

Beyond Triplet Loss: Person Re-Identification With Fine Loss

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Multimodal Data Guided Spatial Feature Fusion and Grouping Strategy for E-Commerce Commodity Demand Forecasting. <i>Mobile Information Systems</i> , 2021, 2021, 1-14.	0.4	42
2	A Stock Trend Forecast Algorithm Based on Deep Neural Networks. <i>Scientific Programming</i> , 2021, 2021, 1-7.	0.5	8
3	AGTH-Net: Attention-Based Graph Convolution-Guided Third-Order Hourglass Network for Sports Video Classification. <i>Journal of Healthcare Engineering</i> , 2021, 2021, 1-10.	1.1	30
4	Analysis of Effectiveness and Performance Prediction of Sports Flipped Classroom Teaching Based on Neural Networks. <i>Scientific Programming</i> , 2021, 2021, 1-7.	0.5	10
5	Aerobics Action Recognition Algorithm Based on Three-Dimensional Convolutional Neural Network and Multilabel Classification. <i>Scientific Programming</i> , 2021, 2021, 1-8.	0.5	0
6	Wearable Device-Based Smart Football Athlete Health Prediction Algorithm Based on Recurrent Neural Networks. <i>Journal of Healthcare Engineering</i> , 2021, 2021, 1-7.	1.1	2
7	An Adaptive BP Neural Network Model for Teaching Quality Evaluation in Colleges and Universities. <i>Wireless Communications and Mobile Computing</i> , 2021, 2021, 1-7.	0.8	4
8	Application of Flipped Classroom Model Driven by Big Data and Neural Network in Oral English Teaching. <i>Wireless Communications and Mobile Computing</i> , 2021, 2021, 1-7.	0.8	9
9	Partial Color Photo Processing Method for Components Based on Image Enhancement Technology. <i>Wireless Communications and Mobile Computing</i> , 2021, 2021, 1-9.	0.8	0
10	Evaluation Model of Educational Curriculum in Higher Schools Based on Deep Neural Networks. <i>Mobile Information Systems</i> , 2021, 2021, 1-8.	0.4	2
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12	Computer Vision-Driven Evaluation System for Assisted Decision-Making in Sports Training. <i>Wireless Communications and Mobile Computing</i> , 2021, 2021, 1-7.	0.8	13
13	Stereo disparity optimization with depth change constraint based on a continuous video. <i>Displays</i> , 2021, , 102070.	2.0	3
14	3D human pose estimation in motion based on multi-stage regression. <i>Displays</i> , 2021, 69, 102067.	2.0	8
15	Research and application of 3D visualization and Internet of Things technology in urban land use efficiency management. <i>Displays</i> , 2021, 69, 102050.	2.0	14
16	Analysis of college martial arts teaching posture based on 3D image reconstruction and wavelet transform. <i>Displays</i> , 2021, 69, 102044.	2.0	6
17	Application of multivariate statistics and 3D visualization analysis in tacit knowledge diffusion map. <i>Displays</i> , 2021, 69, 102062.	2.0	5
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20	Review of multi-view 3D object recognition methods based on deep learning. Displays, 2021, 69, 102053.	2.0	120
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