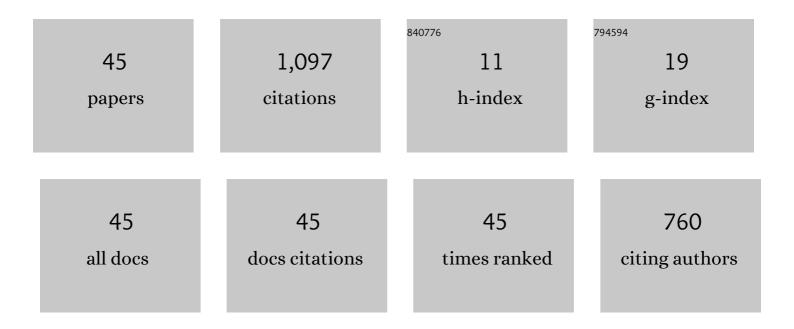
Yuchen Li

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/2225149/publications.pdf Version: 2024-02-01



YUCHENL

#	Article	IF	CITATIONS
1	Influence Maximization on Social Graphs: A Survey. IEEE Transactions on Knowledge and Data Engineering, 2018, 30, 1852-1872.	5.7	361
2	Real-time targeted influence maximization for online advertisements. Proceedings of the VLDB Endowment, 2015, 8, 1070-1081.	3.8	136
3	Real-time influence maximization on dynamic social streams. Proceedings of the VLDB Endowment, 2017, 10, 805-816.	3.8	55
4	Accelerating dynamic graph analytics on GPUs. Proceedings of the VLDB Endowment, 2017, 11, 107-120.	3.8	54
5	Trajectory-driven Influential Billboard Placement. , 2018, , .		51
6	Real time personalized search on social networks. , 2015, , .		30
7	Discovering Your Selling Points. , 2017, , .		30
8	Parallel personalized pagerank on dynamic graphs. Proceedings of the VLDB Endowment, 2017, 11, 93-106.	3.8	30
9	GPU-Accelerated Subgraph Enumeration on Partitioned Graphs. , 2020, , .		29
10	BiANE. , 2020, , .		29
11	Context-aware advertisement recommendation for high-speed social news feeding. , 2016, , .		23
12	Optimizing Impression Counts for Outdoor Advertising. , 2019, , .		20
13	Augmented keyword search on spatial entity databases. VLDB Journal, 2018, 27, 225-244.	4.1	19
14	Heterogeneous Embedding Propagation for Large-Scale E-Commerce User Alignment. , 2018, , .		19
15	Social Influence Does Matter: User Action Prediction for In-Feed Advertising. Proceedings of the AAAI Conference on Artificial Intelligence, 2020, 34, 246-253.	4.9	15
16	A survey of typical attributed graph queries. World Wide Web, 2021, 24, 297-346.	4.0	15
17	GPU-based Graph Traversal on Compressed Graphs. , 2019, , .		13
18	ThunderRW. Proceedings of the VLDB Endowment, 2021, 14, 1992-2005.	3.8	13

YUCHEN LI

#	Article	IF	CITATIONS
19	Location-aware Influence Maximization over Dynamic Social Streams. ACM Transactions on Information Systems, 2018, 36, 1-35.	4.9	11
20	Efficient Representative Subset Selection over Sliding Windows. IEEE Transactions on Knowledge and Data Engineering, 2019, 31, 1327-1340.	5.7	11
21	Coresets for Minimum Enclosing Balls over Sliding Windows. , 2019, , .		11
22	Exploiting Reuse for GPU Subgraph Enumeration. IEEE Transactions on Knowledge and Data Engineering, 2022, 34, 4231-4244.	5.7	11
23	DeepIS: Susceptibility Estimation on Social Networks. , 2021, , .		11
24	DyCuckoo: Dynamic Hash Tables on GPUs. , 2021, , .		11
25	Accelerating exact constrained shortest paths on GPUs. Proceedings of the VLDB Endowment, 2020, 14, 547-559.	3.8	10
26	On the Robustness of Cascade Diffusion under Node Attacks. , 2020, , .		9
27	Processing Long Queries Against Short Text. ACM Transactions on Information Systems, 2017, 35, 1-27.	4.9	8
28	A Fully Dynamic Algorithm for k-Regret Minimizing Sets. , 2021, , .		7
29	GPU-Accelerated Graph Label Propagation for Real-Time Fraud Detection. , 2021, , .		7
30	Cache-Efficient Fork-Processing Patterns on Large Graphs. , 2021, , .		6
31	Minimizing the Regret of an Influence Provider. , 2021, , .		5
32	Towards an Optimal Outdoor Advertising Placement. ACM Transactions on Knowledge Discovery From Data, 2020, 14, 1-32.	3.5	5
33	Discovering Newsworthy Themes from Sequenced Data: A Step Towards Computational Journalism. IEEE Transactions on Knowledge and Data Engineering, 2017, 29, 1398-1411.	5.7	4
34	Maximizing Multifaceted Network Influence. , 2019, , .		4
35	Towards Efficient Motif-based Graph Partitioning: An Adaptive Sampling Approach. , 2021, , .		4
36	River: A Real-Time Influence Monitoring System on Social Media Streams. , 2018, , .		3

YUCHEN LI

#	Article	IF	CITATIONS
37	NewsLink: Empowering Intuitive News Search with Knowledge Graphs. , 2021, , .		3
38	Forecasting Interaction Order on Temporal Graphs. , 2021, , .		3
39	SHOAL. Proceedings of the VLDB Endowment, 2019, 12, 1858-1861.	3.8	3
40	A Sliding-Window Framework for Representative Subset Selection. , 2018, , .		2
41	Context-aware Outstanding Fact Mining from Knowledge Graphs. , 2021, , .		2
42	On the Robustness of Diffusion in a Network Under Node Attacks. IEEE Transactions on Knowledge and Data Engineering, 2022, 34, 5884-5895.	5.7	1
43	Self-adaptive Graph Traversal on GPUs. , 2021, , .		1
44	From Community Search to Community Understanding. , 2021, , .		1
45	Graph Neural Point Process for Temporal Interaction Prediction. IEEE Transactions on Knowledge and Data Engineering, 2022, , 1-1.	5.7	1