

Yu Xiao

List of Publications by Year in descending order

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Version: 2024-02-01

47
papers

1,890
citations

758635

12
h-index

713013

21
g-index

48
all docs

48
docs citations

48
times ranked

2237
citing authors

#	ARTICLE	IF	CITATIONS
1	Edge Analytics in the Internet of Things. IEEE Pervasive Computing, 2015, 14, 24-31.	1.1	351
2	Folo: Latency and Quality Optimized Task Allocation in Vehicular Fog Computing. IEEE Internet of Things Journal, 2019, 6, 4150-4161.	5.5	140
3	Scalable crowd-sourcing of video from mobile devices. , 2013, , .		124
4	Vehicular Fog Computing for Video Crowdsourcing: Applications, Feasibility, and Challenges. IEEE Communications Magazine, 2018, 56, 58-63.	4.9	104
5	A Survey on Security, Privacy, and Trust in Mobile Crowdsourcing. IEEE Internet of Things Journal, 2018, 5, 2971-2992.	5.5	96
6	Vehicular fog computing: Vision and challenges. , 2017, , .		89
7	Lowering the barriers to large-scale mobile crowdsensing. , 2013, , .		84
8	Modeling, Profiling, and Debugging the Energy Consumption of Mobile Devices. ACM Computing Surveys, 2016, 48, 1-40.	16.1	82
9	ViNav: A Vision-Based Indoor Navigation System for Smartphones. IEEE Transactions on Mobile Computing, 2019, 18, 1461-1475.	3.9	70
10	Enabling energy-aware collaborative mobile data offloading for smartphones. , 2013, , .		69
11	iMoon. , 2015, , .		67
12	Fog Following Me: Latency and Quality Balanced Task Allocation in Vehicular Fog Computing. , 2018, , .		66
13	Energy Consumption of Mobile YouTube: Quantitative Measurement and Analysis. , 2008, , .		63
14	Practical power modeling of data transmission over 802.11g for wireless applications. , 2010, , .		58
15	Modeling Energy Consumption of Data Transmission Over Wi-Fi. IEEE Transactions on Mobile Computing, 2014, 13, 1760-1773.	3.9	54
16	A System-Level Model for Runtime Power Estimation on Mobile Devices. , 2010, , .		37
17	A Learning-Based Credible Participant Recruitment Strategy for Mobile Crowd Sensing. IEEE Internet of Things Journal, 2020, 7, 5302-5314.	5.5	28
18	Can offloading save energy for popular apps?. , 2012, , .		24

#	ARTICLE	IF	CITATIONS
19	QoS-oriented capacity planning for edge computing. , 2017, , .		24
20	CasCap. , 2011, , .		21
21	Towards pervasive and mobile gaming with distributed cloud infrastructure. , 2014, , .		20
22	Measurement and Analysis of the Swarm Social Network With Tens of Millions of Nodes. IEEE Access, 2018, 6, 4547-4559.	2.6	18
23	Chameleon: Latency and Resolution Aware Task Offloading for Visual-Based Assisted Driving. IEEE Transactions on Vehicular Technology, 2019, 68, 9038-9048.	3.9	16
24	Understanding the User Behavior of Foursquare: A Data-Driven Study on a Global Scale. IEEE Transactions on Computational Social Systems, 2020, 7, 1019-1032.	3.2	16
25	A UAV-Assisted Multi-Task Allocation Method for Mobile Crowd Sensing. IEEE Transactions on Mobile Computing, 2023, 22, 3790-3804.	3.9	15
26	SeeNav. , 2017, , .		14
27	SmartDiet. , 2012, , .		12
28	Cross-site Prediction on Social Influence for Cold-start Users in Online Social Networks. ACM Transactions on the Web, 2021, 15, 1-23.	2.0	12
29	SmartDiet. Computer Communication Review, 2012, 42, 297-298.	1.5	11
30	Power Management for Wireless Data Transmission Using Complex Event Processing. IEEE Transactions on Computers, 2012, 61, 1765-1777.	2.4	11
31	Learning-Based Decentralized Offloading Decision Making in an Adversarial Environment. IEEE Transactions on Vehicular Technology, 2021, 70, 11308-11323.	3.9	11
32	FlexSensing: A QoI and Latency-Aware Task Allocation Scheme for Vehicle-Based Visual Crowdsourcing via Deep Q-Network. IEEE Internet of Things Journal, 2021, 8, 7625-7637.	5.5	11
33	Exploiting traffic scheduling mechanisms to reduce transmission cost on mobile devices. , 2012, , .		10
34	Middleware for energy-awareness in mobile devices. , 2009, , .		9
35	CrowdParking: Crowdsourcing Based Parking Navigation in Autonomous Driving Era. , 2019, , .		8
36	Improving Cross-Subject Activity Recognition via Adversarial Learning. IEEE Access, 2020, 8, 90542-90554.	2.6	8

#	ARTICLE	IF	CITATIONS
37	Indoor Tracking Using Crowdsourced Maps. , 2016, , .		7
38	Utilizing internet photos for indoor mapping and localization - opportunities and challenges. , 2015, , .		6
39	Are 3D convolutional networks inherently biased towards appearance?. Computer Vision and Image Understanding, 2022, 220, 103437.	3.0	6
40	SnapTask: Towards Efficient Visual Crowdsourcing for Indoor Mapping. , 2018, , .		4
41	Edge Capacity Planning for Real Time Compute-Intensive Applications. , 2019, , .		4
42	Exploring the power of social hub services. World Wide Web, 2019, 22, 2825-2852.	2.7	4
43	Resource-Efficient Continual Learning for Sensor-Based Human Activity Recognition. Transactions on Embedded Computing Systems, 2022, 21, 1-25.	2.1	2
44	Network Prediction for Adaptive Mobile Applications. , 2009, , .		1
45	Dynamic flow consolidation for energy savings in green DCNs. , 2015, , .		1
46	Low-Cost Mapping of RFID Tags Using Reader-Equipped Smartphones. , 2018, , .		1
47	The great expectations of smartphone traffic scheduling. , 2015, , .		0