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**Dr. Zhu Li**

Professor, Computer Science and Electrical Engineering, University of Missouri – Kansas City

Director, NSF I/UCRC Center for Big Learning at UMKC

Associate Editor-in-Chief, *IEEE Trans on Circuits & System for Video Technology*

Email: [zhu.li@ieee.org](mailto:zhu.li@ieee.org), [lizhu@umkc.edu](mailto:lizhu@umkc.edu),

Website: <http://l.web.umkc.edu/lizhu>, phone: 1-816-235-2346 (office), 1-469-345-1444 (cell)

**Publications**

**Book Chapters:**

1. L. Li and **Z. Li**, “Light Field and Plenoptic Point Cloud Compression”, Springer: *Handbook for Dynamic Data Driven Applications Systems*, Ed. Erik Blasch, 2021.
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3. Z. Zheng, **Z. Li**, and A. Nagar, “Compact Deep Neural Networks for Image Understanding on Mobile Devices”, Springer: *Mobile and Cloud Visual Media Computing*, Ed. G. Hua, and X. Hua, 2016.
4. H. Zheng, **Z. Li**, Y. Fu, and A. Katsaggelos, “Video Activity Recognition by Luminance Differential Trajectory and Aligned Projection Distance”, *Handbook of Statistics*, Ed. V. Govindaraju et. al. Elsevier, 2013.
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**Journal Papers in Review:**

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2. D. Noor, **Z. Li**, S. Bhattacharyya, and G. York, "See SIT in Dark: Cascade Network for Learning DoG Pyramid in Dark", in review with *ACM Trans on Multimedia Computing, Communication, and Applications*, (TOMM), 2021.
3. J. Wang, D. Ding, Z. Li, X. Feng, C. Cao, and Z. Ma, "Sparse Tensor-based Multiscale Representation for Point Cloud Geometry Compression", in review with *IEEE Trans on Pattern Analysis & Machine Intelligence*(T-PAMI), 2021.

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1. R. Liao, **Z. Li**, S. Bhattacharyya, and G. York, "PoseMapGait: A Gait Recognition Method based on Evolution of Pose Estimation Maps and GraphConvolutional Network", accepted, *Neurocomputing*, 2022.
2. L. Li, **Z. Li**, S. Liu, and H. Li, "Frame-level Rate Control for Geometry-based LiDAR Point Cloud Compression", accepted, *IEEE Trans. on Multimedia*, 2022.
4. A. Akhtar, **Z. Li**, L. Li, G. Auwera, and J. Chen, "PU-Dense: Large Scale Photo-Realistic Point Cloud Upsampling", accepted with *IEEE Trans on Image Processing* (T-IP), 2022.
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6. D. Yang, Y.-X Zou, **Z. Li**, and G. Li, “Learning Human-Object Interaction via Interactive Semantic Reasoning”, *IEEE Trans on Image Processing* (T-IP), doi: 10.1109/TIP.2021.3125258, 2021.
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### **Patents (Issued and Pending)**

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