Wentong Cai

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.

278 papers	2,511 citations	24 h-index	38 g-index
368 ext. papers	3,202 ext. citations	3 avg, IF	5.3 L-index

#	Paper	IF	Citations
278	Influence of committed volunteers on helping behavior in emergency evacuations. *Journal of Physics Complexity*, **2022**, 3, 015005	1.8	
277	Research on the collaboration of service selection and resource scheduling for IoT simulation workflows. *Advanced Engineering Informatics*, **2022**, 52, 101528	7.4	0
276	Data-driven Crowd Modeling Techniques: A Survey. *ACM Transactions on Modeling and Computer Simulation*, **2022**, 32, 1-33	0.6	0
275	Distribution-Based Weights Estimation for Map Matching Algorithms. *IEEE Systems Journal*, **2022**, 1-11	4.3	
274	OptCL: A Middleware to Optimise Performance for High Performance Domain-Specific Languages on Heterogeneous Platforms. *Lecture Notes in Computer Science*, **2022**, 772-791	0.9	
273	Why They Escape: Mining Prioritized Fuzzy Decision Rule in Crowd Evacuation. *IEEE Transactions on Intelligent Transportation Systems*, **2022**, 1-15	6.1	
272	Maximum Expected Survival Rate Model for Public Access Defibrillator Placement. *Resuscitation*, **2021**,	4	1
271	A previously uncharacterized two-component signaling system in uropathogenic Escherichia coli coordinates protection against host-derived oxidative stress with activation of hemolysin-mediated host cell pyroptosis. *PLoS Pathogens*, **2021**, 17, e1010005	7.6	3
270	Transitioning Spiking Neural Network Simulators to Heterogeneous Hardware. *ACM Transactions on Modeling and Computer Simulation*, **2021**, 31, 1-26	0.6	
269	An Extracytoplasmic Function Sigma/Anti-Sigma Factor System Regulates Hypochlorous Acid Resistance and Impacts Expression of the Type IV Secretion System in. *Journal of Bacteriology*, **2021**, 203, e0012721	3.5	3
268	Proteomics Investigation of the Time Course Responses of RAW264.7 Macrophages to Infections With the Wild-Type and Twin-Arginine Translocation Mutant Strains of. *Frontiers in Cellular and Infection Microbiology*, **2021**, 11, 679571	5.9	0
267	Towards Minimizing Resource Usage With QoS Guarantee in Cloud Gaming. *IEEE Transactions on Parallel and Distributed Systems*, **2021**, 32, 426-440	3.7	3
266	Estimating horizontal movement performance of patient beds and the impact on emergency evacuation time. *Safety Science*, **2021**, 134, 105038	5.8	1
265	E2T-CVL: An Efficient and Error-tolerant Approach for Collaborative Vehicle Localization. *IEEE Internet of Things Journal*, **2021**, 1-1	10.7	0
264	Hierarchical Aggregation/Disaggregation for Adaptive Abstraction-Level Conversion in Digital Twin-Based Smart Semiconductor Manufacturing. *IEEE Access*, **2021**, 9, 71145-71158	3.5	2
263	Whole genome sequencing analysis of avian pathogenic Escherichia coli from China. *Veterinary Microbiology*, **2021**, 259, 109158	3.3	2
262	Bis-molybdopterin guanine dinucleotide modulates hemolysin expression under anaerobiosis and contributes to fitness in vivo in uropathogenic Escherichia coli. *Molecular Microbiology*, **2021**, 116, 1216-1231	4.1	1

