

Xiangyang Wang

List of Publications by Year in descending order

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30
papers

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times ranked

272
citing authors

#	ARTICLE	IF	CITATIONS
1	Learning Enriched Global Context Information for Human Pose Estimation. <i>Neural Processing Letters</i> , 2022, 54, 1663-1678.	3.2	3
2	MTPose: Human Pose Estimation with High-Resolution Multi-scale Transformers. <i>Neural Processing Letters</i> , 2022, 54, 3941-3964.	3.2	3
3	RGA-CNNs: convolutional neural networks based on reduced geometric algebra. <i>Science China Information Sciences</i> , 2021, 64, 1.	4.3	10
4	Attention Refined Network for Human Pose Estimation. <i>Neural Processing Letters</i> , 2021, 53, 2853-2872.	3.2	16
5	Enhancing feature fusion for human pose estimation. <i>Machine Vision and Applications</i> , 2020, 31, 1.	2.7	2
6	A Normalized Adaptive Filtering Algorithm Based on Geometric Algebra. <i>IEEE Access</i> , 2020, 8, 92861-92874.	4.2	11
7	Novel Adaptive Filtering Algorithms Based on Higher-Order Statistics and Geometric Algebra. <i>IEEE Access</i> , 2020, 8, 73767-73779.	4.2	11
8	Global Relation Reasoning Graph Convolutional Networks for Human Pose Estimation. <i>IEEE Access</i> , 2020, 8, 38472-38480.	4.2	17
9	Human Pose Estimation With Deeply Learned Multi-Scale Compositional Models. <i>IEEE Access</i> , 2019, 7, 71158-71166.	4.2	16
10	A Novel Least-Mean Kurtosis Adaptive Filtering Algorithm Based on Geometric Algebra. <i>IEEE Access</i> , 2019, 7, 78298-78310.	4.2	23
11	Geometric Algebra in Signal and Image Processing: A Survey. <i>IEEE Access</i> , 2019, 7, 156315-156325.	4.2	17
12	Improving Human Pose Estimation With Self-Attention Generative Adversarial Networks. <i>IEEE Access</i> , 2019, 7, 119668-119680.	4.2	14
13	Improving Human Pose Estimation with Self-Attention Generative Adversarial Networks. , 2019, , .		9
14	Screwing assembly oriented interactive model segmentation in HMD VR environment. <i>Computer Animation and Virtual Worlds</i> , 2019, 30, e1880.	1.2	1
15	GA-ORB: A New Efficient Feature Extraction Algorithm for Multispectral Images Based on Geometric Algebra. <i>IEEE Access</i> , 2019, 7, 71235-71244.	4.2	28
16	GA-STIP: Action Recognition in Multi-Channel Videos With Geometric Algebra Based Spatio-Temporal Interest Points. <i>IEEE Access</i> , 2018, 6, 56575-56586.	4.2	9
17	Brush2Model: Convolution surface-based brushes for 3D modelling in head-mounted display-based virtual environments. <i>Computer Animation and Virtual Worlds</i> , 2017, 28, e1764.	1.2	8
18	Adaptive saliency fusion based on quality assessment. <i>Multimedia Tools and Applications</i> , 2017, 76, 23187-23211.	3.9	12

#	ARTICLE	IF	CITATIONS
19	Improving Saliency Detection Via Multiple Kernel Boosting and Adaptive Fusion. IEEE Signal Processing Letters, 2016, 23, 517-521.	3.6	38
20	A new method of abnormal event detection based on sparse reconstruction. , 2014, , .		1
21	Crowded abnormal detection based on mixture of kernel dynamic texture. , 2014, , .		3
22	Object tracking with sparse representation and annealed particle filter. Signal, Image and Video Processing, 2014, 8, 1059-1068.	2.7	13
23	Object Tracking with Sparse Representation and Annealed Particle Filter. , 2013, , .		2
24	The LogitBoost Based on Joint Feature for Face Detection. , 2013, , .		4
25	Multi-Task low-rank and sparse matrix recovery for human motion segmentation. , 2012, , .		2
26	Image segmentation by sparse representation. , 2012, , .		2
27	Annealed particle filter based on particle swarm optimization for articulated three-dimensional human motion tracking. Optical Engineering, 2010, 49, 017204.	1.0	9
28	Articulated 3D human pose estimation with Particle Filter based Particle Swarm Optimization. , 2010, , .		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