Chance Tarver

List of Publications by Year
in descending order

17 papers	155 citations	1937685 4 h-index	2053705 5 g-index
17 all docs	17 docs citations	17 times ranked	181 citing authors

#	Article	IF	Citations
1	Low-Complexity Subband Digital Predistortion for Spurious Emission Suppression in Noncontiguous Spectrum Access. IEEE Transactions on Microwave Theory and Techniques, 2016, 64, 3501-3517.	4.6	21
2	Design and Implementation of a Neural Network Based Predistorter for Enhanced Mobile Broadband. , 2019, , .		20
3	GPU-Based, LDPC Decoding for 5G and Beyond. IEEE Open Journal of Circuits and Systems, 2021, 2, 278-290.	1.9	20
4	Opportunistic Channel Access Using Reinforcement Learning in Tiered CBRS Networks. , 2018, , .		18
5	Neural Network DPD via Backpropagation through a Neural Network Model of the PA. , 2019, , .		18
6	Enabling a â€œUse-or-Shareâ€•Framework for PALâ€"GAA Sharing in CBRS Networks via Reinforcement Learning. IEEE Transactions on Cognitive Communications and Networking, 2019, 5, 716-729.	7.9	12
7	Design Trade-offs for Decentralized Baseband Processing in Massive MU-MIMO Systems. , 2019, , .		12
8	Sub-band digital predistortion for noncontiguous transmissions: Algorithm development and real-time prototype implementation. , 2015, , .		10
9	Parallel Digital Predistortion Design on Mobile GPU and Embedded Multicore CPU for Mobile Transmitters. Journal of Signal Processing Systems, 2017, 89, 417-430.	2.1	6
10	GPU-Based LDPC Decoding for vRAN Systems in 5G and Beyond. , 2020, , .		5
11	Low-complexity, Multi Sub-band Digital Predistortion. Journal of Signal Processing Systems, 2018, 90, 1495-1505.	2.1	4
12	Machine Learning Enhanced Channel Selection for Unlicensed LTE. , 2019, , .		4
13	Low-Complexity, Sub-Band DPD with Sequential Learning: Novel Algorithms and WARPLab Implementation. , 2016, , .		2
14	OFDM-Based Beam-Oriented Digital Predistortion for Massive MIMO. , 2021, , .		2
15	Digital predistortion with low-precision ADCs. , 2017, , .		1
16	Multi component carrier, sub-band DPD and GNURadio implementation. , 2017, , .		0
17	GPU-Based Linearization of MIMO Arrays. , 2020, , .		0