Haobin Shi

List of Publications by Year
in descending order

54 papers	696 citations	687220 13 h-index	580701 25 g-index
54 all docs	54 docs citations	54 times ranked	529 citing authors

#	Article	IF	Citations
1	Lateral Transfer Learning for Multiagent Reinforcement Learning. IEEE Transactions on Cybernetics, 2023, 53, 1699-1711.	6.2	20
2	Multi-agent reinforcement learning by the actor-critic model with an attention interface. Neurocomputing, 2022, 471, 275-284.	3.5	8
3	Security Analysis of Continuous-Variable Measurement-Device-Independent Quantum Key Distribution Systems in Complex Communication Environments. Entropy, 2022, 24, 127.	1.1	2
4	An adaptive multi-sensor visual attention model. Neural Computing and Applications, 2022, 34, 7241-7252.	3.2	1
5	Using Fuzzy Logic to Learn Abstract Policies in Large-Scale Multiagent Reinforcement Learning. IEEE Transactions on Fuzzy Systems, 2022, 30, 5211-5224.	6.5	12
6	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
7	MEC-Enabled Hierarchical Emotion Recognition and Perturbation-Aware Defense in Smart Cities. IEEE Internet of Things Journal, 2021, 8, 16933-16945.	5.5	17
8	Quantum Hacking on an Integrated Continuous-Variable Quantum Key Distribution System via Power Analysis. Entropy, 2021, 23, 176.	1.1	2
9	Attentive Hybrid Recurrent Neural Networks for sequential recommendation. Neural Computing and Applications, 2021, 33, 11091-11105.	3.2	7
10	A Fuzzy Curiosity-Driven Mechanism for Multi-Agent Reinforcement Learning. International Journal of Fuzzy Systems, 2021, 23, 1222-1233.	2.3	4
11	Multi-Agent Reward-Iteration Fuzzy Q-Learning. International Journal of Fuzzy Systems, 2021, 23, 1669.	2.3	3
12	Graph convolutional network-based reinforcement learning for tasks offloading in multi-access edge computing. Multimedia Tools and Applications, 2021, 80, 29163-29175.	2.6	9
13	An explainable ensemble feedforward method with Gaussian convolutional filter. Knowledge-Based Systems, 2021, 225, 107103.	4.0	17
14	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
15	Behavior fusion for deep reinforcement learning. ISA Transactions, 2020, 98, 434-444.	3.1	4
16	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
17	A Multiple-Attribute Decision-Making Approach to Reinforcement Learning. IEEE Transactions on Cognitive and Developmental Systems, 2020, 12, 695-708.	2.6	13
18	End-to-End Navigation Strategy With Deep Reinforcement Learning for Mobile Robots. IEEE Transactions on Industrial Informatics, 2020, 16, 2393-2402.	7.2	84

#	Article	IF	Citations
19	Should Kernels Be Trained in CNN?- a Paradigm of AG-Net. , 2020, , .		0
20	Adaptive weighted image fusion algorithm based on NSCT multi-scale decomposition. , 2020, , .		2
21	A Multitier Reinforcement Learning Model for a Cooperative Multiagent System. IEEE Transactions on Cognitive and Developmental Systems, 2020, 12, 636-644.	2.6	9
22	Adaptive Image-Based Visual Servoing Using Reinforcement Learning With Fuzzy State Coding. IEEE Transactions on Fuzzy Systems, 2020, 28, 3244-3255.	6.5	14
23	Adaptive Image-Based Visual Servoing With Temporary Loss of the Visual Signal. IEEE Transactions on Industrial Informatics, 2019, 15, 1956-1965.	7.2	53
24	Adaptive Dynamic Programming Approach on Optimal Control for Affinely Pseudo- Linearized Nonlinear System. IEEE Access, 2019, 7, 75132-75142.	2.6	5
25	A Fuzzy Approach to Visual Servoing with A Bagging Method for Wheeled Mobile Robot. , 2019, , .		3
26	Tracking and proximity detection for robotic operations by multiple depth cameras. Information Sciences, 2019, 483, 350-362.	4.0	4
27	A posture measurement approach for an articulated manipulator by RGB-D cameras. International Journal of Advanced Robotic Systems, 2019, 16, 172988141983813.	1.3	0
28	A Novel Role Assignment Method Based on Genetic Algorithm. , 2019, , .		0
29	Collision Avoidance for Redundant Robots in Position-Based Visual Servoing. IEEE Systems Journal, 2019, 13, 3479-3489.	2.9	23
30	A learning approach to image-based visual servoing with a bagging method of velocity calculations. Information Sciences, 2019, 481, 244-257.	4.0	20
31	A Neuro-Fuzzy Visual Servoing Controller for an Articulated Manipulator. IEEE Access, 2018, 6, 3346-3357.	2.6	28
32	An Adaptive Strategy Selection Method With Reinforcement Learning for Robotic Soccer Games. IEEE Access, 2018, 6, 8376-8386.	2.6	31
33	An adaptive decision-making method with fuzzy Bayesian reinforcement learning for robot soccer. Information Sciences, 2018, 436-437, 268-281.	4.0	44
34	Decoupled Visual Servoing With Fuzzy Q-Learning. IEEE Transactions on Industrial Informatics, 2018, 14, 241-252.	7.2	89
35	Image-based Visual Servoing for Quadrotor Helicopters using Genetic Algorithm. , 2018, , .		2
36	A Data Classification Method Using Genetic Algorithm and K-Means Algorithm with Optimizing Initial Cluster Center. , 2018, , .		17

#	Article	IF	Citations
37	Play games using Reinforcement Learning and Artificial Neural Networks with Experience Replay. , 2018, , .		3
38	A Sample Aggregation Approach to Experiences Replay of Dyna-Q Learning. IEEE Access, 2018, 6, 37173-37184.	2.6	5
39	Motion Segmentation and Balancing for a Biped Robot's Imitation Learning. IEEE Transactions on Industrial Informatics, 2017, 13, 1099-1108.	7.2	29
40	A novel fuzzy three-dimensional grid navigation method for mobile robots. International Journal of Advanced Robotic Systems, 2017, 14, 172988141771044.	1.3	10
41	A novel K-means classification method with genetic algorithm. , 2017, , .		1
42	Playing games with reinforcement learning via perceiving orientation and exploring diversity. , 2017, , .		0
43	Load balancing scheduling algorithm for storage system based on state acquisition and dynamic feedback. , 2016, , .		4
44	An Improved Evidence Combination Method of D-S Theory. , 2016, , .		2
45	A novel fuzzy omni-directional gait planning algorithm for biped robot. , 2016, , .		1
46	A New Method to Solve the Bottleneck Assignment Problem. , 2016, , .		0
47	Policy Learning with Human Reinforcement. International Journal of Fuzzy Systems, 2016, 18, 618-629.	2.3	4
48	Research on collaborative allocation of the multi-agent based on equivalent time. , 2015, , .		0
49	Research on self-adaptive decision-making mechanism for competition strategies in robot soccer. Frontiers of Computer Science, 2015, 9, 485-494.	1.6	12
50	Humanoid robot's omnidirectional walking. , 2015, , .		2
51	An overview of object detection and tracking. , 2015, , .		12
52	Axiomatizations and a Noncooperative Interpretation of the Î±-CIS Value. Asia-Pacific Journal of Operational Research, 2015, 32, 1550031.	0.9	13
53	Research on self-adaptive decision-making mechanism for competition strategies in robot soccer. Frontiers of Computer Science, 2015, 9, 485.	1.6	1
54	Application of Particle Swarm Optimization Based on Clustering Analysis in Logistics Distribution. , 2009, , .		2