

# Chun Yan Miao

## List of Publications by Year in Descending Order

**Source:** <https://exaly.com/author-pdf/2538278/chun-yan-miao-publications-by-year.pdf>

**Version:** 2024-04-27

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

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	Dynamics in Coded Edge Computing for IoT: A Fractional Evolutionary Game Approach. <i>IEEE Internet of Things Journal</i> , <b>2022</b> , 1-1	10.7	0
260	Heterogeneous star graph attention network for product attributes prediction. <i>Advanced Engineering Informatics</i> , <b>2022</b> , 51, 101447	7.4	3
259	Stochastic Coded Offloading Scheme for Unmanned Aerial Vehicle-Assisted Edge Computing. <i>IEEE Internet of Things Journal</i> , <b>2022</b> , 1-1	10.7	1
258	Decomposing generation networks with structure prediction for recipe generation. <i>Pattern Recognition</i> , <b>2022</b> , 126, 108578	7.7	
257	Decentralized Edge Intelligence: A Dynamic Resource Allocation Framework for Hierarchical Federated Learning. <i>IEEE Transactions on Parallel and Distributed Systems</i> , <b>2022</b> , 33, 536-550	3.7	35
256	A Mining Strategy for Minimizing Waiting Time in Blockchains for Time-Sensitive Applications. <i>Wireless Communications and Mobile Computing</i> , <b>2022</b> , 2022, 1-8	1.9	0
255	HandGest: Hierarchical Sensing for Robust in-the-air Handwriting Recognition with Commodity WiFi Devices. <i>IEEE Internet of Things Journal</i> , <b>2022</b> , 1-1	10.7	2
254	Acceptability and feasibility of a pilot randomized controlled trial of Narrative e-Writing Intervention (NeW-I) for parent-caregivers of children with chronic life-threatening illnesses in Singapore.. <i>BMC Palliative Care</i> , <b>2022</b> , 21, 59	3	0
253	Federated Learning for Personalized Humor Recognition. <i>ACM Transactions on Intelligent Systems and Technology</i> , <b>2022</b> , 13, 1-18	8	0
252	A Comparison of Web Services for Sentiment Analysis in Digital Mental Health Interventions. <i>Lecture Notes in Computer Science</i> , <b>2022</b> , 389-407	0.9	
251	Noise-resistant Deep Metric Learning with Ranking-based Instance Selection <b>2021</b> ,		3
250	A Double Auction Mechanism for Resource Allocation in Coded Vehicular Edge Computing. <i>IEEE Transactions on Vehicular Technology</i> , <b>2021</b> , 1-1	6.8	2
249	Reputation-aware Hedonic Coalition Formation for Efficient Serverless Hierarchical Federated Learning. <i>IEEE Transactions on Parallel and Distributed Systems</i> , <b>2021</b> , 1-1	3.7	3
248	Brain-Inspired Search Engine Assistant Based on Knowledge Graph. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , <b>2021</b> , PP,	10.3	2
247	Dynamic Edge Association and Resource Allocation in Self-Organizing Hierarchical Federated Learning Networks. <i>IEEE Journal on Selected Areas in Communications</i> , <b>2021</b> , 39, 3640-3653	14.2	22
246	Weakly-supervised sensor-based activity segmentation and recognition via learning from distributions. <i>Artificial Intelligence</i> , <b>2021</b> , 292, 103429	3.6	4
245	Joint Auction-Coalition Formation Framework for Communication-Efficient Federated Learning in UAV-Enabled Internet of Vehicles. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2021</b> , 22, 2326-2344	6.1	28

