

Xiuping Liu

List of Publications by Year in descending order

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citing authors

#	ARTICLE	IF	CITATIONS
1	MHSA-Net: Multihead Self-Attention Network for Occluded Person Re-Identification. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 8210-8224.	11.3	27
2	DR-GAN: Distribution Regularization for Text-to-Image Generation. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 10309-10323.	11.3	9
3	Cross-Modal Semantic Matching Generative Adversarial Networks for Text-to-Image Synthesis. IEEE Transactions on Multimedia, 2022, 24, 832-845.	7.2	18
4	PMAN: Progressive Multi-Attention Network for Human Pose Transfer. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 302-314.	8.3	8
5	Incomplete Descriptor Mining With Elastic Loss for Person Re-Identification. IEEE Transactions on Circuits and Systems for Video Technology, 2022, 32, 160-171.	8.3	32
6	Efficient Representation and Optimization for TPMS-Based Porous Structures. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 2615-2627.	4.4	12
7	Function Representation Based Analytic Shape Hollowing Optimization. CAD Computer Aided Design, 2022, 144, 103156.	2.7	1
8	Deep Supervised Descent Method With Multiple Seeds Generation for 3-D Tracking in Point Cloud. IEEE Transactions on Industrial Informatics, 2022, 18, 5077-5086.	11.3	2
9	Deep Patch-based Global Normal Orientation. CAD Computer Aided Design, 2022, 150, 103281.	2.7	4
10	KT-GAN: Knowledge-Transfer Generative Adversarial Network for Text-to-Image Synthesis. IEEE Transactions on Image Processing, 2021, 30, 1275-1290.	9.8	43
11	Siamese Tracking Network With Informative Enhanced Loss. IEEE Transactions on Multimedia, 2021, 23, 120-132.	7.2	23
12	Visual Tracking Jointly With Online and Offline Learning. IEEE Access, 2020, 8, 181091-181101.	4.2	0
13	Deep Classification Consistency for Person Re-Identification. IEEE Access, 2020, 8, 191683-191693.	4.2	0
14	Deep Neural Networks With Distance Distributions for Gender Recognition of 3D Human Shapes. IEEE Access, 2020, 8, 218170-218179.	4.2	2
15	Point Cloud Normal Estimation by Fast Guided Least Squares Representation. IEEE Access, 2020, 8, 101580-101590.	4.2	2
16	Semantics-Enhanced Adversarial Nets for Text-to-Image Synthesis. , 2019, , .		56
17	Multi-Normal Estimation via Pair Consistency Voting. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1693-1706.	4.4	27
18	Support-Free Hollowing. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2787-2798.	4.4	34

#	ARTICLE	IF	CITATIONS
19	Saliency-preserving Slicing Optimization for Effective 3D Printing. Computer Graphics Forum, 2015, 34, 148-160.	3.0	63
20	Quality point cloud normal estimation by guided least squares representation. Computers and Graphics, 2015, 51, 106-116.	2.5	24
21	Mendable consistent orientation of point clouds. CAD Computer Aided Design, 2014, 55, 26-36.	2.7	8
22	3D printing oriented design. , 2014, , .		17
23	Point cloud normal estimation via low-rank subspace clustering. Computers and Graphics, 2013, 37, 697-706.	2.5	65