261	Transcriptomic and Metabolomic Profiling Reveals That KguR Broadly Impacts the Physiology of Uropathogenic Under Relevant Conditions.. *Frontiers in Microbiology*, **2021**, 12, 793391	5.7	0
260	OpenABLext: An automatic code generation framework for agent-based simulations on CPU-GPU-FPGA heterogeneous platforms. *Concurrency Computation Practice and Experience*, **2020**, 32, e5807	1.4	3
259	Modeling Helping Behavior in Emergency Evacuations Using Volunteer□ Dilemma Game. *Lecture Notes in Computer Science*, **2020**, 513-523	0.9	1
258	Leveraging Machine Learning Techniques and Engineering of Multi-Nature Features for National Daily Regional Ambulance Demand Prediction. *International Journal of Environmental Research and Public Health*, **2020**, 17,	4.6	14
257	Fidelity and Performance of State Fast-forwarding in Microscopic Traffic Simulations. *ACM Transactions on Modeling and Computer Simulation*, **2020**, 30, 1-26	0.6	2
256	Pedal to the Bare Metal **2020**,		1
255	Rendering Server Allocation for MMORPG Players in Cloud Gaming **2020**,		2
254	Advancing Automatic Code Generation for Agent-Based Simulations on Heterogeneous Hardware. *Lecture Notes in Computer Science*, **2020**, 308-319	0.9	
253	Runtime Abstraction-Level Conversion of Discrete-Event Wafer-fabrication Models for Simulation Acceleration **2020**,		2
252	Risk-Based AED Placement - Singapore Case. *Lecture Notes in Computer Science*, **2020**, 577-590	0.9	2
251	Incremental route inference from low-sampling GPS data: An opportunistic approach to online map matching. *Information Sciences*, **2020**, 512, 1407-1423	7.7	15
250	Structural-aware simulation analysis of supply chain resilience. *International Journal of Production Research*, **2020**, 58, 5175-5195	7.8	22
249	An alternative approach for collaborative simulation execution on a CPU+GPU hybrid system. *Simulation*, **2020**, 96, 347-361	1.2	0
248	Multitask Scheduling in Consideration of Fuzzy Uncertainty of Multiple Criteria in Service-Oriented Manufacturing. *IEEE Transactions on Fuzzy Systems*, **2020**, 28, 2759-2771	8.3	10
247	The Twin-Arginine Translocation System Is Important for Stress Resistance and Virulence of Brucella melitensis. *Infection and Immunity*, **2020**, 88,	3.7	4
246	A passenger model for simulating boarding and alighting in spatially confined transportation scenarios. *Journal of Computational Science*, **2020**, 45, 101173	3.4	3
245	Adaptive Abstraction-Level Conversion Framework for Accelerated Discrete-Event Simulation in Smart Semiconductor Manufacturing. *IEEE Access*, **2020**, 8, 165247-165262	3.5	1
244	Multifactorial Genetic Programming for Symbolic Regression Problems. *IEEE Transactions on Systems, Man, and Cybernetics: Systems*, **2020**, 50, 4492-4505	7.3	47

243	A fast parallel genetic programming framework with adaptively weighted primitives for symbolic regression. *Soft Computing*, **2020**, 24, 7523-7539	3.5	2
242	From Effects to Causes **2019**,		1
241	A Survey on Agent-based Simulation Using Hardware Accelerators. *ACM Computing Surveys*, **2019**, 51, 1-35	13.4	11
240	A data-driven path planning model for crowd capacity analysis. *Journal of Computational Science*, **2019**, 34, 66-79	3.4	3
239	An Agent-Based Model for Evaluating the Boarding and Alighting Efficiency of Autonomous Public Transport Vehicles. *Lecture Notes in Computer Science*, **2019**, 534-547	0.9	1
238	Efficient Parallel Simulation over Large-scale Social Contact Networks. *ACM Transactions on Modeling and Computer Simulation*, **2019**, 29, 1-25	0.6	0
237	Murine SIGNR1 (CD209b) Contributes to the Clearance of Uropathogenic During Urinary Tract Infections. *Frontiers in Cellular and Infection Microbiology*, **2019**, 9, 457	5.9	2
236	GAugur **2019**,		7
235	Resource-Efficient Index Shard Replication in Large Scale Search Engines. *IEEE Transactions on Parallel and Distributed Systems*, **2019**, 30, 2820-2835	3.7	3
234	Efficient closeness centrality computation in time-evolving graphs **2019**,		1
233	Distributed edge partitioning for trillion-edge graphs. *Proceedings of the VLDB Endowment*, **2019**, 12, 2379-2392	3.1	12
232	A graph-based model to measure structural redundancy for supply chain resilience. *International Journal of Production Research*, **2019**, 57, 6385-6404	7.8	35
231	. *IEEE Transactions on Multimedia*, **2018**, 20, 1233-1245	6.6	21
230	Guide them through: An automatic crowd control framework using multi-objective genetic programming. *Applied Soft Computing Journal*, **2018**, 66, 90-103	7.5	6
229	CLUST: Simulating Realistic Crowd Behaviour by Mining Pattern from Crowd Videos. *Computer Graphics Forum*, **2018**, 37, 184-201	2.4	9
228	ProactiveCrowd: Modelling Proactive Steering Behaviours for Agent-Based Crowd Simulation. *Computer Graphics Forum*, **2018**, 37, 375-388	2.4	11
227	A novel small RNA Bmsr1 enhances virulence in Brucella melitensis M28. *Veterinary Microbiology*, **2018**, 223, 1-8	3.3	8
226	Data-Driven Agent-Based Simulation for Pedestrian Capacity Analysis. *Lecture Notes in Computer Science*, **2018**, 103-116	0.9	2

