

Lang Ruan

List of Publications by Year in descending order

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Version: 2024-02-01

13
papers

312
citations

1163117

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docs citations

15
times ranked

319
citing authors

#	ARTICLE	IF	CITATIONS
1	Cooperative Relative Localization for UAV Swarm in GNSS-Denied Environment: A Coalition Formation Game Approach. IEEE Internet of Things Journal, 2022, 9, 11560-11577.	8.7	23
2	Joint channel and power optimisation for multi-user anti-jamming communications: A dual mode Q-learning approach. IET Communications, 2022, 16, 619-633.	2.2	4
3	Multistage Clustering-Based Localization for Remote UAV Swarm: A Coalitional Game Framework. IEEE Communications Letters, 2022, 26, 2047-2051.	4.1	4
4	Joint Channel, Power and Bandwidth Optimization for Anti-jamming Communications: A Multi-agent Q-learning Approach. , 2021, , .		0
5	Energy-Saving Data Aggregation for Multi-UAV System. IEEE Transactions on Vehicular Technology, 2020, 69, 9002-9016.	6.3	15
6	Convert Harm Into Benefit: A Coordination-Learning Based Dynamic Spectrum Anti-Jamming Approach. IEEE Transactions on Vehicular Technology, 2020, 69, 13018-13032.	6.3	24
7	Machine Learning Empowered Spectrum Sharing in Intelligent Unmanned Swarm Communication Systems: Challenges, Requirements and Solutions. IEEE Access, 2020, 8, 89839-89849.	4.2	14
8	Air-ground integrated deployment for UAV-enabled mobile edge computing: A hierarchical game approach. IET Communications, 2020, 14, 2491-2499.	2.2	16
9	Joint Power and Channel Selection for Anti-jamming Communications: A Reinforcement Learning Approach. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 551-562.	0.3	5
10	A Coalition Formation Game Approach for Efficient Cooperative Multi-UAV Deployment. Applied Sciences (Switzerland), 2018, 8, 2427.	2.5	20
11	Group Buying-Based Data Transmission in Flying Ad-Hoc Networks: A Coalition Game Approach. Information (Switzerland), 2018, 9, 253.	2.9	14
12	Energy-efficient multi-UAV coverage deployment in UAV networks: A game-theoretic framework. China Communications, 2018, 15, 194-209.	3.2	170
13	Context-aware group buying in D2D networks: An overlapping coalition formation game approach. , 2017, , .		3