

Wenwu Zhu

List of Publications by Year in descending order

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Version: 2024-02-01

61
papers

4,766
citations

567247

15
h-index

477281

29
g-index

64
all docs

64
docs citations

64
times ranked

3645
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|------|-----------|
| 1 | Structural Deep Network Embedding. , 2016, , . | | 1,725 |
| 2 | A Survey on Network Embedding. IEEE Transactions on Knowledge and Data Engineering, 2019, 31, 833-852. | 5.7 | 741 |
| 3 | Deep Learning on Graphs: A Survey. IEEE Transactions on Knowledge and Data Engineering, 2022, 34, 249-270. | 5.7 | 552 |
| 4 | Depression Detection via Harvesting Social Media: A Multimodal Dictionary Learning Solution. , 2017, , . | | 185 |
| 5 | Robust Graph Convolutional Networks Against Adversarial Attacks. , 2019, , . | | 172 |
| 6 | Arbitrary-Order Proximity Preserved Network Embedding. , 2018, , . | | 125 |
| 7 | Understanding Performance of Edge Content Caching for Mobile Video Streaming. IEEE Journal on Selected Areas in Communications, 2017, 35, 1076-1089. | 14.0 | 124 |
| 8 | Deep Recursive Network Embedding with Regular Equivalence. , 2018, , . | | 119 |
| 9 | Social Recommendation with Cross-Domain Transferable Knowledge. IEEE Transactions on Knowledge and Data Engineering, 2015, 27, 3084-3097. | 5.7 | 100 |
| 10 | Weakly Semi-Supervised Deep Learning for Multi-Label Image Annotation. IEEE Transactions on Big Data, 2015, 1, 109-122. | 6.1 | 93 |
| 11 | Deep Variational Network Embedding in Wasserstein Space. , 2018, , . | | 81 |
| 12 | Learning Compact Hash Codes for Multimodal Representations Using Orthogonal Deep Structure. IEEE Transactions on Multimedia, 2015, 17, 1404-1416. | 7.2 | 80 |
| 13 | High-order Proximity Preserved Embedding For Dynamic Networks. IEEE Transactions on Knowledge and Data Engineering, 2018, , 1-1. | 5.7 | 74 |
| 14 | Video Summarization by Learning Deep Side Semantic Embedding. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 226-237. | 8.3 | 58 |
| 15 | Billion-Scale Network Embedding with Iterative Random Projection. , 2018, , . | | 49 |
| 16 | Comparing apples to oranges. , 2013, , . | | 46 |
| 17 | Multimedia Intelligence: When Multimedia Meets Artificial Intelligence. IEEE Transactions on Multimedia, 2020, 22, 1823-1835. | 7.2 | 45 |
| 18 | Joint online transcoding and geo-distributed delivery for dynamic adaptive streaming. , 2014, , . | | 39 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | On Energy-Efficient Offloading in Mobile Cloud for Real-Time Video Applications. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 170-181. | 8.3 | 35 |
| 20 | Hierarchical Taxonomy Aware Network Embedding. , 2018, , . | | 29 |
| 21 | AutoNE. , 2019, , . | | 23 |
| 22 | Intention-Aware Sequential Recommendation With Structured Intent Transition. IEEE Transactions on Knowledge and Data Engineering, 2022, 34, 5403-5414. | 5.7 | 22 |
| 23 | Non-transitive Hashing with Latent Similarity Components. , 2015, , . | | 21 |
| 24 | Hierarchical Contextual Attention Recurrent Neural Network for Map Query Suggestion. IEEE Transactions on Knowledge and Data Engineering, 2017, 29, 1888-1901. | 5.7 | 20 |
| 25 | Multi-Modal Deep Analysis for Multimedia. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 3740-3764. | 8.3 | 20 |
| 26 | Come-and-Go Patterns of Group Evolution. , 2016, , . | | 16 |
| 27 | On Power Law Growth of Social Networks. IEEE Transactions on Knowledge and Data Engineering, 2018, 30, 1727-1740. | 5.7 | 16 |
| 28 | Toward High Mobile GPU Performance Through Collaborative Workload Offloading. IEEE Transactions on Parallel and Distributed Systems, 2018, 29, 435-449. | 5.6 | 15 |
| 29 | Bandwidth Efficient and Rate-Adaptive Video Delivery in TV White Space. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 1605-1619. | 8.3 | 13 |
| 30 | Long Short Memory Process. , 2017, , . | | 13 |
| 31 | A Multiscale Survival Process for Modeling Human Activity Patterns. PLoS ONE, 2016, 11, e0151473. | 2.5 | 11 |
| 32 | Emotionally Representative Image Discovery for Social Events. , 2014, , . | | 10 |
| 33 | Understanding Gaming Experience in Mobile Multiplayer Online Battle Arena Games. , 2018, , . | | 10 |
| 34 | Eigen-GNN: a Graph Structure Preserving Plug-in for GNNs. IEEE Transactions on Knowledge and Data Engineering, 2021, , 1-1. | 5.7 | 10 |
| 35 | Virtual mixer: Real-time audio mixing across clients and the cloud for multiparty conferencing. , 2012, , . | | 8 |
| 36 | Find you from your friends: Graph-based residence location prediction for users in social media. , 2014, , . | | 8 |