225	INCREMENTAL CALIBRATION OF SEAT SELECTION PREFERENCES IN AGENT-BASED SIMULATIONS OF PUBLIC TRANSPORT SCENARIOS **2018**,		3
224	DYNAMIC DATA DRIVEN APPLICATION SYSTEMS: RESEARCH CHALLENGES AND OPPORTUNITIES **2018**,		5
223	Exploring Execution Schemes for Agent-Based Traffic Simulation on Heterogeneous Hardware **2018**,		8
222	Fast Online Map Matching for Recovering Travelling Routes from Low-Sampling GPS Data **2018**,		3
221	Index Shard Replication Strategies for Improving Resource Utilization in Large Scale Search Engines **2018**,		1
220	Evaluation of Conflict Resolution Methods for Agent-Based Simulations on the GPU **2018**,		7
219	A Role-Dependent Data-Driven Approach for High-Density Crowd Behavior Modeling. *ACM Transactions on Modeling and Computer Simulation*, **2018**, 28, 1-25	0.6	6
218	Fast-Forwarding Agent States to Accelerate Microscopic Traffic Simulations **2018**,		3
217	Cost-Efficient Server Provisioning for Cloud Gaming. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2018**, 14, 1-22	3.4	9
216	Design and Evaluation of a Data-Driven Scenario Generation Framework for Game-Based Training. *IEEE Transactions on Games*, **2017**, 9, 213-226		8
215	Sampling-based adaptive bounding evolutionary algorithm for continuous optimization problems. *Information Sciences*, **2017**, 382-383, 216-233	7.7	7
214	Competitiveness of Dynamic Bin Packing for Online Cloud Server Allocation. *IEEE/ACM Transactions on Networking*, **2017**, 25, 1324-1331	3.8	18
213	Automatic model construction for the behavior of human crowds. *Applied Soft Computing Journal*, **2017**, 56, 368-378	7.5	23
212	Cloning Agent-Based Simulation. *ACM Transactions on Modeling and Computer Simulation*, **2017**, 27, 1-24	0.6	6
211	Relaxing Synchronization in Parallel Agent-Based Road Traffic Simulation. *ACM Transactions on Modeling and Computer Simulation*, **2017**, 27, 1-24	0.6	4
210	Reducing Synchronization Overhead with Computation Replication in Parallel Agent-Based Road Traffic Simulation. *IEEE Transactions on Parallel and Distributed Systems*, **2017**, 28, 3286-3297	3.7	1
209	Introduction to the special issue on data-driven and large-scale distributed simulations. *Journal of Simulation*, **2017**, 11, 193-193	1.9	0
208	Minimizing Cost in IaaS Clouds Via Scheduled Instance Reservation **2017**,		10

