

# Lujie Zhong

## List of Publications by Year in descending order

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47  
papers

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docs citations

47  
times ranked

509  
citing authors

#	ARTICLE	IF	CITATIONS
1	Freshness-Aware Age Optimization for Multipath TCP Over Software Defined Networks. IEEE Transactions on Network Science and Engineering, 2024, , 1-1.	6.4	7
2	A Multi-User Cost-Efficient Crowd-Assisted VR Content Delivery Solution in 5G-and-Beyond Heterogeneous Networks. IEEE Transactions on Mobile Computing, 2023, 22, 4405-4421.	5.8	17
3	How to Mitigate DDoS Intelligently in SD-IoV: A Moving Target Defense Approach. IEEE Transactions on Industrial Informatics, 2023, 19, 1097-1106.	11.3	16
4	Credible and economic multimedia service optimization based on game theoretic in hybrid cloud networks. Transactions on Emerging Telecommunications Technologies, 2022, 33, e3779.	3.9	5
5	A Transcoding-Enabled 360° VR Video Caching and Delivery Framework for Edge-Enhanced Next-Generation Wireless Networks. IEEE Journal on Selected Areas in Communications, 2022, 40, 1615-1631.	14.0	32
6	A Q-Learning Driven Energy-Aware Multipath Transmission Solution for 5G Media Services. IEEE Transactions on Broadcasting, 2022, 68, 559-571.	3.2	11
7	Edge Intelligence: A Computational Task Offloading Scheme for Dependent IoT Application. IEEE Transactions on Wireless Communications, 2022, 21, 7222-7237.	9.2	35
8	Distributed data backup and recovery for software-defined wide area network controllers. Transactions on Emerging Telecommunications Technologies, 2022, 33, .	3.9	3
9	BC-Mobile Device Cloud: A Blockchain-Based Decentralized Truthful Framework for Mobile Device Cloud. IEEE Transactions on Industrial Informatics, 2021, 17, 1208-1219.	11.3	20
10	Joint Optimal Multicast Scheduling and Caching for Improved Performance and Energy Saving in Wireless Heterogeneous Networks. IEEE Transactions on Broadcasting, 2021, 67, 119-130.	3.2	10
11	A Universal Transcoding and Transmission Method for Livecast with Networked Multi-Agent Reinforcement Learning. , 2021, , .		9
12	Fairness-Guaranteed Transcoding Task Assignment for Viewer-Assisted Crowdsourced Livecast Services. , 2021, , .		2
13	Augmented Queue-Based Transmission and Transcoding Optimization for Livecast Services Based on Cloud-Edge-Crowd Integration. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 4470-4484.	8.3	16
14	Edge Computing-Assisted Multimedia Service Energy Optimization based on Deep Reinforcement Learning. , 2021, , .		3
15	A QoE-Driven Multicast Strategy With Segment Routing” A Novel Multimedia Traffic Engineering Paradigm. IEEE Transactions on Broadcasting, 2020, 66, 34-46.	3.2	11
16	Failure-Aware and Delay-Predicted Multipath Virtual Queue Scheduling for Multimedia Transmission in Edge IoT. Mobile Information Systems, 2020, 2020, 1-12.	0.6	0
17	Stochastic Cooperative Optimization for Multicast Scheduling in Heterogeneous and Green 5G Networks. IEEE Transactions on Green Communications and Networking, 2020, 4, 903-913.	5.5	4
18	Reliable and Efficient Multimedia Service Optimization for Edge Computing-Based 5G Networks: Game Theoretic Approaches. IEEE Transactions on Network and Service Management, 2020, 17, 1610-1625.	4.9	21

