

Suiping Zhou

List of Publications by Citations

Source: <https://exaly.com/author-pdf/11409628/suiping-zhou-publications-by-citations.pdf>

Version: 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

40
papers

474
citations

10
h-index

20
g-index

49
ext. papers

579
ext. citations

2.5
avg, IF

3.12
L-index

#	Paper	IF	Citations
40	Crowd modeling and simulation technologies. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2010 , 20, 1-35	0.6	94
39	Agent-based human behavior modeling for crowd simulation. <i>Computer Animation and Virtual Worlds</i> , 2008 , 19, 271-281	0.9	80
38	Time-space consistency in large-scale distributed virtual environments. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2004 , 14, 31-47	0.6	66
37	Hybrid modelling of crowd simulation. <i>Procedia Computer Science</i> , 2010 , 1, 57-65	1.6	34
36	Update Scheduling for Improving Consistency in Distributed Virtual Environments. <i>IEEE Transactions on Parallel and Distributed Systems</i> , 2010 , 21, 765-777	3.7	17
35	Interactive scenario generation for mission-based virtual training. <i>Computer Animation and Virtual Worlds</i> , 2013 , 24, 345-354	0.9	14
34	Analysis of an efficient rule-based motion planning system for simulating human crowds. <i>Visual Computer</i> , 2010 , 26, 367-383	2.3	12
33	ProactiveCrowd: Modelling Proactive Steering Behaviours for Agent-Based Crowd Simulation. <i>Computer Graphics Forum</i> , 2018 , 37, 375-388	2.4	11
32	A Rule-Based Motion Planning for Crowd Simulation 2009 ,		11
31	A two-phase approach to interactivity enhancement for large-scale distributed virtual environments. <i>Computer Networks</i> , 2007 , 51, 4131-4152	5.4	11
30	Cluster based partitioning for agent-based crowd simulations 2009 ,		9
29	A network-centric approach to enhancing the interactivity of large-scale distributed virtual environments. <i>Computer Communications</i> , 2006 , 29, 3553-3566	5.1	9
28	A hybrid Interest Management mechanism for peer-to-peer Networked Virtual Environments 2010 ,		8
27	Network-Aware Server Placement for Highly Interactive Distributed Virtual Environments 2008 ,		8
26	A dynamic load sharing algorithm for massively multiplayer online games		8
25	Modeling Human-Like Decision Making for Virtual Agents in Time-Critical Situations 2010 ,		7
24	A review of interactive narrative systems and technologies: a training perspective. <i>Simulation</i> , 2015 , 91, 126-147	1.2	6

23	Greedy Algorithms for Client Assignment in Large-Scale Distributed Virtual Environments. <i>Simulation</i> , 2008 , 84, 521-533	1.2	6
22	A pattern-based modeling framework for simulating human-like pedestrian steering behaviors 2013 ,		5
21	A Computational Model of Situation Awareness for MOUT Simulations 2010 ,		5
20	Toward a Generic Framework for Modeling Human Behaviors in Crowd Simulation 2009 ,		5
19	. <i>IEEE Systems Journal</i> , 2012 , 6, 499-509	4-3	5
18	An Extensible Collision Avoidance Model for Realistic Self-Driven Autonomous Agents 2007 ,		5
17	Automated modeling and analysis of agent-based simulations using the CASE framework 2010 ,		4
16	Efficient Zone Mapping Algorithms for Distributed Virtual Environments 2009 ,		4
15	Multi-objective zone mapping in large-scale distributed virtual environments. <i>Journal of Network and Computer Applications</i> , 2011 , 34, 551-561	7-9	4
14	Flexible State Update Mechanism for Large-Scale Distributed Wargame Simulations. <i>Simulation</i> , 2007 , 83, 707-719	1.2	4
13	Modeling Gap Seeking Behaviors for Agent-based Crowd Simulation 2016 ,		3
12	Research advances in automated red teaming 2010 ,		3
11	A Meter Band Rate Mechanism to Improve the Native QoS Capability of OpenFlow and OpenDaylight 2019 ,		2
10	2010 ,		2
9	Flexible Concurrency Control for Collaborative Office Systems		2
8	RA2: Predicting Simulation Execution Time for Cloud-Based Design Space Explorations 2016 ,		2
7	SAFE: A Secure Area of Interests Filter for P2P-based MMOGs 2010 ,		1
6	A systematic approach for rapid 3D reconstruction from photosets 2010 ,		1

5	Modelling and Simulation of Pedestrian Behaviours 2008 ,	1
4	A Generic WebDAV-Based Document Repository Manager for Collaborative Systems 2006 ,	1
3	Server Placement for Enhancing the Interactivity of Large-Scale Distributed Virtual Environments 2006 ,	1
2	Development of OpenFlow Native Capabilities to optimize QoS 2020 ,	1
1	Cyber Games and Interactive Entertainment. <i>International Journal of Computer Games Technology</i> , 2009 , 2009, 1-2	4.8