244	UAV-Assisted Wireless Energy and Data Transfer With Deep Reinforcement Learning. <i>IEEE Transactions on Cognitive Communications and Networking</i> , <b>2021</b> , 7, 85-99	6.6	23
243	Federated Learning in the Sky: Aerial-Ground Air Quality Sensing Framework With UAV Swarms. <i>IEEE Internet of Things Journal</i> , <b>2021</b> , 8, 9827-9837	10.7	37
242	Contextualized Graph Attention Network for Recommendation with Item Knowledge Graph. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2021</b> , 1-1	4.2	4
241	Learning Hierarchical Review Graph Representations for Recommendation. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2021</b> , 1-1	4.2	2
240	Ping Pong: An Exergame for Cognitive Inhibition Training. <i>International Journal of Human-Computer Interaction</i> , <b>2021</b> , 37, 1104-1115	3.6	4
239	Optimizing Task Assignment for Reliable Blockchain-Empowered Federated Edge Learning. <i>IEEE Transactions on Vehicular Technology</i> , <b>2021</b> , 70, 1910-1923	6.8	19
238	Towards Federated Learning in UAV-Enabled Internet of Vehicles: A Multi-Dimensional Contract-Matching Approach. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2021</b> , 22, 5140-5154	6.1	39
237	A Goal Oriented Storytelling Model for Improvement of Health Game Experiences Among Older Adults. <i>Lecture Notes in Computer Science</i> , <b>2021</b> , 135-152	0.9	
236	A Comprehensive Survey on Coded Distributed Computing: Fundamentals, Challenges, and Networking Applications. <i>IEEE Communications Surveys and Tutorials</i> , <b>2021</b> , 23, 1800-1837	37.1	8
235	UAV-assisted Communication Efficient Federated Learning in the Era of the Artificial Intelligence of Things. <i>IEEE Network</i> , <b>2021</b> , 1-8	11.4	12
234	Federated Learning in Mobile Edge Networks: A Comprehensive Survey. <i>IEEE Communications Surveys and Tutorials</i> , <b>2020</b> , 22, 2031-2063	37.1	414
233	Kernel-target alignment based non-linear metric learning. <i>Neurocomputing</i> , <b>2020</b> , 411, 54-66	5.4	0
232	Incentive Mechanism Design for Mobile Data Rewards using Multi-Dimensional Contract <b>2020</b> ,		3
231	Towards Secure and Efficient Equality Conjunction Search over Outsourced Databases. <i>IEEE Transactions on Cloud Computing</i> , <b>2020</b> , 1-1	3.3	1
230	McDPC: multi-center density peak clustering. <i>Neural Computing and Applications</i> , <b>2020</b> , 32, 13465-13478	4.8	14
229	A systematic density-based clustering method using anchor points. <i>Neurocomputing</i> , <b>2020</b> , 400, 352-370	5.4	5
228	. <i>IEEE Internet of Things Journal</i> , <b>2020</b> , 7, 9575-9588	10.7	51
227	Dynamic Contract Design for Federated Learning in Smart Healthcare Applications. <i>IEEE Internet of Things Journal</i> , <b>2020</b> , 1-1	10.7	11

226	EEG-Based Emotion Recognition Using Regularized Graph Neural Networks. <i>IEEE Transactions on Affective Computing</i> , <b>2020</b> , 1-1	5.7	86
225	Auxiliary Learning for Relation Extraction. <i>IEEE Transactions on Emerging Topics in Computational Intelligence</i> , <b>2020</b> , 1-10	4.1	7
224	When Information Freshness Meets Service Latency in Federated Learning: A Task-Aware Incentive Scheme for Smart Industries. <i>IEEE Transactions on Industrial Informatics</i> , <b>2020</b> , 1-1	11.9	15
223	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> , <b>2020</b> , 9, e17561	2	4
222	Learning Personalized Itemset Mapping for Cross-Domain Recommendation <b>2020</b> ,		10
221	Accurate Markov Boundary Discovery for Causal Feature Selection. <i>IEEE Transactions on Cybernetics</i> , <b>2020</b> , 50, 4983-4996	10.2	12
220	BDANN: BERT-Based Domain Adaptation Neural Network for Multi-Modal Fake News Detection <b>2020</b> ,		13
219	Stack-VS: Stacked Visual-Semantic Attention for Image Caption Generation. <i>IEEE Access</i> , <b>2020</b> , 8, 1549533154965		
218	Salience-aware adaptive resonance theory for large-scale sparse data clustering. <i>Neural Networks</i> , <b>2019</b> , 120, 143-157	9.1	4
217	A Survey of Zero-Shot Learning. <i>ACM Transactions on Intelligent Systems and Technology</i> , <b>2019</b> , 10, 1-37	8	75
216	Hierarchical planning-based crowd formation. <i>Computer Animation and Virtual Worlds</i> , <b>2019</b> , 30, e1875	0.9	
215	Ethically Aligned Opportunistic Scheduling for Productive Laziness <b>2019</b> ,		2
214	Towards Age-friendly Exergame Design <b>2019</b> ,		5
213	Learning Using Privileged Information for Food Recognition <b>2019</b> ,		11
212	PD-GAN: Adversarial Learning for Personalized Diversity-Promoting Recommendation <b>2019</b> ,		9
211	A Novel Distribution-Embedded Neural Network for Sensor-Based Activity Recognition <b>2019</b> ,		9
210	The Effect of Familiarity on Older Adults' Engagement in Exergames. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 277-288	0.9	1
209	The Effects of Online Social Supports on Exercise Behavior. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 137-150	0.9	

