

Chun Yan Miao

List of Publications by Citations

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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.

261
papers

4,703
citations

35
h-index

60
g-index

325
ext. papers

6,267
ext. citations

4.7
avg, IF

6.18
L-index

#	Paper	IF	Citations
261	Federated Learning in Mobile Edge Networks: A Comprehensive Survey. <i>IEEE Communications Surveys and Tutorials</i> , 2020 , 22, 2031-2063	37.1	414
260	A survey and projection on medium access control protocols for wireless sensor networks. <i>ACM Computing Surveys</i> , 2012 , 45, 1-37	13.4	228
259	Neighborhood Regularized Logistic Matrix Factorization for Drug-Target Interaction Prediction. <i>PLoS Computational Biology</i> , 2016 , 12, e1004760	5	190
258	. <i>Proceedings of the IEEE</i> , 2010 , 98, 1755-1772	14.3	160
257	Exploiting Geographical Neighborhood Characteristics for Location Recommendation 2014 ,		159
256	3D CNN Based Automatic Diagnosis of Attention Deficit Hyperactivity Disorder Using Functional and Structural MRI. <i>IEEE Access</i> , 2017 , 5, 23626-23636	3.5	128
255	Personalized point-of-interest recommendation by mining users' preference transition 2013 ,		116
254	. <i>IEEE Access</i> , 2013 , 1, 35-50	3.5	111
253	Dynamical cognitive network - an extension of fuzzy cognitive map. <i>IEEE Transactions on Fuzzy Systems</i> , 2001 , 9, 760-770	8.3	106
252	. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2018 , 19, 2493-2504	6.1	99
251	EEG-Based Emotion Recognition Using Regularized Graph Neural Networks. <i>IEEE Transactions on Affective Computing</i> , 2020 , 1-1	5.7	86
250	Online multimodal deep similarity learning with application to image retrieval 2013 ,		85
249	Mitigating Herding in Hierarchical Crowdsourcing Networks. <i>Scientific Reports</i> , 2016 , 6, 4	4.9	77
248	Comparing the learning effectiveness of BP, ELM, I-ELM, and SVM for corporate credit ratings. <i>Neurocomputing</i> , 2014 , 128, 285-295	5.4	77
247	A Survey of Zero-Shot Learning. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2019 , 10, 1-37	8	75
246	Towards a trust aware cognitive radio architecture. <i>Mobile Computing and Communications Review</i> , 2009 , 13, 86-95		73
245	An Extension to Fuzzy Cognitive Maps for Classification and Prediction. <i>IEEE Transactions on Fuzzy Systems</i> , 2011 , 19, 116-135	8.3	57

244	. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2016 , 28, 454-467	4.2	52
243	. <i>IEEE Internet of Things Journal</i> , 2020 , 7, 9575-9588	10.7	51
242	A Survey of Resource Management in Multi-Tier Web Applications. <i>IEEE Communications Surveys and Tutorials</i> , 2014 , 16, 1574-1590	37.1	50
241	Using Blockchain Technology to Build Trust in Sharing LoRaWAN IoT 2017 ,		50
240	REDPC: A residual error-based density peak clustering algorithm. <i>Neurocomputing</i> , 2019 , 348, 82-96	5.4	45
239	Building Ethics into Artificial Intelligence 2018 ,		44
238	Balancing quality and budget considerations in mobile crowdsourcing. <i>Decision Support Systems</i> , 2016 , 90, 56-64	5.6	44
237	Deep Model for Dropout Prediction in MOOCs 2017 ,		43
236	A cognitive approach for agent-based personalized recommendation. <i>Knowledge-Based Systems</i> , 2007 , 20, 397-405	7.3	42
235	KEMNAD: A KNOWLEDGE ENGINEERING METHODOLOGY FOR NEGOTIATING AGENT DEVELOPMENT. <i>Computational Intelligence</i> , 2012 , 28, 51-105	2.5	41
234	. <i>IEEE Transactions on Fuzzy Systems</i> , 2010 , 18, 114-124	8.3	40
233	Towards Federated Learning in UAV-Enabled Internet of Vehicles: A Multi-Dimensional Contract-Matching Approach. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2021 , 22, 5140-5154	6.1	39
232	A new robust training algorithm for a class of single-hidden layer feedforward neural networks. <i>Neurocomputing</i> , 2011 , 74, 2491-2501	5.4	38
231	Generative Topic Embedding: a Continuous Representation of Documents 2016 ,		37
230	Federated Learning in the Sky: Aerial-Ground Air Quality Sensing Framework With UAV Swarms. <i>IEEE Internet of Things Journal</i> , 2021 , 8, 9827-9837	10.7	37
229	Analyzing Sentiments in One Go: A Supervised Joint Topic Modeling Approach. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2017 , 29, 1172-1185	4.2	36
228	Towards AI-powered personalization in MOOC learning. <i>Npj Science of Learning</i> , 2017 , 2, 15	6	35
227	An Entropy-Based Approach to Protecting Rating Systems from Unfair Testimonies. <i>IEICE Transactions on Information and Systems</i> , 2006 , E89-D, 2502-2511	0.6	35