| # | ARTICLE | IF | CITATIONS |
|----|---|------|-----------|
| 37 | ButterFly: Mobile collaborative rendering over GPU workload migration. , 2017, , . | | 6 |
| 38 | Measurement-based construction of locality-aware overlay networks. , 2004, , . | | 5 |
| 39 | A Survey on Temporal Sentence Grounding in Videos. ACM Transactions on Multimedia Computing, Communications and Applications, 2023, 19, 1-33. | 4.3 | 5 |
| 40 | A metric of stereoscopic image retargeting quality assessment. , 2015, , . | | 4 |
| 41 | Dynamical Origins of Distribution Functions. , 2019, , . | | 4 |
| 42 | Sparse representation of texture patches for low bit-rate image compression. , 2012, , . | | 3 |
| 43 | User Mapping Strategies in Multi-Cloud Streaming: A Data-Driven Approach. , 2016, , . | | 3 |
| 44 | Fates of Microscopic Social Ecosystems. , 2019, , . | | 3 |
| 45 | Exploring the collective human behavior in cascading systems: a comprehensive framework. Knowledge and Information Systems, 2020, 62, 4599-4623. | 3.2 | 3 |
| 46 | Disparity-preserved Deep Cross-platform Association for Cross-platform Video Recommendation. , 2019, , . | | 3 |
| 47 | Adversarial Attack Framework on Graph Embedding Models with Limited Knowledge. IEEE Transactions on Knowledge and Data Engineering, 2022, , 1-1. | 5.7 | 3 |
| 48 | Thinking like psychologist: Learning to predict personality by using features from portrait and social media. , 2016, , . | | 2 |
| 49 | Guest Editorial Multimedia Economics for Future Networks: Theory, Methods, and Applications. IEEE Journal on Selected Areas in Communications, 2019, 37, 1473-1477. | 14.0 | 2 |
| 50 | Uncovering Pattern Formation of Information Flow. , 2019, , . | | 2 |
| 51 | Profit Maximization for Sponsored Data in Wireless Video Transmission Systems. IEEE Transactions on Mobile Computing, 2019, , 1-1. | 5.8 | 2 |
| 52 | Rethinking Embedded Unsupervised Feature Selection: A Simple Joint Approach. IEEE Transactions on Big Data, 2023, 9, 380-387. | 6.1 | 2 |
| 53 | DeepLogic: Joint Learning of Neural Perception and Logical Reasoning. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, , 1-14. | 13.9 | 2 |
| 54 | Cloud Computing and Dynamic Resource Allocation for Multimedia Applications. International Journal of Digital Multimedia Broadcasting, 2012, 2012, 1-2. | 0.6 | 1 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 55 | Aspect Learning for Multimedia Summarization via Nonparametric Bayesian. IEEE Transactions on Circuits and Systems for Video Technology, 2016, 26, 1931-1942. | 8.3 | 1 |
| 56 | Permutation-equivariant and Proximity-aware Graph Neural Networks with Stochastic Message Passing. IEEE Transactions on Knowledge and Data Engineering, 2022, , 1-1. | 5.7 | 1 |
| 57 | Uncovering the Transformation from Non-Follower Retweeters to Followers. , 2018, , . | | 0 |
| 58 | Kernel Clustering On Symmetric Positive Definite Manifolds Via Double Approximated Low Rank Representation. , 2020, , . | | 0 |
| 59 | Automated Machine Learning for Multimedia. , 2021, , 97-177. | | 0 |
| 60 | Meta-Learning. , 2021, , 71-94. | | 0 |
| 61 | CFCR: A Convolution and Fusion Model for Cross-platform Recommendation. , 2021, , . | | 0 |