Haitian

List of Publications by Year
in descending order

17 papers	232 citations	1684188 5 h-index	1872680 6 g-index
17 all docs	17 docs citations	17 times ranked	297 citing authors

#	ARTICLE	IF	CITATIONS
1	DeepCast: Towards Personalized QoE for Edge-Assisted Crowdcast With Deep Reinforcement Learning. IEEE/ACM Transactions on Networking, 2020, 28, 1255-1268.	3.8	23
2	A Practical Learning-based Approach for Viewer Scheduling in the Crowdsourced Live Streaming. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-22.	4.3	3
3	Multi-User Cooperative Mobile Video Streaming: Performance Analysis and Online Mechanism Design. IEEE Transactions on Mobile Computing, 2019, 18, 376-389.	5.8	15
4	Content Harvest Network: Optimizing First Mile for Crowdsourced Live Streaming. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 2112-2125.	8.3	11
5	Intelligent Edge-Assisted Crowdcast with Deep Reinforcement Learning for Personalized QoE. , 2019, , .		59
6	Practical Key Tag Monitoring in RFID Systems. , 2018, , .		0
7	Sensing Power Spectrum Density of True Ultrasounds on Mobile Devices. , 2018, , .		0
8	Multi-Dimensional Auction Mechanisms for Crowdsourced Mobile Video Streaming. IEEE/ACM Transactions on Networking, 2018, 26, 2062-2075.	3.8	20
9	Competitive Analysis of Data Sponsoring and Edge Caching for Mobile Video Streaming. , 2018, , .		3
10	Joint Sponsor Scheduling in Cellular and Edge Caching Networks for Mobile Video Delivery. IEEE Transactions on Multimedia, 2018, 20, 3414-3427.	7.2	24
11	Optimizations and Economics of Crowdsourced Mobile Streaming. , 2017, 55, 21-27.		18
12	When Data Sponsoring Meets Edge Caching: A Game-Theoretic Analysis. , 2017, , .		6
13	First Mile in Crowdsourced Live Streaming. , 2017, , .		9
14	A multi-dimensional auction mechanism for mobile crowdsourced video streaming. , 2016, , .		10
15	Crowdsourced mobility prediction based on spatio-temporal contexts. , 2016, , .		10
16	Joint Optimization of Data Sponsoring and Edge Caching for Mobile Video Delivery. , 2016, , .		12
17	Performance bound analysis for crowdsourced mobile video streaming. , 2016, , .		9