226	Decentralized Edge Intelligence: A Dynamic Resource Allocation Framework for Hierarchical Federated Learning. <i>IEEE Transactions on Parallel and Distributed Systems</i> , 2022 , 33, 536-550	3.7	35
225	A TWO-STAGE WIN-WIN MULTIATTRIBUTE NEGOTIATION MODEL: OPTIMIZATION AND THEN CONCESSION. <i>Computational Intelligence</i> , 2013 , 29, 577-626	2.5	34
224	Towards online and personalized daily activity recognition, habit modeling, and anomaly detection for the solitary elderly through unobtrusive sensing. <i>Multimedia Tools and Applications</i> , 2017 , 76, 10779-10799	2.5	33
223	On improving the conditioning of extreme learning machine: A linear case 2009 ,		32
222	Design of fuzzy cognitive maps using neural networks for predicting chaotic time series. <i>Neural Networks</i> , 2010 , 23, 1264-75	9.1	30
221	The Aging of a Young Nation: Population Aging in Singapore. <i>Gerontologist, The</i> , 2019 , 59, 401-410	5	30
220	Large Scale Document Categorization With Fuzzy Clustering. <i>IEEE Transactions on Fuzzy Systems</i> , 2017 , 25, 1239-1251	8.3	29
219	2015 ,		29
218	Crowd science and engineering: concept and research framework. <i>International Journal of Crowd Science</i> , 2017 , 1, 2-8	0.8	28
217	An energy-efficient and low-latency MAC protocol with Adaptive Scheduling for multi-hop wireless sensor networks. <i>Computer Communications</i> , 2010 , 33, 1452-1461	5.1	28
216	Joint Auction-Coalition Formation Framework for Communication-Efficient Federated Learning in UAV-Enabled Internet of Vehicles. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2021 , 22, 2326-2344	6.1	28
215	Implementation of Fuzzy Cognitive Maps Based on Fuzzy Neural Network and Application in Prediction of Time Series. <i>IEEE Transactions on Fuzzy Systems</i> , 2009 ,	8.3	27
214	Block-Level Unitary Query: Enabling Orthogonal-Like Space-Time Code With Query Diversity for MIMO Backscatter RFID. <i>IEEE Transactions on Wireless Communications</i> , 2016 , 15, 1937-1949	9.6	26
213	A comprehensive exploration to the machine learning techniques for diabetes identification 2018 ,		26
212	Towards Best Region Search for Data Exploration 2016 ,		24
211	Challenges and Opportunities for Trust Management in Crowdsourcing 2012 ,		24
210	UAV-Assisted Wireless Energy and Data Transfer With Deep Reinforcement Learning. <i>IEEE Transactions on Cognitive Communications and Networking</i> , 2021 , 7, 85-99	6.6	23
209	Learning to Find Topic Experts in Twitter via Different Relations. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2016 , 28, 1764-1778	4.2	22