207	On Server Provisioning for Cloud Gaming **2017**,		1
206	Parallel Algorithm for Single-Source Earliest-Arrival Problem in Temporal Graphs **2017**,		3
205	Integration design of supply chain hybrid simulation **2017**,		2
204	Transcriptional Control of Dual Transporters Involved in Ketoglutarate Utilization Reveals Their Distinct Roles in Uropathogenic. *Frontiers in Microbiology*, **2017**, 8, 275	5.7	7
203	A Graph Partitioning Algorithm for Parallel Agent-Based Road Traffic Simulation **2017**,		3
202	Efficient Parallel Simulation over Social Contact Network with Skewed Degree Distribution **2017**,		1
201	On First Fit Bin Packing for Online Cloud Server Allocation **2016**,		28
200	IBED: Combining IBEA and DE for optimal feature selection in software product line engineering. *Applied Soft Computing Journal*, **2016**, 49, 1215-1231	7.5	24
199	Online Data Extraction for Large-Scale Agent-Based Simulations **2016**,		1
198	Traffic State Estimation Using Floating Car Data. *Procedia Computer Science*, **2016**, 80, 2008-2018	1.6	18
197	A Role-dependent Data-driven Approach for High Density Crowd Behavior Modeling **2016**,		5
196	Dynamic Bin Packing for On-Demand Cloud Resource Allocation. *IEEE Transactions on Parallel and Distributed Systems*, **2016**, 27, 157-170	3.7	48
195	. *IEEE Transactions on Evolutionary Computation*, **2016**, 20, 65-80	15.6	68
194	Transparent three-phase Byzantine fault tolerance for parallel and distributed simulations. *Simulation Modelling Practice and Theory*, **2016**, 60, 90-107	3.9	2
193	Supporting efficient execution of continuous space agent-based simulation on GPU. *Concurrency Computation Practice and Experience*, **2016**, 28, 3313-3332	1.4	6
192	RA2: Predicting Simulation Execution Time for Cloud-Based Design Space Explorations **2016**,		2
191	Predicting the duration of non-recurring road incidents by cluster-specific models **2016**,		2
190	Learning behavior patterns from video for agent-based crowd modeling and simulation. *Autonomous Agents and Multi-Agent Systems*, **2016**, 30, 990-1019	2	20

189	Server Allocation for Multiplayer Cloud Gaming **2016**,		12
188	A review of interactive narrative systems and technologies: a training perspective. *Simulation*, **2015**, 91, 126-147	1.2	6
187	Cloning Agent-based Simulation on GPU **2015**,		3
186	SEMSim Cloud Service: Large-scale urban systems simulation in the cloud. *Simulation Modelling Practice and Theory*, **2015**, 58, 157-171	3.9	29
185	Differential evolution with sensitivity analysis and the Powell's method for crowd model calibration. *Journal of Computational Science*, **2015**, 9, 26-32	3.4	16
184	Consistency-Aware Zone Mapping and Client Assignment in Multi-Server Distributed Virtual Environments. *IEEE Transactions on Parallel and Distributed Systems*, **2015**, 26, 1570-1579	3.7	5
183	Evolving agent-based models using self-adaptive complexification. *Journal of Computational Science*, **2015**, 10, 351-359	3.4	2
182	Traffic Simulation Performance Optimization through Multi-Resolution Modeling of Road Segments **2015**,		5
181	Play Request Dispatching for Efficient Virtual Machine Usage in Cloud Gaming. *IEEE Transactions on Circuits and Systems for Video Technology*, **2015**, 25, 2052-2063	6.4	30
180	Adaptive Resource Provisioning Mechanism in VEEs for Improving Performance of HLA-Based Simulations. *ACM Transactions on Modeling and Computer Simulation*, **2015**, 26, 1-25	0.6	
179	An Asynchronous Synchronization Strategy for Parallel Large-scale Agent-based Traffic Simulations **2015**,		7
178	Density-based evolutionary framework for crowd model calibration. *Journal of Computational Science*, **2015**, 6, 11-22	3.4	24
177	**2015**,		4
176	Hadoop Job Scheduling with Dynamic Task Splitting **2015**,		1
175	MASTER **2015**,		7
174	A data-driven approach for online adaptation of game difficulty **2015**,		7
173	Crowd evacuation planning using Cartesian Genetic Programming and agent-based crowd modeling **2015**,		4
172	DEPART: Dynamic Route Planning in Stochastic Time-Dependent Public Transit Networks **2015**,		7

