

# Marco Picone

## List of Publications by Year in descending order

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Version: 2024-02-01

63  
papers

1,172  
citations

567281

15  
h-index

501196

28  
g-index

68  
all docs

68  
docs citations

68  
times ranked

1179  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Scalable and Self-Configuring Architecture for Service Discovery in the Internet of Things. IEEE Internet of Things Journal, 2014, 1, 508-521.	8.7	179
2	IoT-OAS: An OAuth-Based Authorization Service Architecture for Secure Services in IoT Scenarios. IEEE Sensors Journal, 2015, 15, 1224-1234.	4.7	178
3	Don't kill my ads!. , 2012, , .		99
4	Application-Driven Network-Aware Digital Twin Management in Industrial Edge Environments. IEEE Transactions on Industrial Informatics, 2021, 17, 7791-7801.	11.3	60
5	The IoT hub: a fog node for seamless management of heterogeneous connected smart objects. , 2015, , .		53
6	Design and Deployment of an IoT Application-Oriented Testbed. Computer, 2015, 48, 32-40.	1.1	47
7	Wearable Computing for the Internet of Things. IT Professional, 2015, 17, 35-41.	1.5	39
8	Information content and analysis methods for Multi-Modal High-Throughput Biomedical Data. Scientific Reports, 2014, 4, 4411.	3.3	30
9	Collaborative Mobile Application and Advanced Services for Smart Parking. , 2013, , .		27
10	Simulating mobile and distributed systems with DEUS and ns-3. , 2013, , .		23
11	WLDT: A general purpose library to build IoT digital twins. SoftwareX, 2021, 13, 100661.	2.6	22
12	Sense and Sensibility in a Pervasive World. Lecture Notes in Computer Science, 2012, , 406-424.	1.3	22
13	Lightweight multicast forwarding for service discovery in low-power IoT networks. , 2014, , .		21
14	mjCoAP: An Open-Source Lightweight Java CoAP Library for Internet of Things Applications. Lecture Notes in Computer Science, 2015, , 118-133.	1.3	21
15	Improving Quality of Experience in Future Wireless Access Networks through Fog Computing. IEEE Internet Computing, 2017, 21, 26-33.	3.3	19
16	GeoKad: A P2P distributed localization protocol. , 2010, , .		18
17	Cross-Network Information Dissemination in Vehicular Ad hoc Networks (VANETs): Experimental Results from a Smartphone-Based Testbed. Future Internet, 2013, 5, 398-428.	3.8	18
18	An Open-Source Cloud Architecture for Big Stream IoT Applications. Lecture Notes in Computer Science, 2015, , 73-88.	1.3	18

#	ARTICLE	IF	CITATIONS
19	Advanced Technologies for Intelligent Transportation Systems. Intelligent Systems Reference Library, 2015, , .	1.2	18
20	Applying Security to a Big Stream Cloud Architecture for the Internet of Things. International Journal of Distributed Systems and Technologies, 2016, 7, 37-58.	0.7	17
21	A Scalable Big Stream Cloud Architecture for the Internet of Things. International Journal of Systems and Service-Oriented Engineering, 2015, 5, 26-53.	0.6	16
22	A decentralized smartphone based Traffic Information System. , 2012, , .		14
23	Evaluating the robustness of the DGT approach for smartphone-based vehicular networks. , 2011, , .		13
24	Proactive neighbor localization based on distributed geographic table. International Journal of Pervasive Computing and Communications, 2011, 7, 240-263.	1.3	12
25	Blockchain Security and Privacy for the Internet of Things. Sensors, 2021, 21, 892.	3.8	12
26	Performance evaluation of a SIP-based constrained peer-to-peer overlay. , 2014, , .		11
27	A Graph-Based Cloud Architecture for Big Stream Real-Time Applications in the Internet of Things. Communications in Computer and Information Science, 2015, , 91-105.	0.5	11
28	Editorial "Industrial IoT as IT and OT Convergence: Challenges and Opportunities" IoT, 2022, 3, 259-261.	3.8	10
29	Randomized network coding in distributed storage systems with layered overlay. , 2011, , .		9
30	Global Ambient Intelligence: An autonomic approach. , 2012, , .		8
31	An Adaptive Peer-to-Peer Overlay Scheme for Location-Based Services. , 2014, , .		8
32	Effective authorization for the Web of Things. , 2015, , .		7
33	Proactive neighbor localization based on distributed geographic table. , 2010, , .		6
34	A Practical Network Coding Approach for Peer-to-Peer Distributed Storage. , 2010, , .		6
35	A cost-effective approach to software-in-the-loop simulation of pervasive systems and applications. , 2014, , .		6
36	A Sidecar Object for the Optimized Communication Between Edge and Cloud in Internet of Things Applications. Future Internet, 2019, 11, 145.	3.8	6