208	Dynamic Edge Association and Resource Allocation in Self-Organizing Hierarchical Federated Learning Networks. <i>IEEE Journal on Selected Areas in Communications</i> , 2021 , 39, 3640-3653	14.2	22
207	Filtering trust opinions through reinforcement learning. <i>Decision Support Systems</i> , 2014 , 66, 102-113	5.6	21
206	Curiosity. <i>ACM Computing Surveys</i> , 2013 , 46, 1-26	13.4	19
205	Agent that models, reasons and makes decisions. <i>Knowledge-Based Systems</i> , 2002 , 15, 203-211	7.3	19
204	Optimizing Task Assignment for Reliable Blockchain-Empowered Federated Edge Learning. <i>IEEE Transactions on Vehicular Technology</i> , 2021 , 70, 1910-1923	6.8	19
203	AN INTEGRATED CLUSTERING-BASED APPROACH TO FILTERING UNFAIR MULTI-NOMINAL TESTIMONIES. <i>Computational Intelligence</i> , 2014 , 30, 316-341	2.5	18
202	Creating an immersive game world with evolutionary fuzzy cognitive maps. <i>IEEE Computer Graphics and Applications</i> , 2010 , 30, 58-70	1.7	18
201	Trust-based agent community for collaborative recommendation 2006 ,		16
200	Distributed multi-task classification: a decentralized online learning approach. <i>Machine Learning</i> , 2018 , 107, 727-747	4	15
199	An Energy-Efficient Self-Adaptive Duty Cycle MAC Protocol for Traffic-Dynamic Wireless Sensor Networks. <i>Wireless Personal Communications</i> , 2013 , 68, 1287-1315	1.9	15
198	A Coral Reef Algorithm Based on Learning Automata for the Coverage Control Problem of Heterogeneous Directional Sensor Networks. <i>Sensors</i> , 2015 , 15, 30617-35	3.8	15
197	Modeling Curiosity-Related Emotions for Virtual Peer Learners. <i>IEEE Computational Intelligence Magazine</i> , 2013 , 8, 50-62	5.6	15
196	A fuzzy neural network with fuzzy impact grades. <i>Neurocomputing</i> , 2009 , 72, 3098-3122	5.4	15
195	When Information Freshness Meets Service Latency in Federated Learning: A Task-Aware Incentive Scheme for Smart Industries. <i>IEEE Transactions on Industrial Informatics</i> , 2020 , 1-1	11.9	15
194	McDPC: multi-center density peak clustering. <i>Neural Computing and Applications</i> , 2020 , 32, 13465-13478	4.8	14
193	Using goal net to model user stories in agile software development 2014 ,		14
192	Enhanced Extreme Learning Machine with stacked generalization 2008 ,		14
191	Algorithmic Management for Improving Collective Productivity in Crowdsourcing. <i>Scientific Reports</i> , 2017 , 7, 12541	4.9	13

190	Studying task allocation decisions of novice agile teams with data from agile project management tools 2014 ,		13
189	Learning to name faces 2013 ,		13
188	Credibility: How Agents Can Handle Unfair Third-Party Testimonies in Computational Trust Models. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2010 , 22, 1286-1298	4.2	13
187	Semi-Supervised Learning in Reconstructed Manifold Space for 3D Caricature Generation. <i>Computer Graphics Forum</i> , 2009 , 28, 2104-2116	2.4	13
186	Author Name Disambiguation Using a New Categorical Distribution Similarity. <i>Lecture Notes in Computer Science</i> , 2012 , 569-584	0.9	13
185	BDANN: BERT-Based Domain Adaptation Neural Network for Multi-Modal Fake News Detection 2020 ,		13
184	An Affect-Rich Neural Conversational Model with Biased Attention and Weighted Cross-Entropy Loss. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , 2019 , 33, 7492-7500	5	13
183	Design Perspectives for Learning in Virtual Worlds 2010 , 111-141		13
182	Second-Order Online Active Learning and Its Applications. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2018 , 30, 1338-1351	4.2	12
181	WiHACS: Leveraging WiFi for human activity classification using OFDM subcarriers' correlation 2017 ,		12
180	High-Dimensional Data Stream Classification via Sparse Online Learning 2014 ,		12
179	A goal-oriented development tool to automate the incorporation of intelligent agents into interactive digital media applications. <i>Computers in Entertainment</i> , 2008 , 6, 1-15		12
178	Accurate Markov Boundary Discovery for Causal Feature Selection. <i>IEEE Transactions on Cybernetics</i> , 2020 , 50, 4983-4996	10.2	12
177	UAV-assisted Communication Efficient Federated Learning in the Era of the Artificial Intelligence of Things. <i>IEEE Network</i> , 2021 , 1-8	11.4	12
176	The Effects of Familiarity Design on the Adoption of Wellness Games by the Elderly 2015 ,		11
175	Trust-based web service selection in virtual communities. <i>Web Intelligence and Agent Systems</i> , 2011 , 9, 227-238		11
174	A probabilistic fuzzy approach to modeling nonlinear systems. <i>Neurocomputing</i> , 2011 , 74, 1008-1025	5.4	11
173	Research into Learning in an Intelligent Agent Augmented Multi-user Virtual Environment 2008 ,		11