208	An Affect-Rich Neural Conversational Model with Biased Attention and Weighted Cross-Entropy Loss. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , <b>2019</b> , 33, 7492-7500	5	13
207	Recommend interesting items: How can social curiosity help?. <i>Web Intelligence</i> , <b>2019</b> , 17, 297-311	0.7	
206	Goal-Oriented Modelling for Virtual Assistants <b>2019</b> ,		1
205	Diabetic Retinopathy Classification Using an Efficient Convolutional Neural Network <b>2019</b> ,		6
204	REDPC: A residual error-based density peak clustering algorithm. <i>Neurocomputing</i> , <b>2019</b> , 348, 82-96	5.4	45
203	The Aging of a Young Nation: Population Aging in Singapore. <i>Gerontologist, The</i> , <b>2019</b> , 59, 401-410	5	30
202	Dynamic Generation of Internet of Things Organizational Structures Through Evolutionary Computing. <i>IEEE Internet of Things Journal</i> , <b>2018</b> , 5, 943-954	10.7	5
201	Second-Order Online Active Learning and Its Applications. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2018</b> , 30, 1338-1351	4.2	12
200	Inferring Cognitive Wellness from Motor Patterns. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2018</b> , 30, 2340-2353	4.2	8
199	Distributed multi-task classification: a decentralized online learning approach. <i>Machine Learning</i> , <b>2018</b> , 107, 727-747	4	15
198	Online Active Learning with Expert Advice. <i>ACM Transactions on Knowledge Discovery From Data</i> , <b>2018</b> , 12, 1-22	4	7
197	Personalized Emotion-Aware Video Streaming for the Elderly. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 372-382	0.9	1
196	Building Ethics into Artificial Intelligence <b>2018</b> ,		44
195	Usability Analysis of the Novel Functions to Assist the Senior Customers in Online Shopping. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 173-185	0.9	1
194	Opportunistic Work-Rest Scheduling for Productive Aging. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 413-428		9
193	Making Efficient Reputation-Aware Decisions in Multiagent Systems <b>2018</b> , 43-64		
192	Pumpkin Garden: A Mobile Game Platform for Monitoring Parkinson's Disease Symptoms. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 546-560	0.9	3
191	. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2018</b> , 19, 2493-2504	6.1	99

190	CrowdMerge <b>2018</b> ,			1
189	Multi-Resident Activity Recognition with Unseen Classes in Smart Homes <b>2018</b> ,			3
188	Artificial Intelligence Powered MOOCs: A Brief Survey <b>2018</b> ,			3
187	Autonomous Agents in Snake Game via Deep Reinforcement Learning <b>2018</b> ,			4
186	Personalized Recommendation Considering Secondary Implicit Feedback <b>2018</b> ,			4
185	Activity Recognition in New Smart Home Environments <b>2018</b> ,			7
184	An interpretable neural fuzzy inference system for predictions of underpricing in initial public offerings. <i>Neurocomputing</i> , <b>2018</b> , 319, 102-117	5.4		8
183	A comprehensive exploration to the machine learning techniques for diabetes identification <b>2018</b> ,			26
182	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> , <b>2017</b> , 76, 10779-10799	2.5	10799	33
181	A dataset of human decision-making in teamwork management. <i>Scientific Data</i> , <b>2017</b> , 4, 160127	8.2		9
180	Query Diversity Schemes for Backscatter RFID Communications With Single-Antenna Tags. <i>IEEE Transactions on Vehicular Technology</i> , <b>2017</b> , 66, 6932-6941	6.8		10
179	Analyzing Sentiments in One Go: A Supervised Joint Topic Modeling Approach. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2017</b> , 29, 1172-1185	4.2		36
178	A social influence based trust model for recommender systems. <i>Intelligent Data Analysis</i> , <b>2017</b> , 21, 263-277			8
177	Crowd science and engineering: concept and research framework. <i>International Journal of Crowd Science</i> , <b>2017</b> , 1, 2-8	0.8		28
176	Algorithmic Management for Improving Collective Productivity in Crowdsourcing. <i>Scientific Reports</i> , <b>2017</b> , 7, 12541	4.9		13
175	Design Tradeoffs for Cloud-Based Ambient Assisted Living Systems <b>2017</b> ,			3
174	Towards Age-friendly E-commerce Through Crowd-Improved Speech Recognition, Multimodal Search, and Personalized Speech Feedback <b>2017</b> ,			4
173	Fuzzy logic based assessment on the adaptive level of rehabilitation exergames for the elderly <b>2017</b> ,			2