#	ARTICLE	IF	CITATIONS
37	WIP: Preliminary Evaluation of Digital Twins on MEC Software Architecture. , 2021, , .		6
38	A session initiation protocol for the Internet of Things. Scalable Computing, 2014, 14, .	1.0	6
39	Digital twin oriented architecture for secure and QoS aware intelligent communications in industrial environments. Pervasive and Mobile Computing, 2022, 85, 101646.	3.3	6
40	Virtual Replication of IoT Hubs in the Cloud: A Flexible Approach to Smart Object Management. Journal of Sensor and Actuator Networks, 2018, 7, 16.	3.9	5
41	D4V: a peer-to-peer architecture for data dissemination in smartphone-based vehicular applications. PeerJ Computer Science, 0, 1, e15.	4.5	5
42	Merging Person-Specific Bio-Markers for Predicting Oral Cancer Recurrence Through an Ontology. IEEE Transactions on Biomedical Engineering, 2013, 60, 216-220.	4.2	4
43	Code Migration in Mobile Clouds with the NAM4J Middleware. , 2013, , .		3
44	Sporadic decentralized resource maintenance for P2P distributed storage networks. Journal of Parallel and Distributed Computing, 2014, 74, 2029-2038.	4.1	3
45	Combining geo-referencing and network coding for distributed large-scale information management. Concurrency Computation Practice and Experience, 2015, 27, 3295-3315.	2.2	3
46	A Novel Smart Object-Driven UI Generation Approach for Mobile Devices in the Internet of Things. , 2015, , .		3
47	IoT: A New Open Access Journal for Internet of Things. IoT, 2020, 1, 145-146.	3.8	3
48	ZWT: A new cross-platform graphical interface framework for Java applications. SoftwareX, 2020, 12, 100599.	2.6	3
49	Enabling Heterogeneous Data Integration and Biomedical Event Prediction Through ICT: The Test Case of Cancer Reoccurrence. Advances in Experimental Medicine and Biology, 2011, 696, 367-375.	1.6	3
50	A Scalable Big Stream Cloud Architecture for the Internet of Things. , 0, , 25-53.		3
51	Peer-to-peer architecture for real-time strategy MMOGs with intelligent cheater detection. , 2012, , .		2
52	Honest vs Cheating Bots in PATROL-Based Real-Time Strategy MMOGs. , 2014, , 225-238.		2
53	An Evaluation Criterion for Adaptive Neighbor Selection in Heterogeneous Peer-to-Peer Networks. Lecture Notes in Computer Science, 2009, , 144-156.	1.3	2
54	Parallel & distributed simulation with DEUS. , 2011, , .		1

#	ARTICLE	IF	CITATIONS
55	Simulating wireless and mobile systems. , 2015, , 465-484.		1
56	Applying Security to a Big Stream Cloud Architecture for the Internet of Things. , 2019, , 1260-1284.		1
57	A joint peer-to-peer and network coding approach for large scale information management. , 2012, , .		0
58	Mobile Architecture for Dynamic Generation and Scalable Distribution of Sensor-Based Applications. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 219-232.	0.3	0
59	Experimental analysis of VHO-enabled mobile application for data offloading in heterogeneous wireless networks. , 2013, , .		0
60	A Data-driven IoT-oriented dual-Network Management Protocol. , 2015, , .		0
61	Wireless Communications for Vehicular Ad-Hoc Networks. Intelligent Systems Reference Library, 2015, , 51-89.	1.2	0
62	Hierarchical Architecture for Cross Layer ITS Communications. Intelligent Systems Reference Library, 2015, , 91-119.	1.2	0
63	Biomarkers in NeoMark European Project for Oral Cancers. Biomarkers in Disease, 2015, , 729-752.	0.1	0