172	Decision making of negotiation agents using markov chains. <i>Multiagent and Grid Systems</i> , 2008 , 4, 5-23	0.5	11
171	Algorithms for Transitive Dependence-Based Coalition Formation. <i>IEEE Transactions on Industrial Informatics</i> , 2007 , 3, 234-245	11.9	11
170	Dynamic Contract Design for Federated Learning in Smart Healthcare Applications. <i>IEEE Internet of Things Journal</i> , 2020 , 1-1	10.7	11
169	Learning Using Privileged Information for Food Recognition 2019 ,		11
168	Query Diversity Schemes for Backscatter RFID Communications With Single-Antenna Tags. <i>IEEE Transactions on Vehicular Technology</i> , 2017 , 66, 6932-6941	6.8	10
167	Non-contact driver cardiac physiological monitoring using video data 2015 ,		10
166	Dynamic witness selection for trustworthy distributed cooperative sensing in cognitive radio networks 2011 ,		10
165	A curious learning companion in Virtual Learning Environment 2012 ,		10
164	Goal oriented modeling for intelligent software agents		10
163	Learning Personalized Itemset Mapping for Cross-Domain Recommendation 2020 ,		10
162	Interest Based Negotiation Automation. <i>Lecture Notes in Computer Science</i> , 2006 , 211-222	0.9	10
161	A dataset of human decision-making in teamwork management. <i>Scientific Data</i> , 2017 , 4, 160127	8.2	9
160	Resource Allocation in MU-OFDM Cognitive Radio Systems with Partial Channel State Information. <i>Eurasip Journal on Wireless Communications and Networking</i> , 2010 , 2010,	3.2	9
159	A DYNAMIC INFERENCE MODEL FOR INTELLIGENT AGENTS. <i>International Journal of Software Engineering and Knowledge Engineering</i> , 2001 , 11, 509-528	1	9
158	PD-GAN: Adversarial Learning for Personalized Diversity-Promoting Recommendation 2019 ,		9
157	A Novel Distribution-Embedded Neural Network for Sensor-Based Activity Recognition 2019 ,		9
156	A social influence based trust model for recommender systems. <i>Intelligent Data Analysis</i> , 2017 , 21, 263-277		8
155	Zero-shot human activity recognition via nonlinear compatibility based method 2017 ,		8

154	Inferring Cognitive Wellness from Motor Patterns. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2018 , 30, 2340-2353	4.2	8
153	Incremental fuzzy clustering for document categorization 2014 ,		8
152	Folksonomy-Based Ontological User Interest Profile Modeling and Its Application in Personalized Search. <i>Lecture Notes in Computer Science</i> , 2010 , 34-46	0.9	8
151	Fitness landscape analysis for resource allocation in multiuser OFDM based cognitive radio systems. <i>Mobile Computing and Communications Review</i> , 2009 , 13, 26-36		8
150	A modified ELM algorithm for single-hidden layer feedforward neural networks with linear nodes 2011 ,		8
149	Goal-oriented methodology for agent system development		8
148	Automating integration of manufacturing systems and services: a semantic Web services approach 2005 ,		8
147	Negotiation Agents' Decision Making Using Markov Chains. <i>Studies in Computational Intelligence</i> , 2008 , 3-23	0.8	8
146	Goal-Oriented Methodology for Agent System Development. <i>IEICE Transactions on Information and Systems</i> , 2006 , E89-D, 1413-1420	0.6	8
145	An interpretable neural fuzzy inference system for predictions of underpricing in initial public offerings. <i>Neurocomputing</i> , 2018 , 319, 102-117	5.4	8
144	A Comprehensive Survey on Coded Distributed Computing: Fundamentals, Challenges, and Networking Applications. <i>IEEE Communications Surveys and Tutorials</i> , 2021 , 23, 1800-1837	37.1	8
143	Online Multimodal Co-indexing and Retrieval of Weakly Labeled Web Image Collections 2015 ,		7
142	Online Active Learning with Expert Advice. <i>ACM Transactions on Knowledge Discovery From Data</i> , 2018 , 12, 1-22	4	7
141	Context-Aware Personal Information Retrieval From Multiple Social Networks. <i>IEEE Computational Intelligence Magazine</i> , 2014 , 9, 18-28	5.6	7
140	Agents as intelligent user interfaces for the net generation 2010 ,		7
139	Interactive 3D caricature generation based on double sampling 2009 ,		7
138	An energy-efficient MAC protocol with Adaptive Scheduling for wireless sensor networks 2009 ,		7
137	Auxiliary Learning for Relation Extraction. <i>IEEE Transactions on Emerging Topics in Computational Intelligence</i> , 2020 , 1-10	4.1	7