#	ARTICLE	IF	CITATIONS
19	Decentralized asynchronous optimization for dynamic adaptive multimedia streaming over information centric networking. Journal of Network and Computer Applications, 2020, 157, 102574.	9.1	8
20	GCH-MV: Game-Enhanced Compensation Handover Scheme for Multipath TCP in 6G Software Defined Vehicular Networks. IEEE Transactions on Vehicular Technology, 2020, 69, 16142-16154.	6.3	14
21	A Multi-update Deep Reinforcement Learning Algorithm for Edge Computing Service Offloading. , 2020, , .		15
22	SE-PSO: Resource Scheduling Strategy for Multimedia Cloud Platform Based on Security Enhanced Virtual Migration. , 2019, , .		4
23	Design of Multipath Transmission Control for Information-Centric Internet of Things: A Distributed Stochastic Optimization Framework. IEEE Internet of Things Journal, 2019, 6, 9475-9488.	8.7	18
24	A Stochastic Optimal Scheduler for Multipath TCP in Software Defined Wireless Network. , 2019, , .		10
25	QoS-driven Path Selection for MPTCP: A Scalable SDN-assisted Approach. , 2019, , .		11
26	Energy Efficient for Scalable Video Caching Service over Device-to-Device Communication. , 2019, , .		3
27	Stochastic Cooperative Multicast Scheduling for Cache-Enabled and Green 5G Networks. , 2019, , .		3
28	GTTC: A Low-Expenditure IoT Multi-Task Coordinated Distributed Computing Framework with Fog Computing. , 2019, , .		9
29	Stochastic Optimization for Pricing-Aware Multimedia Services in 5G Vehicular Networks. , 2019, , .		2
30	Differential Privacy Oriented Distributed Online Learning for Mobile Social Video Prefetching. IEEE Transactions on Multimedia, 2019, 21, 636-651.	7.2	23
31	Stochastic Optimization for Green Multimedia Services in Dense 5G Networks. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-22.	4.3	12
32	Optimal Information Centric Caching in 5G Device-to-Device Communications. IEEE Transactions on Mobile Computing, 2018, 17, 2114-2126.	5.8	53
33	RARE: An Efficient Static Fault Detection Framework for Definition-Use Faults in Large Programs. IEEE Access, 2018, 6, 10432-10444.	4.2	0
34	Optimal Coded Caching in 5G Information-Centric Device-to-Device Communications. , 2018, , .		6
35	Family-Aware Pricing Strategy for Accelerating Video Dissemination over Information-Centric Vehicular Networks. , 2018, , .		5
36	MO-PR: Message-Oriented Partial-Reliability MPTCP for Real-time Multimedia Transmission in Wireless Networks. , 2018, , .		2

#	ARTICLE	IF	CITATIONS
37	BF-PDT: A New Name Lookup Mechanism in Content-Centric Networking. , 2017, , .		5
38	Interaction-Aware Video Community-Based Content Delivery in Wireless Mobile Networks. Mobile Information Systems, 2016, 2016, 1-13.	0.6	0
39	A Novel Contribution-Aware Neighbor-Assist Video Delivery Solution over Mobile Content-Centric Networks. Mobile Information Systems, 2016, 2016, 1-12.	0.6	1
40	CMT-NC: Improving the Concurrent Multipath Transfer Performance Using Network Coding in Wireless Networks. IEEE Transactions on Vehicular Technology, 2016, 65, 1735-1751.	6.3	53
41	Socially aware mobile peer-to-peer communications for community multimedia streaming services. , 2015, 53, 150-156.		70
42	Performance-Aware Mobile Community-Based VoD Streaming Over Vehicular Ad Hoc Networks. IEEE Transactions on Vehicular Technology, 2015, 64, 1201-1217.	6.3	75
43	Cloud-Assisted Scalable Video Delivery Solution over Mobile Ad Hoc Networks. International Journal of Distributed Sensor Networks, 2015, 11, 205106.	2.2	1
44	A Novel Energy-Efficiency Social-Inspired Video Sharing Solution in Wireless Networks. International Journal of Distributed Sensor Networks, 2015, 11, 518289.	2.2	1
45	DLCA: Distributed load balancing and VCR-aware two-tier P2P VoD system. , 2014, , .		0
46	Ant-Inspired Mini-Community-Based Solution for Video-On-Demand Services in Wireless Mobile Networks. IEEE Transactions on Broadcasting, 2014, 60, 322-335.	3.2	63
47	Byzantine attack with anypath routing in wireless mesh networks. , 2010, , .		2