172	Zero-shot human activity recognition via nonlinear compatibility based method <b>2017</b> ,		8
171	Modeling uncertainty driven curiosity for social recommendation <b>2017</b> ,		4
170	Using Blockchain Technology to Build Trust in Sharing LoRaWAN IoT <b>2017</b> ,		50
169	Deep Model for Dropout Prediction in MOOCs <b>2017</b> ,		43
168	EEG-Based Emotion Recognition via Fast and Robust Feature Smoothing. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 83-92	0.9	6
167	Fun-Knee—A novel smart knee sleeve for Total-Knee-Replacement rehabilitation with gamification <b>2017</b> ,		2
166	Large Scale Document Categorization With Fuzzy Clustering. <i>IEEE Transactions on Fuzzy Systems</i> , <b>2017</b> , 25, 1239-1251	8.3	29
165	PSDVec: A toolbox for incremental and scalable word embedding. <i>Neurocomputing</i> , <b>2017</b> , 237, 405-409	5.4	4
164	3D CNN Based Automatic Diagnosis of Attention Deficit Hyperactivity Disorder Using Functional and Structural MRI. <i>IEEE Access</i> , <b>2017</b> , 5, 23626-23636	3.5	128
163	Towards AI-powered personalization in MOOC learning. <i>Npj Science of Learning</i> , <b>2017</b> , 2, 15	6	35
162	Robust human activity recognition using lesser number of wearable sensors <b>2017</b> ,		3
161	WiHACS: Leveraging WiFi for human activity classification using OFDM subcarriers' correlation <b>2017</b> ,		12
160	A novel density peak clustering algorithm based on squared residual error <b>2017</b> ,		6
159	Elderly friendliness evaluation of mobile assistants <b>2017</b> ,		2
158	PdAssist: Objective and quantified symptom assessment of Parkinson's disease via smartphone <b>2017</b> ,		2
157	Novel Functional Technologies for Age-Friendly E-commerce. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 150-158	0.9	2
156	. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2016</b> , 28, 454-467	4.2	52
155	Solving the initial value problem of discrete geodesics. <i>CAD Computer Aided Design</i> , <b>2016</b> , 70, 144-152	2.9	5

154	Towards Best Region Search for Data Exploration <b>2016,</b>		24
153	A coarse-to-fine feature selection method for accurate detection of cerebral small vessel disease <b>2016,</b>		3
152	Mitigating Herding in Hierarchical Crowdsourcing Networks. <i>Scientific Reports</i> , <b>2016</b> , 6, 4	4.9	77
151	A first step towards explained activity recognition with computational abstract argumentation <b>2016,</b>		5
150	Learning to Find Topic Experts in Twitter via Different Relations. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2016</b> , 28, 1764-1778	4.2	22
149	Block-Level Unitary Query: Enabling Orthogonal-Like Space-Time Code With Query Diversity for MIMO Backscatter RFID. <i>IEEE Transactions on Wireless Communications</i> , <b>2016</b> , 15, 1937-1949	9.6	26
148	Generative Topic Embedding: a Continuous Representation of Documents <b>2016,</b>		37
147	Towards Emotionally Intelligent Machines: Taking Social Contexts into Account. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 12-24	0.9	1
146	Individual Judgments Versus Consensus. <i>ACM Transactions on the Web</i> , <b>2016</b> , 10, 1-21	3.2	
145	Neighborhood Regularized Logistic Matrix Factorization for Drug-Target Interaction Prediction. <i>PLoS Computational Biology</i> , <b>2016</b> , 12, e1004760	5	190
144	Balancing quality and budget considerations in mobile crowdsourcing. <i>Decision Support Systems</i> , <b>2016</b> , 90, 56-64	5.6	44
143	<b>2016,</b>		5
142	SOAL: Second-Order Online Active Learning <b>2016,</b>		7
141	Human-Centred Design for Silver Assistants <b>2016,</b>		3
140	Crowd formation via hierarchical planning <b>2016,</b>		2
139	A Social Curiosity Inspired Recommendation Model to Improve Precision, Coverage and Diversity <b>2016,</b>		6
138	Online Multimodal Co-indexing and Retrieval of Weakly Labeled Web Image Collections <b>2015,</b>		7
137	Accurate and Robust Moving-Object Segmentation for Telepresence Systems. <i>ACM Transactions on Intelligent Systems and Technology</i> , <b>2015</b> , 6, 1-28	8	5



