9	12
11	A Normalized Adaptive Filtering Algorithm Based on Geometric Algebra. IEEE Access, 2020, 8, 92861-92874.	4.2	11
12	Novel Adaptive Filtering Algorithms Based on Higher-Order Statistics and Geometric Algebra. IEEE Access, 2020, 8, 73767-73779.	4.2	11
13	RGA-CNNs: convolutional neural networks based on reduced geometric algebra. Science China Information Sciences, 2021, 64, 1.	4.3	10
14	Annealed particle filter based on particle swarm optimization for articulated three-dimensional human motion tracking. Optical Engineering, 2010, 49, 017204.	1.0	9
15	GA-STIP: Action Recognition in Multi-Channel Videos With Geometric Algebra Based Spatio-Temporal Interest Points. IEEE Access, 2018, 6, 56575-56586.	4.2	9
16	Improving Human Pose Estimation with Self-Attention Generative Adversarial Networks. , 2019, , .		9
17	Brush2Model: Convolution surface€based brushes for 3D modelling in head€mounted display€based virtual environments. Computer Animation and Virtual Worlds, 2017, 28, e1764.	1.2	8
18	The LogitBoost Based on Joint Feature for Face Detection. , 2013, , .		4

#	Article	IF	Citations
19	Crowded abnormal detection based on mixture of kernel dynamic texture. , 2014, , .		3
20	Learning Enriched Global Context Information for Human Pose Estimation. Neural Processing Letters, 2022, 54, 1663-1678.	3.2	3
21	MTPose: Human Pose Estimation with High-Resolution Multi-scale Transformers. Neural Processing Letters, 2022, 54, 3941-3964.	3.2	3
22	Multi-Task low-rank and sparse matrix recovery for human motion segmentation. , 2012, , .		2
23	Image segmentation by sparse representation. , 2012, , .		2
24	Object Tracking with Sparse Representation and Annealed Particle Filter. , 2013, , .		2
25	Enhancing feature fusion for human pose estimation. Machine Vision and Applications, 2020, 31, 1.	2.7	2
26	Articulated 3D human pose estimation with Particle Filter based Particle Swarm Optimization. , 2010, , .		1
27	A new method of abnormal event detection based on sparse reconstruction. , 2014, , .		1
28	Screwing assembly oriented interactive model segmentation in HMD VR environment. Computer Animation and Virtual Worlds, 2019, 30, e1880.	1.2	1
29	Dimension reduction of photolithography data based on PCA. , 2010, , .		0
30	Learning hidden variables in Bayesian Networks with Bayesian Entropy Criterion for supervised classification. , 2010, , .		0