

Yi-Nan Lin

List of Publications by Year in descending order

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Version: 2024-02-01

17
papers

111
citations

1478505

6
h-index

1372567

10
g-index

17
all docs

17
docs citations

17
times ranked

63
citing authors

#	ARTICLE	IF	CITATIONS
1	Smart selection from petri net modeling tools for fast developing a manufacturing system. Cogent Engineering, 2022, 9, .	2.2	1
2	Novel Deadlock Control for Smartphone Manufacturing Systems Using Petri Nets. International Journal of Control, Automation and Systems, 2022, 20, 877-887.	2.7	7
3	Development and Evaluation of an Attendance Tracking System Using Smartphones with GPS and NFC. Applied Artificial Intelligence, 2022, 36, .	3.2	6
4	Modeling and Analysis of Hadoop MapReduce Systems for Big Data Using Petri Nets. Applied Artificial Intelligence, 2021, 35, 80-104.	3.2	5
5	Realizing a colorful polymer solar cell with high color purity via a metal alloy-dielectric metal alloy electrode. Journal of Materials Chemistry C, 2021, 9, 11142-11152.	5.5	4
6	Development and Evaluation of a Novel Investment Decision System in Cryptocurrency Market. Applied Artificial Intelligence, 2021, 35, 1169-1195.	3.2	4
7	Resolving Cross-Sensitivity Effect in Fluorescence Quenching for Simultaneously Sensing Oxygen and Ammonia Concentrations by an Optical Dual Gas Sensor. Sensors, 2021, 21, 6940.	3.8	11
8	Novel Text Recognition Based on Modified K-Clustering and Hidden Markov Models. Wireless Personal Communications, 2020, 111, 1453-1474.	2.7	2
9	Deep Petri nets of unsupervised and supervised learning. Measurement and Control, 2020, 53, 1267-1277.	1.8	3
10	Review on Petri Net Modeling and Analysis of a Smartphone Manufacturing System. Cogent Engineering, 2020, 7, 1851630.	2.2	3
11	Novel JavaScript malware detection based on fuzzy Petri nets. Journal of Intelligent and Fuzzy Systems, 2020, 39, 249-261.	1.4	3
12	Fast Iris localization using Haar-like features and AdaBoost algorithm. Multimedia Tools and Applications, 2020, 79, 34339-34362.	3.9	16
13	Development of a Game-Based e-Learning System with Augmented Reality for Improving Students' Learning Performance. International Journal of Engineering Education, 2020, 2, 1-10.	0.3	5
14	Novel Shot Boundary Detection in News Streams Based on Fuzzy Petri Nets. Applied Artificial Intelligence, 2019, 33, 1035-1057.	3.2	11
15	Automatic Detection of Video Shot Boundary in Social Media Using a Hybrid Approach of HLFPN and Keypoint Matching. IEEE Transactions on Computational Social Systems, 2018, 5, 210-219.	4.4	25
16	The Improvement of Video Streaming Security in Communication with Multiple Modes Ciphering for Handheld Devices. Studies in Computational Intelligence, 2014, , 355-364.	0.9	2
17	Real-Time Mode Hopping of Block Cipher Algorithms for Mobile Streaming. International Journal of Wireless and Mobile Networks, 2013, 5, 127-142.	0.2	3