

Tsutomu Yoshinaga

List of Publications by Year in descending order

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Version: 2024-02-01

51
papers

1,217
citations

430874

18
h-index

477307

29
g-index

52
all docs

52
docs citations

52
times ranked

1356
citing authors

#	ARTICLE	IF	CITATIONS
1	Federated Learning for Vehicular Internet of Things: Recent Advances and Open Issues. IEEE Open Journal of the Computer Society, 2020, 1, 45-61.	7.8	190
2	Spatial Intelligence toward Trustworthy Vehicular IoT. IEEE Communications Magazine, 2018, 56, 22-27.	6.1	159
3	Collaborative Learning of Communication Routes in Edge-Enabled Multi-Access Vehicular Environment. IEEE Transactions on Cognitive Communications and Networking, 2020, 6, 1155-1165.	7.9	112
4	A Reinforcement Learning-Based Data Storage Scheme for Vehicular Ad Hoc Networks. IEEE Transactions on Vehicular Technology, 2017, 66, 6336-6348.	6.3	71
5	Decentralized Trust Evaluation in Vehicular Internet of Things. IEEE Access, 2019, 7, 15980-15988.	4.2	67
6	Packet Size-Aware Broadcasting in VANETs With Fuzzy Logic and RL-Based Parameter Adaptation. IEEE Access, 2015, 3, 2481-2491.	4.2	62
7	Computational Intelligence Inspired Data Delivery for Vehicle-to-Roadside Communications. IEEE Transactions on Vehicular Technology, 2018, 67, 12038-12048.	6.3	59
8	Vehicular Multi-Access Edge Computing With Licensed Sub-6 GHz, IEEE 802.11p and mmWave. IEEE Access, 2018, 6, 1995-2004.	4.2	51
9	Cluster-Based Content Distribution Integrating LTE and IEEE 802.11p with Fuzzy Logic and Q-Learning. IEEE Computational Intelligence Magazine, 2018, 13, 41-50.	3.2	50
10	Virtual Edge: Exploring Computation Offloading in Collaborative Vehicular Edge Computing. IEEE Access, 2021, 9, 37739-37751.	4.2	35
11	SDN-based Handover Scheme in Cellular/IEEE 802.11p Hybrid Vehicular Networks. Sensors, 2020, 20, 1082.	3.8	29
12	Parallel Queue Processor Architecture Based on Produced Order Computation Model. Journal of Supercomputing, 2005, 32, 217-229.	3.6	27
13	Learning for adaptive anycast in vehicular delay tolerant networks. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 1379-1388.	4.9	27
14	Integrating Licensed and Unlicensed Spectrum in the Internet of Vehicles with Mobile Edge Computing. IEEE Network, 2019, 33, 48-53.	6.9	27
15	High-Level Modeling and FPGA Prototyping of Produced Order Parallel Queue Processor Core. Journal of Supercomputing, 2006, 38, 3-15.	3.6	26
16	A Routing Protocol for UAV-Assisted Vehicular Delay Tolerant Networks. IEEE Open Journal of the Computer Society, 2021, 2, 85-98.	7.8	23
17	Prediction Router: A Low-Latency On-Chip Router Architecture with Multiple Predictors. IEEE Transactions on Computers, 2011, 60, 783-799.	3.4	21
18	A Context-Aware Edge-Based VANET Communication Scheme for ITS. Sensors, 2018, 18, 2022.	3.8	21

#	ARTICLE	IF	CITATIONS
19	Multi-Channel Blockchain Scheme for Internet of Vehicles. IEEE Open Journal of the Computer Society, 2021, 2, 192-203.	7.8	19
20	A Brief Review of Multipath TCP for Vehicular Networks. Sensors, 2021, 21, 2793.	3.8	19
21	Fuzzy Logic Based Client Selection for Federated Learning in Vehicular Networks. IEEE Open Journal of the Computer Society, 2022, 3, 39-50.	7.8	12
22	An Efficient and Scalable Implementation of Sliding-Window Aggregate Operator on FPGA. , 2013, , .		11
23	A Light-Weight Content Distribution Scheme for Cooperative Caching in Telco-CDNs. , 2016, , .		10
24	An FPGA-Based Tightly Coupled Accelerator for Data-Intensive Applications. , 2014, , .		9
25	A VDTN scheme with enhanced buffer management. Wireless Networks, 2020, 26, 1537-1548.	3.0	9
26	An Implementation of Handshake Join on FPGA. , 2011, , .		8
27	Predictive Switching in 2-D Torus Routers. Proceedings IEEE International Automated Software Engineering Conference, 2006, , .	0.0	6
28	Design and Implementation of a Handshake Join Architecture on FPGA. IEICE Transactions on Information and Systems, 2012, E95.D, 2919-2927.	0.7	6
29	A Light-Weight Cooperative Caching Strategy by D2D Content Sharing. , 2017, , .		5
30	Toward Efficient Blockchain for the Internet of Vehicles with Hierarchical Blockchain Resource Scheduling. Electronics (Switzerland), 2022, 11, 832.	3.1	5
31	Multihop Data Delivery Virtualization for Green Decentralized IoT. Wireless Communications and Mobile Computing, 2017, 2017, 1-9.	1.2	4
32	A Template-Based Sub-Optimal Content Distribution for D2D Content Sharing Networks. , 2018, , .		4
33	Mathematical Model for Multiobjective Synthesis of NoC Architectures. , 2007, , .		3
34	CODIE: Continuation-Based Overlapping Data-Transfers with Instruction Execution. , 2010, , .		3
35	Multi-GPU Acceleration of Optical Flow Computation in Visual Functional Simulation. , 2011, , .		3
36	Wire-Speed Implementation of Sliding-Window Aggregate Operator over Out-of-Order Data Streams. , 2013, , .		3

#	ARTICLE	IF	CITATIONS
37	V2R Communication Protocol Based on Game Theory Inspired Clustering. , 2017, , .		3
38	SDN-Based Handover Approach in IEEE 802.11p and LTE Hybrid Vehicular Networks. , 2018, , .		3
39	Scalable Photonic Networks-on-Chip Architecture Based on a Novel Wavelength-Shifting Mechanism. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 533-544.	4.6	3
40	Computation-Communication Overlap of Linpack on a GPU-Accelerated PC Cluster. IEICE Transactions on Information and Systems, 2011, E94-D, 2319-2327.	0.7	2
41	Design and Implementation of a Merging Network Architecture for Handshake Join Operator on FPGA. , 2012, , .		2
42	Accelerating BLAST Computation on an FPGA-enhanced PC Cluster. , 2016, , .		2
43	System Resource Management to Control the Risk of Data-Loss in a Cloud-Based Disaster Recovery. , 2018, , .		2
44	UAV-empowered Vehicular Networking Scheme for Federated Learning in Delay Tolerant Environments. , 2021, , .		2
45	Parallel Numerical Simulation of Visual Neurons for Analysis of Optical Illusion. , 2012, , .		1
46	Toward Agile Information and Communication Framework for the Post-COVID-19 Era. IEEE Open Journal of the Computer Society, 2021, 2, 290-299.	7.8	1
47	A Partial Irregular-Network Routing on Faulty k-ary n-cubes. , 2006, , .		0
48	Sharing Computing Resources with Virtual Machines by Transparent Data Access. , 2013, , .		0
49	An Efficient Cache Grouping Strategy for Multinode Cache Networks. , 2015, , .		0
50	Virtual Edge: Collaborative Computation Offloading in VANETs. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 79-93.	0.3	0
51	A Peak-Avoidance Scheme for Chasing Playback of Mobile Live Streaming. , 2020, , .		0