

Suiping Zhou

List of Publications by Year in Descending Order

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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	Development of OpenFlow Native Capabilities to optimize QoS 2020 ,		1
39	A Meter Band Rate Mechanism to Improve the Native QoS Capability of OpenFlow and OpenDaylight 2019 ,		2
38	ProactiveCrowd: Modelling Proactive Steering Behaviours for Agent-Based Crowd Simulation. <i>Computer Graphics Forum</i> , 2018 , 37, 375-388	2.4	11
37	Modeling Gap Seeking Behaviors for Agent-based Crowd Simulation 2016 ,		3
36	RA2: Predicting Simulation Execution Time for Cloud-Based Design Space Explorations 2016 ,		2
35	A review of interactive narrative systems and technologies: a training perspective. <i>Simulation</i> , 2015 , 91, 126-147	1.2	6
34	A pattern-based modeling framework for simulating human-like pedestrian steering behaviors 2013 ,		5
33	Interactive scenario generation for mission-based virtual training. <i>Computer Animation and Virtual Worlds</i> , 2013 , 24, 345-354	0.9	14
32	. <i>IEEE Systems Journal</i> , 2012 , 6, 499-509	4.3	5
31	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
30	Crowd modeling and simulation technologies. <i>ACM Transactions on Modeling and Computer Simulation</i> , 2010 , 20, 1-35	0.6	94
29	2010 ,		2
28	SAFE: A Secure Area of Interests Filter for P2P-based MMOGs 2010 ,		1
27	Research advances in automated red teaming 2010 ,		3
26	Automated modeling and analysis of agent-based simulations using the CASE framework 2010 ,		4
25	A hybrid Interest Management mechanism for peer-to-peer Networked Virtual Environments 2010 ,		8
24	A Computational Model of Situation Awareness for MOUT Simulations 2010 ,		5

23	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
22	Modeling Human-Like Decision Making for Virtual Agents in Time-Critical Situations 2010 ,		7
21	A systematic approach for rapid 3D reconstruction from photosets 2010 ,		1
20	Analysis of an efficient rule-based motion planning system for simulating human crowds. <i>Visual Computer</i> , 2010 , 26, 367-383	2.3	12
19	Hybrid modelling of crowd simulation. <i>Procedia Computer Science</i> , 2010 , 1, 57-65	1.6	34
18	Cyber Games and Interactive Entertainment. <i>International Journal of Computer Games Technology</i> , 2009 , 2009, 1-2	4.8	
17	Toward a Generic Framework for Modeling Human Behaviors in Crowd Simulation 2009 ,		5
16	Efficient Zone Mapping Algorithms for Distributed Virtual Environments 2009 ,		4
15	Cluster based partitioning for agent-based crowd simulations 2009 ,		9
14	A Rule-Based Motion Planning for Crowd Simulation 2009 ,		11
13	Modelling and Simulation of Pedestrian Behaviours 2008 ,		1
12	Network-Aware Server Placement for Highly Interactive Distributed Virtual Environments 2008 ,		8
11	Greedy Algorithms for Client Assignment in Large-Scale Distributed Virtual Environments. <i>Simulation</i> , 2008 , 84, 521-533	1.2	6
10	Agent-based human behavior modeling for crowd simulation. <i>Computer Animation and Virtual Worlds</i> , 2008 , 19, 271-281	0.9	80
9	A two-phase approach to interactivity enhancement for large-scale distributed virtual environments. <i>Computer Networks</i> , 2007 , 51, 4131-4152	5.4	11
8	Flexible State Update Mechanism for Large-Scale Distributed Wargame Simulations. <i>Simulation</i> , 2007 , 83, 707-719	1.2	4
7	An Extensible Collision Avoidance Model for Realistic Self-Driven Autonomous Agents 2007 ,		5
6	A Generic WebDAV-Based Document Repository Manager for Collaborative Systems 2006 ,		1

5	Server Placement for Enhancing the Interactivity of Large-Scale Distributed Virtual Environments 2006,		1
4	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
3	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
2	Flexible Concurrency Control for Collaborative Office Systems		2
1	A dynamic load sharing algorithm for massively multiplayer online games		8