

# Sujit Dey

## List of Publications by Year in descending order

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38  
papers

784  
citations

1040056

9  
h-index

1058476

14  
g-index

38  
all docs

38  
docs citations

38  
times ranked

751  
citing authors

#	ARTICLE	IF	CITATIONS
1	Enhancing Mobile Video Capacity and Quality Using Rate Adaptation, RAN Caching and Processing. IEEE/ACM Transactions on Networking, 2016, 24, 996-1010.	3.8	79
2	Video caching in Radio Access Network: Impact on delay and capacity. , 2012, , .		75
3	Modeling and Characterizing User Experience in a Cloud Server Based Mobile Gaming Approach. , 2009, , .		74
4	Rendering Adaptation to Address Communication and Computation Constraints in Cloud Mobile Gaming. , 2010, , .		73
5	Model-Based Techniques for Data Reliability in Wireless Sensor Networks. IEEE Transactions on Mobile Computing, 2009, 8, 528-543.	5.8	60
6	Cloud mobile gaming. Mobile Computing and Communications Review, 2012, 16, 10-21.	1.7	54
7	Personalized machine learning of depressed mood using wearables. Translational Psychiatry, 2021, 11, 338.	4.8	44
8	Forecasting of Solar Photovoltaic System Power Generation Using Wavelet Decomposition and Bias-Compensated Random Forest. , 2017, , .		29
9	Addressing Response Time and Video Quality in Remote Server Based Internet Mobile Gaming. , 2010, , .		28
10	Hierarchical video caching in wireless cloud: Approaches and algorithms. , 2012, , .		26
11	Enhancing Video Encoding for Cloud Gaming Using Rendering Information. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 1960-1974.	8.3	26
12	Dynamically Configurable Bus Topologies for High-Performance On-Chip Communication. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2008, 16, 1413-1426.	3.1	22
13	Wireless network aware cloud scheduler for scalable cloud mobile gaming. , 2012, , .		22
14	Vehicular and Edge Computing for Emerging Connected and Autonomous Vehicle Applications. , 2020, , .		21
15	Adaptive Computation Partitioning and Offloading in Real-Time Sustainable Vehicular Edge Computing. IEEE Transactions on Vehicular Technology, 2021, 70, 13221-13237.	6.3	21
16	Dynamic adaptation policies to improve quality of service of real-time multimedia applications in IEEE 802.11e WLAN Networks. Wireless Networks, 2007, 13, 511-535.	3.0	19
17	Variation-Tolerant Dynamic Power Management at the System-Level. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2009, 17, 1220-1232.	3.1	19
18	A Device and Network-Aware Scaling Framework for Efficient Delivery of Scalable Video over Wireless Networks. , 2007, , .		10

#	ARTICLE	IF	CITATIONS
19	Quality of Service Optimization for Vehicular Edge Computing with Solar-Powered Road Side Units. , 2018, , .		9
20	LI-BIST: A Low-Cost Self-Test Scheme for SoC Logic Cores and Interconnects. Journal of Electronic Testing: Theory and Applications (JETTA), 2003, 19, 113-123.	1.2	7
21	Renewable energy-aware video download in cellular networks. , 2015, , .		7
22	Variation-Aware System-Level Power Analysis. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2010, 18, 1173-1184.	3.1	6
23	Variation-Aware Voltage Level Selection. IEEE Transactions on Very Large Scale Integration (VLSI) Systems, 2012, 20, 925-936.	3.1	6
24	Power-efficient base station operation through user QoS-aware adaptive RF chain switching technique. , 2015, , .		6
25	A static noise impact analysis methodology for evaluating transient error effects in digital VLSI circuits. , 0, , .		5
26	Center of Mass Estimation for Balance Evaluation Using Convolutional Neural Networks. , 2019, , .		5
27	ORBit: an adaptive data shaping technique for robust wireless video clip communication. , 0, , .		4
28	Evaluating and Improving Transient Error Tolerance of CMOS Digital VLSI Circuits. IEEE International Test Conference (TC), 2006, , .	0.0	4
29	Motion data alignment and real-time guidance in cloud-based virtual training system. , 2015, , .		4
30	A Novel Hyper-Cast Approach to Enable Cloud-Based Virtual Classroom Applications. , 2016, , .		4
31	Energy Efficient Hybrid Beamforming in Massive MU-MIMO Systems via Eigenmode Selection. , 2017, , .		4
32	Rate adaptation and base station reconfiguration for battery efficient video download. , 2013, , .		3
33	Human Action Understanding and Movement Error Identification for the Treatment of Patients with Parkinson's Disease. , 2018, , .		3
34	Asymmetric and selective object rendering for optimized Cloud Mobile 3D Display Gaming user experience. Multimedia Tools and Applications, 2017, 76, 18291-18320.	3.9	2
35	Coping with Variations through System-Level Design. , 2009, , .		1
36	Fully Automated Learning for Application-Specific Web Video Classification. , 2013, , .		1

#	ARTICLE	IF	CITATIONS
37	Enhancing Cloud Mobile 3D display gaming user experience by asymmetric graphics rendering. , 2014, , .		1
38	Dynamic end-to-end image adaptation for guaranteed quality of service in wireless image data services. , 0, , .		0