Quan Yuan

List of Publications by Year
in descending order

24 papers	885 citations	759233 12 h-index	996975 15 g-index
24 all docs	24 docs citations	24 times ranked	978 citing authors

#	Article	IF	Citations
1	Toward Efficient Content Delivery for Automated Driving Services: An Edge Computing Solution. IEEE Network, 2018, 32, 80-86.	6.9	206
2	Cooperative vehicular content distribution in edge computing assisted 5G-VANET. China Communications, 2018, 15, 1-17.	3.2	110
3	A Joint Service Migration and Mobility Optimization Approach for Vehicular Edge Computing. IEEE Transactions on Vehicular Technology, 2020, 69, 9041-9052.	6.3	101
4	Software-Defined Cooperative Data Sharing in Edge Computing Assisted 5G-VANET. IEEE Transactions on Mobile Computing, 2021, 20, 1212-1229.	5.8	90
5	Artificial Intelligence Powered Mobile Networks: From Cognition to Decision. IEEE Network, 2022, 36, 136-144.	6.9	68
6	An End-to-End Load Balancer Based on Deep Learning for Vehicular Network Traffic Control. IEEE Internet of Things Journal, 2019, 6, 953-966.	8.7	58
7	A Traffic Prediction Enabled Double Rewarded Value Iteration Network for Route Planning. IEEE Transactions on Vehicular Technology, 2019, 68, 4170-4181.	6.3	49
8	ESTNet: Embedded Spatial-Temporal Network for Modeling Traffic Flow Dynamics. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 19201-19212.	8.0	48
9	A traffic congestion detection and information dissemination scheme for urban expressways using vehicular networks. Transportation Research Part C: Emerging Technologies, 2014, 47, 114-127.	7.6	38
10	sdnMAC: A Software-Defined Network Inspired MAC Protocol for Cooperative Safety in VANETs. IEEE Transactions on Intelligent Transportation Systems, 2018, 19, 2011-2024.	8.0	36
11	CESense: Cost-Effective Urban Environment Sensing in Vehicular Sensor Networks. IEEE Transactions on Intelligent Transportation Systems, 2019, 20, 3235-3246.	8.0	19
12	Cross-Domain Resource Orchestration for the Edge-Computing-Enabled Smart Road. IEEE Network, 2020, 34, 60-67.	6.9	17
13	A Multi-Vehicle Cooperative Routing Method Based on Evolutionary Game Theory. , 2019, , .		12
14	Space and Time Constrained Data Offloading in Vehicular Networks. , 2016, , .		9
15	GraphComm: Efficient Graph Convolutional Communication for Multiagent Cooperation. IEEE Internet of Things Journal, 2021, 8, 16359-16369.	8.7	6
16	Predicting Fine-Grained Traffic Conditions via Spatio-Temporal LSTM. Wireless Communications and Mobile Computing, 2019, 2019, 1-12.	1.2	5
17	An Edge-Assisted Vehicle Routing Method Based on Game-Theoretic Multiagent Learning. , 2019, , .		5
18	ST-Tracking: Spatial-temporal Graph Convolution Neural Network for Multi-object Tracking. , 2021, , .		2

#	Article	IF	Citations
19	Joint Route Planning and Traffic Signal Timing for Connected Vehicles: An Edge Cloud Enabled Multi-Agent Game Method. , 2020, , .		2
20	A Multi-Timescale Load Balancing Approach in Vehicular Edge Computing. , 2020, , .		2
21	Message Relaying and Collaboration Motivating for Mobile Crowdsensing Service: An Edge-Assisted Approach. Wireless Communications and Mobile Computing, 2018, 2018, 1-13.	1.2	1
22	MF-Net: Meta Fusion Network for 3D object detection. , 2021, , .		1
23	SI-RCNN: A Shape-Invariant Set-Abstraction for 3D Object detection. , 2021, , .		0
24	Learning Route Planning from Experienced Drivers Using Generalized Value Iteration Network. Lecture Notes in Computer Science, 2020, , 88-100.	1.3	0