136	A Generative Word Embedding Model and its Low Rank Positive Semidefinite Solution 2015 ,		7
135	SOAL: Second-Order Online Active Learning 2016 ,		7
134	Activity Recognition in New Smart Home Environments 2018 ,		7
133	A fuzzy logic based Parkinson's Disease risk predictor 2014 ,		6
132	EEG-Based Emotion Recognition via Fast and Robust Feature Smoothing. <i>Lecture Notes in Computer Science</i> , 2017 , 83-92	0.9	6
131	A novel density peak clustering algorithm based on squared residual error 2017 ,		6
130	Intelligent Software Agent Design Tool Using Goal Net Methodology 2007 ,		6
129	Socializing Pedagogical Agents for Personalization in Virtual Learning Environments 2007 ,		6
128	A Social Curiosity Inspired Recommendation Model to Improve Precision, Coverage and Diversity 2016 ,		6
127	Diabetic Retinopathy Classification Using an Efficient Convolutional Neural Network 2019 ,		6
126	Solving the initial value problem of discrete geodesics. <i>CAD Computer Aided Design</i> , 2016 , 70, 144-152	2.9	5
125	Accurate and Robust Moving-Object Segmentation for Telepresence Systems. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2015 , 6, 1-28	8	5
124	A systematic density-based clustering method using anchor points. <i>Neurocomputing</i> , 2020 , 400, 352-370	5.4	5
123	Dynamic Generation of Internet of Things Organizational Structures Through Evolutionary Computing. <i>IEEE Internet of Things Journal</i> , 2018 , 5, 943-954	10.7	5
122	A first step towards explained activity recognition with computational abstract argumentation 2016 ,		5
121	Internet of Things Based Data Driven Storytelling for Supporting Social Connections 2013 ,		5
120	An Incentive Mechanism to Elicit Truthful Opinions for Crowdsourced Multiple Choice Consensus Tasks 2015 ,		5
119	Fuzzy cognitive goal net for interactive storytelling plot design 2006 ,		5

118	Towards Age-friendly Exergame Design 2019 ,		5
117	A Hybrid of Plot-Based and Character-Based Interactive Storytelling 2007 , 260-273		5
116	Stack-VS: Stacked Visual-Semantic Attention for Image Caption Generation. <i>IEEE Access</i> , 2020 , 8, 1549533-154965		5
115	2016 ,		5
114	Towards Age-friendly E-commerce Through Crowd-Improved Speech Recognition, Multimodal Search, and Personalized Speech Feedback 2017 ,		4
113	Saliency-aware adaptive resonance theory for large-scale sparse data clustering. <i>Neural Networks</i> , 2019 , 120, 143-157	9.1	4
112	Modeling uncertainty driven curiosity for social recommendation 2017 ,		4
111	PSDVec: A toolbox for incremental and scalable word embedding. <i>Neurocomputing</i> , 2017 , 237, 405-409	5.4	4
110	Trust-aware resource allocation in a cognitive radio system 2012 ,		4
109	FANS 2013 ,		4
108	Resource Allocation in a Cognitive Radio System with Imperfect Channel State Estimation. <i>Journal of Electrical and Computer Engineering</i> , 2010 , 2010, 1-5	1.9	4
107	A Dempster-Shafer theory based witness trustworthiness model to cope with unfair ratings in e-marketplace 2012 ,		4
106	A game theory approach for self-coexistence analysis among IEEE 802.22 networks 2009 ,		4
105	Ubiquitous digital E-learning ecosystem 2008 ,		4
104	A survey of agent-oriented software engineering for service-oriented computing. <i>International Journal of Web Engineering and Technology</i> , 2008 , 4, 367	0.3	4
103	Semantic enhancement and ontology for interoperability of design information systems 2007 ,		4
102	Fuzzy cognitive agents in shared virtual worlds 2005 ,		4
101	Learning Relative Similarity from Data Streams 2015 ,		4