171	Update schedules for improving consistency in multi-server distributed virtual environments. *Journal of Network and Computer Applications*, **2014**, 41, 263-273	7.9	4
170	On dynamic bin packing for resource allocation in the cloud **2014**,		42
169	Un-identical federate replication structure for improving performance of HLA-based simulations. *Simulation Modelling Practice and Theory*, **2014**, 48, 112-128	3.9	2
168	Analysing the Effectiveness of Wearable Wireless Sensors in Controlling Crowd Disasters. *Procedia Computer Science*, **2014**, 29, 1590-1599	1.6	6
167	Evolving Agent-based Models Using Complexification Approach. *Procedia Computer Science*, **2014**, 29, 310-321	1.6	
166	FNR regulates expression of important virulence factors contributing to pathogenicity of uropathogenic Escherichia coli. *Infection and Immunity*, **2014**, 82, 5086-98	3.7	41
165	Let's depart together: Efficient play request dispatching in cloud gaming **2014**,		1
164	Efficient Neighbor Searching for Agent-Based Simulation on GPU **2014**,		6
163	Dynamic specialization for symbiotic simulation-based operational decision support using the evolutionary computing modelling language (ECML). *Journal of Simulation*, **2014**, 8, 105-114	1.9	1
162	**2014**,		3
161	Efficient graph-based dynamic load-balancing for parallel large-scale agent-based traffic simulation **2014**,		7
160	Hierarchical resource management for enhancing performance of large-scale simulations on data centers **2014**,		3
159	Towards a data-driven approach to scenario generation for serious games. *Computer Animation and Virtual Worlds*, **2014**, 25, 393-402	0.9	7
158	EA-based evacuation planning using agent-based crowd simulation **2014**,		9
157	Toward Simulation-Based Egress Optimization in Smart Buildings Using Symbiotic Simulation **2014**, 987-999		5
156	Grand challenges in modeling and simulation **2013**,		3
155	A Data-Driven Crowd Simulation Model Based on Clustering and Classification **2013**,		17
154	Accelerating optimistic HLA-based simulations in virtual execution environments **2013**,		4

153	GPU accelerated three-stage execution model for event-parallel simulation **2013**,		8
152	Hierarchical interest management for distributed virtual environments **2013**,		1
151	A novel two-component signaling system facilitates uropathogenic Escherichia coli's ability to exploit abundant host metabolites. *PLoS Pathogens*, **2013**, 9, e1003428	7.6	52
150	Compensatory dead-reckoning-based update scheduling for distributed virtual environments. *Simulation*, **2013**, 89, 1272-1287	1.2	3
149	Emergence by strategy: Flocking boids and their fitness in relation to model complexity **2013**,		2
148	Interactive scenario generation for mission-based virtual training. *Computer Animation and Virtual Worlds*, **2013**, 24, 345-354	0.9	14
147	Application Layer Multicast in P2P Distributed Interactive Applications **2013**,		2
146	vTRUST: A Formal Modeling and Verification Framework for Virtualization Systems. *Lecture Notes in Computer Science*, **2013**, 329-346	0.9	4
145	Interactivity-Constrained Server Provisioning in Large-Scale Distributed Virtual Environments. *IEEE Transactions on Parallel and Distributed Systems*, **2012**, 23, 304-312	3.7	5
144	Measuring Information Exposure Attacks on Interest Management **2012**,		1
143	Simulation-based optimization of StarCraft tactical AI through evolutionary computation **2012**,		14
142	Consistency-aware Partitioning Algorithm in Multi-server Distributed Virtual Environments **2012**,		3
141	Grid-based partitioning for large-scale distributed agent-based crowd simulation **2012**,		4
140	Loss-aware DR-based update scheduling for improving consistency in DVEs. *Journal of Simulation*, **2012**, 6, 164-178	1.9	3
139	Proteome response of an extraintestinal pathogenic Escherichia coli strain with zoonotic potential to human and chicken sera. *Journal of Proteomics*, **2012**, 75, 4853-62	3.9	15
138	QoS-Aware Revenue-Cost Optimization for Latency-Sensitive Services in IaaS Clouds **2012**,		14
137	. *IEEE Systems Journal*, **2012**, 6, 499-509	4.3	5
136	Trusted Block as a Service: Towards Sensitive Applications on the Cloud **2011**,		2

