

Jun-qing Yu

List of Publications by Year in descending order

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papers

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840776

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32
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32
times ranked

690
citing authors

#	ARTICLE	IF	CITATIONS
1	TSSBV: A Conflict-Free Flow Rule Management Algorithm in SDN Switches. , 2021, , .		1
2	A dynamic and lightweight framework to secure source addresses in the SDN-based networks. Computer Networks, 2021, 193, 108075.	5.1	7
3	Distractor-Aware Tracker with a Domain-Special Optimized Benchmark for Soccer Player Tracking. , 2021, , .		2
4	An Adaptive Authenticated Model for Big Data Stream SAVI in SDN-Based Data Center Networks. Security and Communication Networks, 2021, 2021, 1-14.	1.5	3
5	Category-Level Adversarial Adaptation for Semantic Segmentation using Purified Features. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, PP, 1-1.	13.9	45
6	SSET: a dataset for shot segmentation, event detection, player tracking in soccer videos. Multimedia Tools and Applications, 2020, 79, 28971-28992.	3.9	12
7	Advanced Convolutional Neural Network-Based Hybrid Acoustic Models for Low-Resource Speech Recognition. Computers, 2020, 9, 36.	3.3	6
8	A Framework for Word Embedding Based Automatic Text Summarization and Evaluation. Information (Switzerland), 2020, 11, 78.	2.9	13
9	A multi-level descriptor using ultra-deep feature for image retrieval. Multimedia Tools and Applications, 2019, 78, 25655-25672.	3.9	6
10	Vector quantization: a review. Frontiers of Information Technology and Electronic Engineering, 2019, 20, 507-524.	2.6	18
11	Significance-Aware Information Bottleneck for Domain Adaptive Semantic Segmentation. , 2019, , .		122
12	Taking a Closer Look at Domain Shift: Category-Level Adversaries for Semantics Consistent Domain Adaptation. , 2019, , .		448
13	Soccer Video Event Detection Based on Deep Learning. Lecture Notes in Computer Science, 2019, , 377-389.	1.3	19
14	Comprehensive Dataset of Broadcast Soccer Videos. , 2018, , .		20
15	Optimized residual vector quantization for efficient approximate nearest neighbor search. Multimedia Systems, 2017, 23, 169-181.	4.7	19
16	Accurate localization for mobile device using a multi-planar city model. , 2016, , .		4
17	Wide area localization and tracking on camera phones for mobile augmented reality systems. Multimedia Systems, 2015, 21, 381-399.	4.7	26
18	On-Device Mobile Visual Location Recognition by Using Panoramic Images and Compressed Sensing Based Visual Descriptors. PLoS ONE, 2014, 9, e98806.	2.5	17

#	ARTICLE	IF	CITATIONS
19	A scalable flow rule translation implementation for software defined security. , 2014, , .		2
20	Efficient approximate nearest neighbor search by optimized residual vector quantization. , 2014, , .		5
21	Affection arousal based highlight extraction for soccer video. Multimedia Tools and Applications, 2014, 73, 519-546.	3.9	28
22	Event boundary determination based on attack-defense transition analysis in soccer video. , 2014, , .		0
23	Projected Residual Vector Quantization for ANN Search. IEEE MultiMedia, 2014, 21, 41-51.	1.7	40
24	High-dimensional indexing technologies for large scale content-based image retrieval: a review. Journal of Zhejiang University: Science C, 2013, 14, 505-520.	0.7	23
25	StreamTMC: Stream compilation for tiled multi-core architectures. Journal of Parallel and Distributed Computing, 2013, 73, 484-494.	4.1	3
26	Software Pipelining for Stream Programs on Resource Constrained Multicore Architectures. IEEE Transactions on Parallel and Distributed Systems, 2012, 23, 2338-2350.	5.6	18
27	Research of virtual experiment based on flex and XML. Wuhan University Journal of Natural Sciences, 2012, 17, 36-42.	0.4	2
28	An improved valence-arousal emotion space for video affective content representation and recognition. , 2009, , .		13
29	Personalized emotion space for video affective content representation. Wuhan University Journal of Natural Sciences, 2009, 14, 393-398.	0.4	1
30	Source Tracing and Pursuing of Network Virus. , 2008, , .		6
31	Video Segmentation Based on Shot Boundary Coefficient. , 2007, , .		0
32	Semantic Analysis and Retrieval of Sports Video. , 2006, , .		3