100	A Novel Narrative E-Writing Intervention for Parents of Children With Chronic Life-Threatening Illnesses: Protocol for a Pilot, Open-Label Randomized Controlled Trial. <i>JMIR Research Protocols</i> , 2020 , 9, e17561	2	4
99	A Social Trust Model Considering Trustees' Influence. <i>Lecture Notes in Computer Science</i> , 2014 , 357-364	0.9	4
98	C-ELM: A Curious Extreme Learning Machine for Classification Problems. <i>Proceedings in Adaptation, Learning and Optimization</i> , 2015 , 355-366	0.2	4
97	A New Design of Sliding Mode Control Systems. <i>Lecture Notes in Control and Information Sciences</i> , 2011 , 151-167	0.5	4
96	Weakly-supervised sensor-based activity segmentation and recognition via learning from distributions. <i>Artificial Intelligence</i> , 2021 , 292, 103429	3.6	4
95	Contextualized Graph Attention Network for Recommendation with Item Knowledge Graph. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2021 , 1-1	4.2	4
94	Ping Pong: An Exergame for Cognitive Inhibition Training. <i>International Journal of Human-Computer Interaction</i> , 2021 , 37, 1104-1115	3.6	4
93	Autonomous Agents in Snake Game via Deep Reinforcement Learning 2018 ,		4
92	Personalized Recommendation Considering Secondary Implicit Feedback 2018 ,		4
91	Design Tradeoffs for Cloud-Based Ambient Assisted Living Systems 2017 ,		3
90	Incentive Mechanism Design for Mobile Data Rewards using Multi-Dimensional Contract 2020 ,		3
89	A coarse-to-fine feature selection method for accurate detection of cerebral small vessel disease 2016 ,		3
88	Robust human activity recognition using lesser number of wearable sensors 2017 ,		3
87	Active Crowdsourcing for Annotation 2015 ,		3
86	Automatic Sleep Arousal Detection Based on C-ELM 2015 ,		3
85	Integrating human factors into nanotech sustainability assessment and communication 2010 ,		3
84	ELM-Based Intelligent Resource Selection for Grid Scheduling 2009 ,		3
83	Enabling Goal Oriented Action Planning with Goal Net 2009 ,		3

82	Temporal fuzzy cognitive maps 2008,		3
81	Transforming Learning through Agent Augmented Virtual World 2008,		3
80	Probabilistic Fuzzy Cognitive Map 2006,		3
79	Agent Mediated Peer-to-Peer Mobile Service-Oriented Architecture 2007,		3
78	Agent mediated autonomic service orchestration in grid environment		3
77	Heterogeneous star graph attention network for product attributes prediction. <i>Advanced Engineering Informatics</i> , 2022 , 51, 101447	7.4	3
76	Noise-resistant Deep Metric Learning with Ranking-based Instance Selection 2021,		3
75	Reputation-aware Hedonic Coalition Formation for Efficient Serverless Hierarchical Federated Learning. <i>IEEE Transactions on Parallel and Distributed Systems</i> , 2021 , 1-1	3.7	3
74	Pumpkin Garden: A Mobile Game Platform for Monitoring Parkinson's Disease Symptoms. <i>Lecture Notes in Computer Science</i> , 2018 , 546-560	0.9	3
73	A Coalition Formation Framework Based on Transitive Dependence. <i>IEICE Transactions on Information and Systems</i> , 2005 , E88-D, 2672-2680	0.6	3
72	Human-Centred Design for Silver Assistants 2016,		3
71	Multi-Resident Activity Recognition with Unseen Classes in Smart Homes 2018,		3
70	Artificial Intelligence Powered MOOCs: A Brief Survey 2018,		3
69	Fuzzy logic based assessment on the adaptive level of rehabilitation exergames for the elderly 2017,		2
68	Fun-Knee: A novel smart knee sleeve for Total-Knee-Replacement rehabilitation with gamification 2017,		2
67	Elderly friendliness evaluation of mobile assistants 2017,		2
66	PdAssist: Objective and quantified symptom assessment of Parkinson's disease via smartphone 2017,		2
65	An Agent-Based Game Platform for Exercising People's Prospective Memory 2015,		2

