Retraction Note: Application of Computer Vision Technology in the Recognition of Guzheng Playing Posture

Dan Lu
College of Art, Northeast Agricultural University, Harbin, Heilongjiang, China
Corresponding author: Dan Lu (ludan_vip@outlook.com)

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Retraction Note

The editors have retracted the paper [1] on October 30, 2026.

Upon investigation several important weaknesses of the paper were detected, not noticed previously by the Reviewers. The most evident ones are briefly summarised below.

- The number of classes changes in the paper, from 6 to 12. Some class names seem to have no relation to playing an instrument.
- The principal accuracy chart contradicts the claimed performance.
- The temporal-smoothing figure does not illustrate the described procedure.
- The dataset and its ground truth cannot be audited from the paper.
- The model and comparative experiments are insufficiently specified.
- Several technical claims have clearly mismatched citations.
- The headline numerical results are inconsistent.

These problems are consistent with poorly checked synthetic or automatically assembled material, but also admit other explanations, including incorrect figure insertion, translation errors, or seriously inadequate reporting. The strongest complaint therefore concerns unreliable and unsubstantiated research claims.

On September 13, 20206, the procedure of the editorial Expression of Concern was implemented for this paper. The Author was asked to provide comments or corrections to the weaknesses detected, but did not respond.

In consequence, on October 29, 2026, the paper was retracted.

References

[1] D. Lu. Retracted paper: Application of computer vision technology in the recognition of Guzheng playing posture. *Machine Graphics & Vision* 35(1):71–93, 2026. doi:10.22630/MGV.2026.35.1.4.