136	An Agent-Based Game Platform for Exercising People's Prospective Memory <b>2015,</b>		2
135	<b>2015,</b>		29
134	A Coral Reef Algorithm Based on Learning Automata for the Coverage Control Problem of Heterogeneous Directional Sensor Networks. <i>Sensors</i> , <b>2015</b> , 15, 30617-35	3.8	15
133	Progressive Sequence Matching for ADL Plan Recommendation <b>2015,</b>		2
132	Active Crowdsourcing for Annotation <b>2015,</b>		3
131	An Incentive Mechanism to Elicit Truthful Opinions for Crowdsourced Multiple Choice Consensus Tasks <b>2015,</b>		5
130	Non-contact driver cardiac physiological monitoring using video data <b>2015,</b>		10
129	Modelling Composite Emotions in Affective Agents <b>2015,</b>		1
128	The Effects of Familiarity Design on the Adoption of Wellness Games by the Elderly <b>2015,</b>		11
127	Automatic Sleep Arousal Detection Based on C-ELM <b>2015,</b>		3
126	Learning Relative Similarity from Data Streams <b>2015,</b>		4
125	A Generative Word Embedding Model and its Low Rank Positive Semidefinite Solution <b>2015,</b>		7
124	C-ELM: A Curious Extreme Learning Machine for Classification Problems. <i>Proceedings in Adaptation, Learning and Optimization</i> , <b>2015</b> , 355-366	0.2	4
123	Teachable Agents with Intrinsic Motivation. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 34-43	0.9	2
122	OS-ELM Based Emotion Recognition for Empathetic Elderly Companion. <i>Proceedings in Adaptation, Learning and Optimization</i> , <b>2015</b> , 331-341	0.2	1
121	Using goal net to model user stories in agile software development <b>2014,</b>		14
120	Context-Aware Personal Information Retrieval From Multiple Social Networks. <i>IEEE Computational Intelligence Magazine</i> , <b>2014</b> , 9, 18-28	5.6	7
119	A fuzzy logic based Parkinson's Disease risk predictor <b>2014,</b>		6

118	Incremental fuzzy clustering for document categorization <b>2014</b> ,		8
117	A Survey of Resource Management in Multi-Tier Web Applications. <i>IEEE Communications Surveys and Tutorials</i> , <b>2014</b> , 16, 1574-1590	37.1	50
116	Filtering trust opinions through reinforcement learning. <i>Decision Support Systems</i> , <b>2014</b> , 66, 102-113	5.6	21
115	Comparing the learning effectiveness of BP, ELM, I-ELM, and SVM for corporate credit ratings. <i>Neurocomputing</i> , <b>2014</b> , 128, 285-295	5.4	77
114	Studying task allocation decisions of novice agile teams with data from agile project management tools <b>2014</b> ,		13
113	Exploiting Geographical Neighborhood Characteristics for Location Recommendation <b>2014</b> ,		159
112	High-Dimensional Data Stream Classification via Sparse Online Learning <b>2014</b> ,		12
111	AN INTEGRATED CLUSTERING-BASED APPROACH TO FILTERING UNFAIR MULTI-NOMINAL TESTIMONIES. <i>Computational Intelligence</i> , <b>2014</b> , 30, 316-341	2.5	18
110	A Social Trust Model Considering Trustees' Influence. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 357-364	0.9	4
109	A TWO-STAGE WIN-WIN MULTIATTRIBUTE NEGOTIATION MODEL: OPTIMIZATION AND THEN CONCESSION. <i>Computational Intelligence</i> , <b>2013</b> , 29, 577-626	2.5	34
108	An Energy-Efficient Self-Adaptive Duty Cycle MAC Protocol for Traffic-Dynamic Wireless Sensor Networks. <i>Wireless Personal Communications</i> , <b>2013</b> , 68, 1287-1315	1.9	15
107	Curiosity. <i>ACM Computing Surveys</i> , <b>2013</b> , 46, 1-26	13.4	19
106	. <i>IEEE Access</i> , <b>2013</b> , 1, 35-50	3.5	111
105	Internet of Things Based Data Driven Storytelling for Supporting Social Connections <b>2013</b> ,		5
104	Modeling Curiosity-Related Emotions for Virtual Peer Learners. <i>IEEE Computational Intelligence Magazine</i> , <b>2013</b> , 8, 50-62	5.6	15
103	Adaptive goal selection for agents in dynamic environments. <i>Knowledge and Information Systems</i> , <b>2013</b> , 37, 665-692	2.4	1
102	Learning to name faces <b>2013</b> ,		13
101	Personalized point-of-interest recommendation by mining users' preference transition <b>2013</b> ,		116

