

# Haobin Shi

## List of Publications by Year in descending order

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54  
papers

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citations

687220

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h-index

580701

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g-index

54  
all docs

54  
docs citations

54  
times ranked

529  
citing authors

#	ARTICLE	IF	CITATIONS
1	Decoupled Visual Servoing With Fuzzy $Q$ -Learning. IEEE Transactions on Industrial Informatics, 2018, 14, 241-252.	7.2	89
2	End-to-End Navigation Strategy With Deep Reinforcement Learning for Mobile Robots. IEEE Transactions on Industrial Informatics, 2020, 16, 2393-2402.	7.2	84
3	Adaptive Image-Based Visual Servoing With Temporary Loss of the Visual Signal. IEEE Transactions on Industrial Informatics, 2019, 15, 1956-1965.	7.2	53
4	An adaptive decision-making method with fuzzy Bayesian reinforcement learning for robot soccer. Information Sciences, 2018, 436-437, 268-281.	4.0	44
5	A Fuzzy Adaptive Approach to Decoupled Visual Servoing for a Wheeled Mobile Robot. IEEE Transactions on Fuzzy Systems, 2020, 28, 3229-3243.	6.5	33
6	An Adaptive Strategy Selection Method With Reinforcement Learning for Robotic Soccer Games. IEEE Access, 2018, 6, 8376-8386.	2.6	31
7	Motion Segmentation and Balancing for a Biped Robot's Imitation Learning. IEEE Transactions on Industrial Informatics, 2017, 13, 1099-1108.	7.2	29
8	A Neuro-Fuzzy Visual Servoing Controller for an Articulated Manipulator. IEEE Access, 2018, 6, 3346-3357.	2.6	28
9	Collision Avoidance for Redundant Robots in Position-Based Visual Servoing. IEEE Systems Journal, 2019, 13, 3479-3489.	2.9	23
10	A learning approach to image-based visual servoing with a bagging method of velocity calculations. Information Sciences, 2019, 481, 244-257.	4.0	20
11	Lateral Transfer Learning for Multiagent Reinforcement Learning. IEEE Transactions on Cybernetics, 2023, 53, 1699-1711.	6.2	20
12	A Data Classification Method Using Genetic Algorithm and K-Means Algorithm with Optimizing Initial Cluster Center. , 2018, , .		17
13	MEC-Enabled Hierarchical Emotion Recognition and Perturbation-Aware Defense in Smart Cities. IEEE Internet of Things Journal, 2021, 8, 16933-16945.	5.5	17
14	An explainable ensemble feedforward method with Gaussian convolutional filter. Knowledge-Based Systems, 2021, 225, 107103.	4.0	17
15	Adaptive Image-Based Visual Servoing Using Reinforcement Learning With Fuzzy State Coding. IEEE Transactions on Fuzzy Systems, 2020, 28, 3244-3255.	6.5	14
16	Axiomatizations and a Noncooperative Interpretation of the $\hat{\pm}$ -CIS Value. Asia-Pacific Journal of Operational Research, 2015, 32, 1550031.	0.9	13
17	Adaptive Image-Based Visual Servoing for Hovering Control of Quad-Rotor. IEEE Transactions on Cognitive and Developmental Systems, 2020, 12, 417-426.	2.6	13
18	A Multiple-Attribute Decision-Making Approach to Reinforcement Learning. IEEE Transactions on Cognitive and Developmental Systems, 2020, 12, 695-708.	2.6	13