135	Toward an Evolutionary Computing Modeling Language. *IEEE Transactions on Evolutionary Computation*, **2011**, 15, 230-247	15.6	3
134	Determining Optimal Update Period for Minimizing Inconsistency in Multi-server Distributed Virtual Environments **2011**,		5
133	Dead Reckoning-Based Update Scheduling against Message Loss for Improving Consistency in DVEs **2011**,		4
132	Multi-objective zone mapping in large-scale distributed virtual environments. *Journal of Network and Computer Applications*, **2011**, 34, 551-561	7.9	4
131	A dynamic sort-based DDM matching algorithm for HLA applications. *ACM Transactions on Modeling and Computer Simulation*, **2011**, 21, 1-17	0.6	9
130	High-dimensional objective-based data farming **2011**,		2
129	Transcriptome analysis of avian pathogenic Escherichia coli O1 in chicken serum reveals adaptive responses to systemic infection. *Infection and Immunity*, **2011**, 79, 1951-60	3.7	39
128	A Computational Model of Emotions for Agent-Based Crowds in Serious Games **2011**,		14
127	Studies on Pareto-based multi-objective competitive coevolutionary dynamics **2011**,		2
126	HumDPM: A Decision Process Model for Modeling Human-Like Behaviors in Time-Critical and Uncertain Situations. *Lecture Notes in Computer Science*, **2011**, 206-230	0.9	11
125	Diversity-Driven Self-adaptation in Evolutionary Algorithms. *Lecture Notes in Electrical Engineering*, **2011**, 95-106	0.2	
124	Crowd modeling and simulation technologies. *ACM Transactions on Modeling and Computer Simulation*, **2010**, 20, 1-35	0.6	94
123	**2010**,		2
122	Consistency Aware Dead Reckoning Threshold Tuning with Server Assistance in Client-Server-Based DVEs **2010**,		3
121	A framework of intelligent environment with smart-active objects (IESAO) for flexible and efficient crowd simulation **2010**,		1
120	Research advances in automated red teaming **2010**,		3
119	A replication structure for efficient and fault-tolerant parallel and distributed simulations **2010**,		6
118	Automated modeling and analysis of agent-based simulations using the CASE framework **2010**,		4

117	A hybrid Interest Management mechanism for peer-to-peer Networked Virtual Environments **2010**,		8
116	Evolving agent-based simulations in the clouds **2010**,		3
115	Autonomous Bee Colony Optimization for multi-objective function **2010**,		8
114	Modeling Human-Like Decision Making for Virtual Agents in Time-Critical Situations **2010**,		7
113	A Three-Phases Byzantine Fault Tolerance Mechanism for HLA-Based Simulation **2010**,		3
112	A systematic approach for rapid 3D reconstruction from photosets **2010**,		1
111	Federate Fault Tolerance in HLA-Based Simulation **2010**,		2
110	Analysis of an efficient rule-based motion planning system for simulating human crowds. *Visual Computer*, **2010**, 26, 367-383	2.3	12
109	Synchronization in federation community networks. *Journal of Parallel and Distributed Computing*, **2010**, 70, 144-159	4.4	14
108	Hybrid modelling of crowd simulation. *Procedia Computer Science*, **2010**, 1, 57-65	1.6	34
107	DynaSched: a dynamic Web service scheduling and deployment framework for data-intensive Grid workflows. *Procedia Computer Science*, **2010**, 1, 593-602	1.6	5
106	Toward a Generic Framework for Modeling Human Behaviors in Crowd Simulation **2009**,		5
105	Efficient Zone Mapping Algorithms for Distributed Virtual Environments **2009**,		4
104	A Hybrid HLA Time Management Algorithm Based on Both Conditional and Unconditional Information. *Simulation*, **2009**, 85, 559-573	1.2	4
103	A dynamic admission control scheme to manage contention on shared computing resources. *Concurrency Computation Practice and Experience*, **2009**, 21, 133-158	1.4	4
102	Host legume-exuded antimetabolites optimize the symbiotic rhizosphere. *Molecular Microbiology*, **2009**, 73, 507-17	4.1	62
101	Multi-user Gaming on the Grid Using a Service Oriented HLA RTI **2009**,		2
100	Symbiotic Simulation Control in Supply Chain of Lubricant Additive Industry **2009**,		3