100	Online multimodal deep similarity learning with application to image retrieval <b>2013</b> ,		85
99	FANS <b>2013</b> ,		4
98	Immersive Environments for Learning: Towards Holistic Curricula. <i>New Frontiers of Educational Research</i> , <b>2013</b> , 365-384	0	
97	Trust-aware resource allocation in a cognitive radio system <b>2012</b> ,		4
96	A survey and projection on medium access control protocols for wireless sensor networks. <i>ACM Computing Surveys</i> , <b>2012</b> , 45, 1-37	13.4	228
95	KEMNAD: A KNOWLEDGE ENGINEERING METHODOLOGY FOR NEGOTIATING AGENT DEVELOPMENT. <i>Computational Intelligence</i> , <b>2012</b> , 28, 51-105	2.5	41
94	A Dempster-Shafer theory based witness trustworthiness model to cope with unfair ratings in e-marketplace <b>2012</b> ,		4
93	A curious learning companion in Virtual Learning Environment <b>2012</b> ,		10
92	Challenges and Opportunities for Trust Management in Crowdsourcing <b>2012</b> ,		24
91	Author Name Disambiguation Using a New Categorical Distribution Similarity. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 569-584	0.9	13
90	Towards an Integrated Design of Digital Library and Virtual Museum in the Heritage Preservation of the Chinese Qipao. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 342-343	0.9	0
89	An Extension to Fuzzy Cognitive Maps for Classification and Prediction. <i>IEEE Transactions on Fuzzy Systems</i> , <b>2011</b> , 19, 116-135	8.3	57
88	Trust-based web service selection in virtual communities. <i>Web Intelligence and Agent Systems</i> , <b>2011</b> , 9, 227-238		11
87	A new robust training algorithm for a class of single-hidden layer feedforward neural networks. <i>Neurocomputing</i> , <b>2011</b> , 74, 2491-2501	5.4	38
86	Dynamic witness selection for trustworthy distributed cooperative sensing in cognitive radio networks <b>2011</b> ,		10
85	A probabilistic fuzzy approach to modeling nonlinear systems. <i>Neurocomputing</i> , <b>2011</b> , 74, 1008-1025	5.4	11
84	Train Fuzzy Cognitive Maps by gradient residual algorithm <b>2011</b> ,		1
83	A modified ELM algorithm for single-hidden layer feedforward neural networks with linear nodes <b>2011</b> ,		8

82	A Cloud and Agent Based Architecture Design for an Educational Mobile SNS Game. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 212-219	0.9	
81	A New Design of Sliding Mode Control Systems. <i>Lecture Notes in Control and Information Sciences</i> , <b>2011</b> , 151-167	0.5	4
80	Agent-Mediated Immersion in Virtual World: The Implications for Science Learning. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 507-509	0.9	
79	Agent-Oriented Methodology for Interactive Storytelling (AOMIS). <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 25-30	0.9	1
78	Integrating human factors into nanotech sustainability assessment and communication <b>2010</b> ,		3
77	Resource Allocation in MU-OFDM Cognitive Radio Systems with Partial Channel State Information. <i>Eurasip Journal on Wireless Communications and Networking</i> , <b>2010</b> , 2010,	3.2	9
76	Resource Allocation in a Cognitive Radio System with Imperfect Channel State Estimation. <i>Journal of Electrical and Computer Engineering</i> , <b>2010</b> , 2010, 1-5	1.9	4
75	Credibility: How Agents Can Handle Unfair Third-Party Testimonies in Computational Trust Models. <i>IEEE Transactions on Knowledge and Data Engineering</i> , <b>2010</b> , 22, 1286-1298	4.2	13
74	How Fast Can a BDI Agent Respond? <b>2010</b> ,		2
73	Agents as intelligent user interfaces for the net generation <b>2010</b> ,		7
72	. <i>IEEE Transactions on Fuzzy Systems</i> , <b>2010</b> , 18, 114-124	8.3	40
71	Folksonomy-Based Ontological User Interest Profile Modeling and Its Application in Personalized Search. <i>Lecture Notes in Computer Science</i> , <b>2010</b> , 34-46	0.9	8
70	Youth Olympic Village Co-space <b>2010</b> ,		1
69	Motivated Learning for Goal Selection in Goal Nets <b>2010</b> ,		1
68	An energy-efficient and low-latency MAC protocol with Adaptive Scheduling for multi-hop wireless sensor networks. <i>Computer Communications</i> , <b>2010</b> , 33, 1452-1461	5.1	28
67	. <i>Proceedings of the IEEE</i> , <b>2010</b> , 98, 1755-1772	14.3	160
66	Creating an immersive game world with evolutionary fuzzy cognitive maps. <i>IEEE Computer Graphics and Applications</i> , <b>2010</b> , 30, 58-70	1.7	18
65	Design of fuzzy cognitive maps using neural networks for predicting chaotic time series. <i>Neural Networks</i> , <b>2010</b> , 23, 1264-75	9.1	30