#	ARTICLE	IF	CITATIONS
19	Research on self-adaptive decision-making mechanism for competition strategies in robot soccer. <i>Frontiers of Computer Science</i> , 2015, 9, 485-494.	1.6	12
20	An overview of object detection and tracking. , 2015, , .		12
21	Using Fuzzy Logic to Learn Abstract Policies in Large-Scale Multiagent Reinforcement Learning. <i>IEEE Transactions on Fuzzy Systems</i> , 2022, 30, 5211-5224.	6.5	12
22	A novel fuzzy three-dimensional grid navigation method for mobile robots. <i>International Journal of Advanced Robotic Systems</i> , 2017, 14, 172988141771044.	1.3	10
23	A Multitier Reinforcement Learning Model for a Cooperative Multiagent System. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2020, 12, 636-644.	2.6	9
24	Graph convolutional network-based reinforcement learning for tasks offloading in multi-access edge computing. <i>Multimedia Tools and Applications</i> , 2021, 80, 29163-29175.	2.6	9
25	Multi-agent reinforcement learning by the actor-critic model with an attention interface. <i>Neurocomputing</i> , 2022, 471, 275-284.	3.5	8
26	Attentive Hybrid Recurrent Neural Networks for sequential recommendation. <i>Neural Computing and Applications</i> , 2021, 33, 11091-11105.	3.2	7
27	A Sample Aggregation Approach to Experiences Replay of Dyna-Q Learning. <i>IEEE Access</i> , 2018, 6, 37173-37184.	2.6	5
28	Adaptive Dynamic Programming Approach on Optimal Control for Affinely Pseudo- Linearized Nonlinear System. <i>IEEE Access</i> , 2019, 7, 75132-75142.	2.6	5
29	Load balancing scheduling algorithm for storage system based on state acquisition and dynamic feedback. , 2016, , .		4
30	Policy Learning with Human Reinforcement. <i>International Journal of Fuzzy Systems</i> , 2016, 18, 618-629.	2.3	4
31	Tracking and proximity detection for robotic operations by multiple depth cameras. <i>Information Sciences</i> , 2019, 483, 350-362.	4.0	4
32	Behavior fusion for deep reinforcement learning. <i>ISA Transactions</i> , 2020, 98, 434-444.	3.1	4
33	A Fuzzy Curiosity-Driven Mechanism for Multi-Agent Reinforcement Learning. <i>International Journal of Fuzzy Systems</i> , 2021, 23, 1222-1233.	2.3	4
34	Play games using Reinforcement Learning and Artificial Neural Networks with Experience Replay. , 2018, , .		3
35	A Fuzzy Approach to Visual Servoing with A Bagging Method for Wheeled Mobile Robot. , 2019, , .		3
36	Multi-Agent Reward-Iteration Fuzzy Q-Learning. <i>International Journal of Fuzzy Systems</i> , 2021, 23, 1669.	2.3	3

#	ARTICLE	IF	CITATIONS
37	Application of Particle Swarm Optimization Based on Clustering Analysis in Logistics Distribution. , 2009, , .		2
38	Humanoid robot's omnidirectional walking. , 2015, , .		2
39	An Improved Evidence Combination Method of D-S Theory. , 2016, , .		2
40	Image-based Visual Servoing for Quadrotor Helicopters using Genetic Algorithm. , 2018, , .		2
41	Adaptive weighted image fusion algorithm based on NSCT multi-scale decomposition. , 2020, , .		2
42	Quantum Hacking on an Integrated Continuous-Variable Quantum Key Distribution System via Power Analysis. Entropy, 2021, 23, 176.	1.1	2
43	Security Analysis of Continuous-Variable Measurement-Device-Independent Quantum Key Distribution Systems in Complex Communication Environments. Entropy, 2022, 24, 127.	1.1	2
44	Path Planning of Randomly Scattering Waypoints for Wafer Probing Based on Deep Attention Mechanism. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2022, , 1-13.	5.9	2
45	A novel fuzzy omni-directional gait planning algorithm for biped robot. , 2016, , .		1
46	A novel K-means classification method with genetic algorithm. , 2017, , .		1
47	Research on self-adaptive decision-making mechanism for competition strategies in robot soccer. Frontiers of Computer Science, 2015, 9, 485.	1.6	1
48	An adaptive multi-sensor visual attention model. Neural Computing and Applications, 2022, 34, 7241-7252.	3.2	1
49	Research on collaborative allocation of the multi-agent based on equivalent time. , 2015, , .		0
50	A New Method to Solve the Bottleneck Assignment Problem. , 2016, , .		0
51	Playing games with reinforcement learning via perceiving orientation and exploring diversity. , 2017, , .		0
52	A posture measurement approach for an articulated manipulator by RGB-D cameras. International Journal of Advanced Robotic Systems, 2019, 16, 172988141983813.	1.3	0
53	A Novel Role Assignment Method Based on Genetic Algorithm. , 2019, , .		0
54	Should Kernels Be Trained in CNN?- a Paradigm of AG-Net. , 2020, , .		0