# Takamasa Higuchi

List of Publications by Year
in descending order

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|---|---|---|---|
| 21 papers | 249 citations | 1478505<br>6 h-index | 1588992<br>8 g-index |
| 21 all docs | 21 docs citations | 21 times ranked | 241 citing authors |

| # | Article | IF | Citations |
|---|---------|----|-----------|
| 1 | Value-Anticipating V2V Communications for Cooperative Perception. , 2019, , . | | 38 |
| 2 | Virtual Edge Computing Using Vehicular Micro Clouds. , 2019, , . | | 30 |
| 3 | Efficient data handling in vehicular micro clouds. Ad Hoc Networks, 2019, 91, 101871. | 5.5 | 24 |
| 4 | Context-supported local crowd mapping via collaborative sensing with mobile phones. Pervasive and Mobile Computing, 2014, 13, 26-51. | 3.3 | 21 |
| 5 | Detecting smoothness of pedestrian flows by participatory sensing with mobile phones. , 2014, , . | | 19 |
| 6 | Mobile Devices as an Infrastructure: A Survey of Opportunistic Sensing Technology. Journal of Information Processing, 2015, 23, 94-104. | 0.4 | 18 |
| 7 | A neighbor collaboration mechanism for mobile crowd sensing in opportunistic networks. , 2014, , . | | 16 |
| 8 | Vehicular micro cloud in action: On gateway selection and gateway handovers. Ad Hoc Networks, 2018, 78, 73-83. | 5.5 | 14 |
| 9 | Optimized Assignment of Computational Tasks in Vehicular Micro Clouds. , 2019, , . | | 14 |
| 10 | Clearing a Crowd: Context-Supported Neighbor Positioning for People-Centric Navigation. Lecture Notes in Computer Science, 2012, , 325-342. | 1.3 | 10 |
| 11 | An efficient localization algorithm focusing on stop-and-go behavior of mobile nodes. , 2011, , . | | 9 |
| 12 | Indoor Localization Utilizing Tracking Scanners and Motion Sensors. , 2014, , . | | 8 |
| 13 | Peer-Assisted Content Delivery Network by Vehicular Micro Clouds. , 2018, , . | | 8 |
| 14 | Awareness Assessment of Connected Vehicles in Highway Driving: A Perceived Safety Approach. IEEE Vehicular Technology Magazine, 2021, 16, 129-136. | 3.4 | 6 |
| 15 | Human crowd detection for physical sensing assisted geo-social multimedia mining. , 2015, , . | | 4 |
| 16 | TweetGlue: Leveraging a crowd tracking infrastructure for mobile social augmented reality. , 2015, , . | | 2 |
| 17 | Trajectory identification based on spatio-temporal proximity patterns between mobile phones. Wireless Networks, 2016, 22, 563-577. | 3.0 | 2 |
| 18 | Peer-assisted content delivery network by vehicular clouds: Algorithm and evaluation. Internet Technology Letters, 2019, 2, e103. | 1.9 | 2 |

| # | Article | IF | Citations |
|---|---------|----|-----------| 
| 19 | Demo: Making It Real - Virtual Edge Computing in a 3D Driving Simulator. , 2019, , . | | 2 |
| 20 | Autonomous Recognition of Emergency Site by Wearable Sensors. , 2012, , . | | 1 |
| 21 | Vehicular Virtual Edge Computing using Heterogeneous V2V and V2C Communication. , 2022, , . | | 1 |