64	Optimization of Multiple Related Negotiation through Multi-Negotiation Network. <i>Lecture Notes in Computer Science</i> , <b>2010</b> , 174-185	0.9	2
63	Automated Negotiation through a Cooperative-Competitive Model. <i>Studies in Computational Intelligence</i> , <b>2010</b> , 161-178	0.8	1
62	An Emotional Agent in Virtual Learning Environment. <i>Lecture Notes in Computer Science</i> , <b>2010</b> , 22-33	0.9	1
61	Design Perspectives for Learning in Virtual Worlds <b>2010</b> , 111-141		13
60	ELM-Based Intelligent Resource Selection for Grid Scheduling <b>2009</b> ,		3
59	Interactive 3D caricature generation based on double sampling <b>2009</b> ,		7
58	Enabling Goal Oriented Action Planning with Goal Net <b>2009</b> ,		3
57	Fitness landscape analysis for resource allocation in multiuser OFDM based cognitive radio systems. <i>Mobile Computing and Communications Review</i> , <b>2009</b> , 13, 26-36		8
56	A fuzzy neural network with fuzzy impact grades. <i>Neurocomputing</i> , <b>2009</b> , 72, 3098-3122	5.4	15
55	Semi-Supervised Learning in Reconstructed Manifold Space for 3D Caricature Generation. <i>Computer Graphics Forum</i> , <b>2009</b> , 28, 2104-2116	2.4	13
54	On improving the conditioning of extreme learning machine: A linear case <b>2009</b> ,		32
53	An energy-efficient MAC protocol with Adaptive Scheduling for wireless sensor networks <b>2009</b> ,		7
52	A game theory approach for self-coexistence analysis among IEEE 802.22 networks <b>2009</b> ,		4
51	Implementation of Fuzzy Cognitive Maps Based on Fuzzy Neural Network and Application in Prediction of Time Series. <i>IEEE Transactions on Fuzzy Systems</i> , <b>2009</b> ,	8.3	27
50	Towards a trust aware cognitive radio architecture. <i>Mobile Computing and Communications Review</i> , <b>2009</b> , 13, 86-95		73
49	A Market-Based Multi-Issue Negotiation Model Considering Multiple Preferences in Dynamic E-Marketplaces. <i>Lecture Notes in Computer Science</i> , <b>2009</b> , 1-16	0.9	1
48	Enhanced Extreme Learning Machine with stacked generalization <b>2008</b> ,		14
47	Research into Learning in an Intelligent Agent Augmented Multi-user Virtual Environment <b>2008</b> ,		11

46	Ubiquitous digital E-learning ecosystem <b>2008</b> ,		4
45	Temporal fuzzy cognitive maps <b>2008</b> ,		3
44	A goal-oriented development tool to automate the incorporation of intelligent agents into interactive digital media applications. <i>Computers in Entertainment</i> , <b>2008</b> , 6, 1-15		12
43	Transforming Learning through Agent Augmented Virtual World <b>2008</b> ,		3
42	Memetic algorithm for dynamic resource allocation in multiuser OFDM based Cognitive Radio systems <b>2008</b> ,		2
41	A survey of agent-oriented software engineering for service-oriented computing. <i>International Journal of Web Engineering and Technology</i> , <b>2008</b> , 4, 367	0.3	4
40	Decision making of negotiation agents using markov chains. <i>Multiagent and Grid Systems</i> , <b>2008</b> , 4, 5-23	0.5	11
39	Negotiation Agents' Decision Making Using Markov Chains. <i>Studies in Computational Intelligence</i> , <b>2008</b> , 3-23	0.8	8
38	Algorithms for Transitive Dependence-Based Coalition Formation. <i>IEEE Transactions on Industrial Informatics</i> , <b>2007</b> , 3, 234-245	11.9	11
37	A cognitive approach for agent-based personalized recommendation. <i>Knowledge-Based Systems</i> , <b>2007</b> , 20, 397-405	7.3	42
36	Intelligent Software Agent Design Tool Using Goal Net Methodology <b>2007</b> ,		6
35	Socializing Pedagogical Agents for Personalization in Virtual Learning Environments <b>2007</b> ,		6
34	Semantic enhancement and ontology for interoperability of design information systems <b>2007</b> ,		4
33	Agent Mediated Peer-to-Peer Mobile Service-Oriented Architecture <b>2007</b> ,		3
32	The Multi-Agent Data Collection in HLA-Based Simulation System <b>2007</b> ,		2
31	Toward a Society Oriented Approach for Fault Handling in Multi-Agent Systems <b>2007</b> ,		2
30	Economically Inspired Self-healing Model for Multi-Agent Systems <b>2007</b> ,		1
29	A Hybrid of Plot-Based and Character-Based Interactive Storytelling <b>2007</b> , 260-273		5