64	Progressive Sequence Matching for ADL Plan Recommendation 2015 ,		2
63	How Fast Can a BDI Agent Respond? 2010 ,		2
62	Memetic algorithm for dynamic resource allocation in multiuser OFDM based Cognitive Radio systems 2008 ,		2
61	The Equivalence of Cognitive Map, Fuzzy Cognitive Map and Multi Value Fuzzy Cognitive Map 2006 ,		2
60	The Multi-Agent Data Collection in HLA-Based Simulation System 2007 ,		2
59	Toward a Society Oriented Approach for Fault Handling in Multi-Agent Systems 2007 ,		2
58	Agent oriented software engineering for grid computing 2006 ,		2
57	Ethically Aligned Opportunistic Scheduling for Productive Laziness 2019 ,		2
56	A Double Auction Mechanism for Resource Allocation in Coded Vehicular Edge Computing. <i>IEEE Transactions on Vehicular Technology</i> , 2021 , 1-1	6.8	2
55	Brain-Inspired Search Engine Assistant Based on Knowledge Graph. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2021 , PP,	10.3	2
54	A Goal Oriented e-Learning Agent System. <i>Lecture Notes in Computer Science</i> , 2005 , 664-670	0.9	2
53	Teachable Agents with Intrinsic Motivation. <i>Lecture Notes in Computer Science</i> , 2015 , 34-43	0.9	2
52	Optimization of Multiple Related Negotiation through Multi-Negotiation Network. <i>Lecture Notes in Computer Science</i> , 2010 , 174-185	0.9	2
51	Novel Functional Technologies for Age-Friendly E-commerce. <i>Lecture Notes in Computer Science</i> , 2017 , 150-158	0.9	2
50	Crowd formation via hierarchical planning 2016 ,		2
49	Learning Hierarchical Review Graph Representations for Recommendation. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2021 , 1-1	4.2	2
48	HandGest: Hierarchical Sensing for Robust in-the-air Handwriting Recognition with Commodity WiFi Devices. <i>IEEE Internet of Things Journal</i> , 2022 , 1-1	10.7	2
47	Towards Secure and Efficient Equality Conjunction Search over Outsourced Databases. <i>IEEE Transactions on Cloud Computing</i> , 2020 , 1-1	3.3	1

46	Personalized Emotion-Aware Video Streaming for the Elderly. <i>Lecture Notes in Computer Science</i> , 2018 , 372-382	0.9	1
45	Modelling Composite Emotions in Affective Agents 2015 ,		1
44	Adaptive goal selection for agents in dynamic environments. <i>Knowledge and Information Systems</i> , 2013 , 37, 665-692	2.4	1
43	Youth Olympic Village Co-space 2010 ,		1
42	Train Fuzzy Cognitive Maps by gradient residual algorithm 2011 ,		1
41	Motivated Learning for Goal Selection in Goal Nets 2010 ,		1
40	Economically Inspired Self-healing Model for Multi-Agent Systems 2007 ,		1
39	Actionable knowledge model for GUI regression testing		1
38	Fuzzy cognitive maps for dynamic grid service negotiation. <i>Multiagent and Grid Systems</i> , 2006 , 2, 101-114	0.5	1
37	Goal autonomous agent architecture		1
36	Toward Transitive Dependence in MAS. <i>Lecture Notes in Computer Science</i> , 2005 , 486-493	0.9	1
35	Stochastic Coded Offloading Scheme for Unmanned Aerial Vehicle-Assisted Edge Computing. <i>IEEE Internet of Things Journal</i> , 2022 , 1-1	10.7	1
34	Intelligent Market Based Learner Modeling. <i>Lecture Notes in Computer Science</i> , 2006 , 101-111	0.9	1
33	Usability Analysis of the Novel Functions to Assist the Senior Customers in Online Shopping. <i>Lecture Notes in Computer Science</i> , 2018 , 173-185	0.9	1
32	The Effect of Familiarity on Older Adults Engagement in Exergames. <i>Lecture Notes in Computer Science</i> , 2019 , 277-288	0.9	1
31	Towards Emotionally Intelligent Machines: Taking Social Contexts into Account. <i>Lecture Notes in Computer Science</i> , 2016 , 12-24	0.9	1
30	Automated Negotiation through a Cooperative-Competitive Model. <i>Studies in Computational Intelligence</i> , 2010 , 161-178	0.8	1
29	OS-ELM Based Emotion Recognition for Empathetic Elderly Companion. <i>Proceedings in Adaptation, Learning and Optimization</i> , 2015 , 331-341	0.2	1

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