99	Cluster based partitioning for agent-based crowd simulations **2009**,		9
98	Implementation of Data Distribution Management services in a Service Oriented HLA RTI **2009**,		3
97	Research issues in symbiotic simulation **2009**,		16
96	Communication-Efficient Support for Spatial Filtering of State Updates in Distributed Virtual Environments **2009**,		1
95	A Rule-Based Motion Planning for Crowd Simulation **2009**,		11
94	Symbiotic Simulation Model Validation for Radiation Detection Applications **2009**,		3
93	Network-Aware Server Placement for Highly Interactive Distributed Virtual Environments **2008**,		8
92	Symbiotic Simulation Systems: An Extended Definition Motivated by Symbiosis in Biology **2008**,		32
91	A Hybrid HLA Time Management Algorithm Based on Both Conditional and Unconditional Information **2008**,		3
90	Improving performance by replicating simulations with alternative synchronization approaches **2008**,		3
89	Towards Fault-tolerant HLA-based Distributed Simulations. *Simulation*, **2008**, 84, 493-509	1.2	7
88	Preventive what-if analysis in symbiotic simulation **2008**,		2
87	A decoupled federate architecture for high level architecture-based distributed simulation. *Journal of Parallel and Distributed Computing*, **2008**, 68, 1487-1503	4.4	27
86	Agent-based human behavior modeling for crowd simulation. *Computer Animation and Virtual Worlds*, **2008**, 19, 271-281	0.9	80
85	Execution coordination in mobile agent-based distributed job workflow execution. *Journal of Systems Architecture*, **2008**, 54, 944-956	5.5	5
84	Large scale agent-based simulation on the grid. *Future Generation Computer Systems*, **2008**, 24, 658-671	7.5	47
83	Symbiotic Simulation Control in Semiconductor Manufacturing. *Lecture Notes in Computer Science*, **2008**, 26-35	0.9	4
82	Provenance Provisioning in Mobile Agent-Based Distributed Job Workflow Execution. *Lecture Notes in Computer Science*, **2007**, 398-405	0.9	3

81	A secure information service for monitoring large scale grids. *Parallel Computing*, **2007**, 33, 572-591	1	11
80	Dynamic partner identification in mobile agent-based distributed job workflow execution. *Journal of Parallel and Distributed Computing*, **2007**, 67, 1137-1154	4.4	5
79	Critical causal order of events in distributed virtual environments. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2007**, 3, 15	3.4	10
78	An Efficient Sort-Based DDM Matching Algorithm for HLA Applications with a Large Spatial Environment **2007**,		18
77	A Service Oriented HLA RTI on the Grid **2007**,		28
76	Flexible State Update Mechanism for Large-Scale Distributed Wargame Simulations. *Simulation*, **2007**, 83, 707-719	1.2	4
75	Federate Migration in a Service Oriented HLA RTI **2007**,		19
74	Shared State Synchronization for HLA-Based Distributed Simulation. *Simulation*, **2006**, 82, 511-521	1.2	6
73	Transparent adaptation of single-user applications for multi-user real-time collaboration. *ACM Transactions on Computer-Human Interaction*, **2006**, 13, 531-582	4.7	119
72	Large Scale Distributed Simulation on the Grid **2006**,		15
71	**2006**,		3
70	Workload management of cooperatively federated computing clusters. *Journal of Supercomputing*, **2006**, 36, 309-322	2.5	6
69	Employing economics to achieve fairness in usage policing of cooperatively shared computing resources **2005**,		4
68	A peer-to-peer approach to task scheduling in computation grid. *International Journal of Grid and Utility Computing*, **2005**, 1, 13	1.1	6
67	Federate migration in HLA-based simulation. *Future Generation Computer Systems*, **2005**, 21, 87-95	7.5	14
66	A Hybrid Analysis of an Optimization Approach for Cluster Applications. *Journal of Supercomputing*, **2005**, 32, 191-215	2.5	1
65	An Information Service for Grid Virtual Organization: Architecture, Implementation and Evaluation. *Journal of Supercomputing*, **2005**, 34, 273-290	2.5	3
64	Information Management for Computational Grids. *International Journal of Web Services Research*, **2005**, 2, 69-82	0.8	

