

Qin Wang

List of Publications by Year in descending order

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34
papers

736
citations

933447

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794594

19
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34
all docs

34
docs citations

34
times ranked

657
citing authors

#	ARTICLE	IF	CITATIONS
1	The Evolution of Quantum Key Distribution Networks: On the Road to the Qinternet. IEEE Communications Surveys and Tutorials, 2022, 24, 839-894.	39.4	106
2	Sending-or-Not-Sending Twin-Field Quantum Key Distribution With Measurement Imperfections. IEEE Communications Letters, 2022, 26, 2004-2008.	4.1	1
3	Implementation of Machine Learning in Quantum Key Distributions. IEEE Communications Letters, 2021, 25, 940-944.	4.1	20
4	Channel estimation by reduced dimension decomposition for millimeter wave massive MIMO system. Physical Communication, 2021, 44, 101241.	2.1	8
5	Performance analysis for large intelligent surface assisted vehicular networks. China Communications, 2021, 18, 1-17.	3.2	2
6	Performance Analysis for RIS-Assisted D2D Communication Under Nakagami- m Fading. IEEE Transactions on Vehicular Technology, 2021, 70, 5865-5879.	6.3	22
7	Blockchain for the IoT and industrial IoT: A review. Internet of Things (Netherlands), 2020, 10, 100081.	7.7	207
8	Dynamic Embedding and Quality of Service-Driven Adjustment for Cloud Networks. IEEE Transactions on Industrial Informatics, 2020, 16, 1406-1416.	11.3	74
9	Enabling secure wireless multimedia resource pricing using consortium blockchains. Future Generation Computer Systems, 2020, 110, 696-707.	7.5	7
10	Anomaly-Aware Network Traffic Estimation via Outlier-Robust Tensor Completion. IEEE Transactions on Network and Service Management, 2020, 17, 2677-2689.	4.9	12
11	Enabling Collaborative Computing Sustainably Through Computational Latency-Based Pricing. IEEE Transactions on Sustainable Computing, 2020, 5, 541-551.	3.1	7
12	Multipath Transmission Workload Balancing Optimization Scheme Based on Mobile Edge Computing in Vehicular Heterogeneous Network. IEEE Access, 2019, 7, 116047-116055.	4.2	11
13	Game Theoretical Multi-user Computation Offloading for Mobile-Edge Cloud Computing. , 2019, , .		16
14	Auction Game-Based Bandwidth Allocation for Relay Networks in a Crowded Environment. , 2019, , .		1
15	Dynamic Mapping and Quality of Service Driven Re-Embedding in Virtualization Environment. , 2019, , .		7
16	A New Content Popularity Probability Based Cache Placement and Replacement Plan in CCN. , 2019, , .		2
17	Auction Game Based Phone-to-Phone Electricity Trading via Wireless Energy Transfer. , 2019, , .		1
18	IPTV Video Hardware Encryption Transmission System Analysis. , 2019, , .		0

#	ARTICLE	IF	CITATIONS
19	A Review of Game Theoretical Resource Allocation Methods in Wireless Communications. , 2019, , .		3
20	Quality driven modulation rate optimization for energy efficient wireless video relays. Computer Communications, 2018, 115, 2-9.	5.1	6
21	Price the QoE, Not the Data: SMP-Economic Resource Allocation in Wireless Multimedia Internet of Things. IEEE Communications Magazine, 2018, 56, 74-79.	6.1	29
22	Multimedia IoT systems and applications. , 2017, , .		27
23	Multimedia Relay Resource Allocation for Energy Efficient Wireless Networks: High-Layer Content Prioritization With Low-Layer Diversity Cooperation. IEEE Transactions on Vehicular Technology, 2017, 66, 10394-10405.	6.3	7
24	Cross-layer source-channel control for future wireless multimedia services: energy, latency, and quality investigation. IET Communications, 2017, 11, 2575-2584.	2.2	2
25	Unified low-layer power allocation and high-layer mode control for video delivery in device-to-device network with multi-antenna relays. IET Communications, 2016, 10, 1196-1205.	2.2	6
26	Smart Media Pricing (SMP): Non-uniform packet pricing game for wireless multimedia communications. , 2016, , .		18
27	Multimedia Sensing as a Service (MSaaS): Exploring Resource Saving Potentials of at Cloud-Edge IoTs and Fogs. IEEE Internet of Things Journal, 2016, , 1-1.	8.7	32
28	Joint Coding Mode and Multi-Path Selection for Video Transmission in D2D-Underlaid Cellular Network with Shared Relays. , 2015, , .		9
29	Quality-Optimized Joint Source Selection and Power Control for Wireless Multimedia D2D Communication Using Stackelberg Game. IEEE Transactions on Vehicular Technology, 2015, 64, 3755-3769.	6.3	77
30	Mode selection for D2D communication underlying a cellular network with shared relays. , 2014, , .		8
31	Game-theoretic source selection and power control for quality-optimized wireless multimedia device-to-device communications. , 2014, , .		6
32	Time-distortion optimized forward error correction for delay-sensitive wireless multimedia transmission. , 2013, , .		1
33	Energy-aware joint source-channel coding control for quality-optimized wireless multimedia communications. , 2013, , .		0
34	Passive blind quantum computation with heralded single-photon sources. Journal of the Optical Society of America B: Optical Physics, 0, , .	2.1	1