

Yuezhi Zhou

List of Publications by Year in descending order

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56
times ranked

415
citing authors

#	ARTICLE	IF	CITATIONS
1	Game Theoretic Multihop D2D Content Sharing: Joint Participants Selection, Routing, and Pricing. IEEE Transactions on Mobile Computing, 2022, 21, 2013-2028.	3.9	3
2	AUCTION: Automated and Quality-Aware Client Selection Framework for Efficient Federated Learning. IEEE Transactions on Parallel and Distributed Systems, 2022, 33, 1996-2009.	4.0	58
3	Online Market Mechanism for Mobile Data Rate Trading With Temporal Constraints. IEEE Internet of Things Journal, 2022, 9, 19682-19693.	5.5	1
4	Kalmia: A Heterogeneous QoS-aware Scheduling Framework for DNN Tasks on Edge Servers. , 2022, , .		7
5	SHARE: Shaping Data Distribution at Edge for Communication-Efficient Hierarchical Federated Learning. , 2021, , .		23
6	Distributed Service Placement in Ultra-Dense Edge Computing: A Game-Theoretical Approach. , 2021, , .		0
7	A Truthful Online Mechanism for Collaborative Computation Offloading in Mobile Edge Computing. IEEE Transactions on Industrial Informatics, 2020, 16, 4832-4841.	7.2	49
8	A Sample-Efficient Actor-Critic Algorithm for Recommendation Diversification. Chinese Journal of Electronics, 2020, 29, 89-96.	0.7	4
9	Data Rate Trading in Mobile Networks: A Truthful Online Auction Approach. , 2019, , .		4
10	Network-Aware Data Transmission Scheduling for Saving Energy in Cellular Networks. , 2019, , .		0
11	An Online Computation Offloading Mechanism for Mobile Edge Computing in Ultra-Dense Small Cell Networks. , 2019, , .		3
12	A case for software-defined code scheduling based on transparent computing. Peer-to-Peer Networking and Applications, 2018, 11, 668-678.	2.6	2
13	Deep Collaborative Filtering Incorporating Auxiliary Multi-Media Information. , 2018, , .		0
14	Towards a Truthful Online Auction for Cooperative Mobile Task Execution. , 2018, , .		4
15	AHT: Application-Based Handover Triggering for Saving Energy in Cellular Networks. , 2018, , .		5
16	Unidirectional-Valve Based Scheduling for Energy-Efficient Packet Transmission. Wireless Personal Communications, 2017, 96, 4847-4868.	1.8	0
17	Incentive Mechanism for Cached-Enabled Small Cell Sharing: A Stackelberg Game Approach. , 2017, , .		13
18	Exploring and understanding web search behavior with human activities. , 2017, , .		0

#	ARTICLE	IF	CITATIONS
19	Learning to Diversify Recommendations Based on Matrix Factorization. , 2017, , .		2
20	Spice: Socially-driven learning-based mobile media prefetching. , 2016, , .		13
21	TranSim: A Simulation Framework for Cache-Enabled Transparent Computing Systems. IEEE Transactions on Computers, 2016, 65, 3171-3183.	2.4	12
22	Energy-efficient packet transmission with unidirectional valve scheduling. IET Communications, 2015, 9, 1248-1257.	1.5	2
23	Delay-Based Weighted Proportional Fair Algorithm for LTE Downlink Packet Scheduling. Wireless Personal Communications, 2015, 82, 1955-1965.	1.8	9
24	Aggressive Resource Provisioning for Ensuring QoS in Virtualized Environments. IEEE Transactions on Cloud Computing, 2015, 3, 119-131.	3.1	50
25	Muclouds: Parallel Simulator for Large-Scale Cloud Computing Systems. , 2014, , .		2
26	Mining checkins from location-sharing services for client-independent IP geolocation. , 2014, , .		34
27	TransCom: A Virtual Disk-Based Cloud Computing Platform for Heterogeneous Services. IEEE Transactions on Network and Service Management, 2014, 11, 46-59.	3.2	16
28	Delay control in MANETs with erasure coding and f-cast relay. Wireless Networks, 2014, 20, 2617-2631.	2.0	3
29	Leveraging the Tail Time for Saving Energy in Cellular Networks. IEEE Transactions on Mobile Computing, 2014, 13, 1536-1549.	3.9	16
30	Age Effects in Tagging Communities. , 2013, , .		0
31	SPRNT: An Aggressive Approach to Dynamically Schedule Resources with Limited Service Failure in VM-Based Data Centers. , 2013, , .		1
32	Two-hop relay algorithm with packet redundancy and erasure coding in MANETs. , 2013, , .		2
33	Tagpref: User Preference Modeling by Social Tagging. , 2013, , .		1
34	Receiving Buffer Adaptation for High-Speed Data Transfer. IEEE Transactions on Computers, 2013, 62, 2278-2291.	2.4	9
35	Packet Delivery Probability in Two-Hop Relay MANETs with Hybrid Routing. , 2013, , .		0
36	A remote resource management method for Transparent Computing. , 2012, , .		4

#	ARTICLE	IF	CITATIONS
37	A Certificateless Two-Party Key Agreement Protocol from Challenge-Response Signatures. , 2012, , .		0
38	Transparent computing: From concept to implementation. , 2012, , .		2
39	Building a Virtual Machine-Based Network Storage System for Transparent Computing. , 2012, , .		13
40	Performance Analysis of Virtual Disk System for Transparent Computing. , 2012, , .		9
41	Contribution-Based User Reputation Modeling in Collaborative Recommender Systems. , 2012, , .		4
42	Outage Performance for Secure Communication over Correlated Fading Channels with Partial CSI. , 2012, , .		0
43	An improved certificateless authenticated key agreement protocol. , 2012, , .		3
44	AVMM: Virtualize network client with a bare-metal and asymmetric partitioning approach. , 2011, , .		0
45	SC-OA: A Secure and Efficient Scheme for Origin Authentication of Interdomain Routing in Cloud Computing Networks. , 2011, , .		9
46	Modeling Optimal Organization of the Internet-Based Computation in the Cloud Computing Environment. , 2010, , .		0
47	Optimally organizing distributed-component computing in the clouds: From both the user perspective and resource view. , 2010, , .		1
48	A Rate and Resource Detection Based Receive Buffer Adaptation Approach for High-Speed Data Transportation. , 2010, , .		2
49	Design and Analysis of a Stable Queue Control Scheme for the Internet. , 2008, , .		2
50	A Novel Centralized Managed Computing System for Heterogeneous OSes. , 2007, , .		0
51	UCSI Towards a User-Centric Service Integration Approach. , 2007, , .		0
52	UCSI Towards a User-Centric Service Integration Approach. Proceedings of the Asia Pacific Software Engineering Conference, 2007, , .	0.0	0
53	A Unified-Index Based Distributed Specification for Heterogeneous Components Management. , 2007, , .		2
54	4VP: A Novel Meta OS Approach for Streaming Programs in Ubiquitous Computing. International Conference on Advanced Networking and Applications, 2007, , .	0.0	44

#	ARTICLE	IF	CITATIONS
55	An Architecture for On-Demand Desktop Computing in a Network Environment. , 2007, , .		2
56	An Architecture for On-Demand Desktop Computing in a Network Environment. , 2007, , .		0