63	Algorithms for HLA-based distributed simulation cloning. *ACM Transactions on Modeling and Computer Simulation*, **2005**, 15, 316-345	0.6	17
62	An alternative time management mechanism for distributed simulations. *ACM Transactions on Modeling and Computer Simulation*, **2005**, 15, 109-137	0.6	9
61	Modeling Analysis of Key Message Approach on Clusters **2005**, 313-330		
60	Batch based cancellation. *Parallel and Distributed Simulation (PADS), Proceedings of the Workshop on*, **2004**,		2
59	The design and implementation of an OGSA-based grid information service **2004**,		2
58	A utility model for timely state update in distributed wargame simulations. *Parallel and Distributed Simulation (PADS), Proceedings of the Workshop on*, **2004**,		4
57	Time-space consistency in large-scale distributed virtual environments. *ACM Transactions on Modeling and Computer Simulation*, **2004**, 14, 31-47	0.6	66
56	Characterization and delivery of directly coupled causal messages in distributed systems. *Future Generation Computer Systems*, **2004**, 20, 171-178	7.5	2
55	A prototype of distributed molecular visualization on computational grids. *Future Generation Computer Systems*, **2004**, 20, 727-737	7.5	4
54	Key Messaging on SOME-Bus clusters. *Parallel Computing*, **2004**, 30, 947-971	1	3
53	GADKit -A Toolkit for □ridifying□Applications. *Lecture Notes in Computer Science*, **2004**, 868-871	0.9	
52	Managing Irregular Workloads of Cooperatively Shared Computing Clusters. *Lecture Notes in Computer Science*, **2004**, 625-634	0.9	1
51	Distributed Information Management System for Grid Computing. *Lecture Notes in Computer Science*, **2004**, 168-171	0.9	
50	A Simulation Study of Job Workflow Execution Models over the Grid. *Lecture Notes in Computer Science*, **2004**, 935-943	0.9	2
49	Federate Migration in HLA-Based Simulation. *Lecture Notes in Computer Science*, **2004**, 856-864	0.9	5
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22			6
21	SOAr-DSGrid: Service-Oriented Architecture for Distributed Simulation on the Grid		6
20	Causal order based time warp: a tradeoff of optimism		3
19			2
18	HLA-Based Distributed Simulation Cloning		2
17	Grid Services and Service Discovery for HLA-Based Distributed Simulation		10
16	An OGSI-compliant grid information service - its architecture and performance study		2
15	Batch based cancellation: a rollback optimal cancellation scheme in time warp simulations		1
14	A framework for executing parallel simulation using RTI		5
13	Improving data filtering accuracy in hierarchical federations		1
12	A decentralized hierarchical scheduler for a grid-based clearinghouse		3
11	Service provisioning for HLA-based distributed simulation on the grid		2
10	A load management system for running HLA-based distributed simulations over the grid		37

9	Adapting a supply-chain simulation for HLA	10
8	Distributed supply chain simulation across enterprise boundaries	2
7	Dynamic load-balancing using prediction in a parallel object-oriented system	2
6	A methodology for automating the parallelization of manufacturing simulations	1
5	Performance analysis of packet bundling techniques in DIS	2
4		1
3	An auto-adaptive dead reckoning algorithm for distributed interactive simulation	3
2		2
1	A bacterial shield and sword A previously uncharacterized two-component system protects uropathogenic Escherichia coli from host-derived oxidative insults and promotes hemolysin-mediated host cell pyroptosis	1