28	Fuzzy cognitive goal net for interactive storytelling plot design <b>2006</b> ,		5
27	Probabilistic Fuzzy Cognitive Map <b>2006</b> ,		3
26	The Equivalence of Cognitive Map, Fuzzy Cognitive Map and Multi Value Fuzzy Cognitive Map <b>2006</b> ,		2
25	Agent oriented software engineering for grid computing <b>2006</b> ,		2
24	Trust-based agent community for collaborative recommendation <b>2006</b> ,		16
23	Fuzzy cognitive maps for dynamic grid service negotiation. <i>Multiagent and Grid Systems</i> , <b>2006</b> , 2, 101-114.	0.5	1
22	Intelligent Market Based Learner Modeling. <i>Lecture Notes in Computer Science</i> , <b>2006</b> , 101-111	0.9	1
21	Goal-Oriented Methodology for Agent System Development. <i>IEICE Transactions on Information and Systems</i> , <b>2006</b> , E89-D, 1413-1420	0.6	8
20	An Entropy-Based Approach to Protecting Rating Systems from Unfair Testimonies. <i>IEICE Transactions on Information and Systems</i> , <b>2006</b> , E89-D, 2502-2511	0.6	35
19	Interest Based Negotiation Automation. <i>Lecture Notes in Computer Science</i> , <b>2006</b> , 211-222	0.9	10
18	Fuzzy cognitive agents in shared virtual worlds <b>2005</b> ,		4
17	Automating integration of manufacturing systems and services: a semantic Web services approach <b>2005</b> ,		8
16	Toward Transitive Dependence in MAS. <i>Lecture Notes in Computer Science</i> , <b>2005</b> , 486-493	0.9	1
15	A Transitive Dependence Based Social Reasoning Mechanism for Coalition Formation. <i>Lecture Notes in Computer Science</i> , <b>2005</b> , 507-514	0.9	
14	A Goal Oriented e-Learning Agent System. <i>Lecture Notes in Computer Science</i> , <b>2005</b> , 664-670	0.9	2
13	Transitive Dependence Based Formation of Virtual Organizations. <i>Lecture Notes in Computer Science</i> , <b>2005</b> , 375-380	0.9	0
12	A Coalition Formation Framework Based on Transitive Dependence. <i>IEICE Transactions on Information and Systems</i> , <b>2005</b> , E88-D, 2672-2680	0.6	3
11	The Knowledge-Base of a B2B E-commerce Multi-agent System. <i>Lecture Notes in Computer Science</i> , <b>2003</b> , 924-928	0.9	

10	Agent that models, reasons and makes decisions. <i>Knowledge-Based Systems</i> , <b>2002</b> , 15, 203-211	7.3	19
9	A DYNAMIC INFERENCE MODEL FOR INTELLIGENT AGENTS. <i>International Journal of Software Engineering and Knowledge Engineering</i> , <b>2001</b> , 11, 509-528	1	9
8	Dynamical cognitive network - an extension of fuzzy cognitive map. <i>IEEE Transactions on Fuzzy Systems</i> , <b>2001</b> , 9, 760-770	8.3	106
7	Extending SQL3 for query language of object-relational multimedia databases <b>1998</b> , 3408, 558		
6	Querying and navigating of multimedia objects <b>1998</b> , 3527, 386		
5	Actionable knowledge model for GUI regression testing		1
4	Agent mediated autonomic service orchestration in grid environment		3
3	Goal-oriented methodology for agent system development		8
2	Goal oriented modeling for intelligent software agents		10
1	Goal autonomous agent architecture		1