Tsutomu Yoshinaga

List of Publications by Year
in descending order

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	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
2	Toward Efficient Blockchain for the Internet of Vehicles with Hierarchical Blockchain Resource Scheduling. Electronics (Switzerland), 2022, 11, 832.	3.1	5
3	Multi-Channel Blockchain Scheme for Internet of Vehicles. IEEE Open Journal of the Computer Society, 2021, 2, 192-203.	7.8	19
4	A Brief Review of Multipath TCP for Vehicular Networks. Sensors, 2021, 21, 2793.	3.8	19
5	A Routing Protocol for UAV-Assisted Vehicular Delay Tolerant Networks. IEEE Open Journal of the Computer Society, 2021, 2, 85-98.	7.8	23
6	Virtual Edge: Exploring Computation Offloading in Collaborative Vehicular Edge Computing. IEEE Access, 2021, 9, 37739-37751.	4.2	35
7	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
8	UAV-empowered Vehicular Networking Scheme for Federated Learning in Delay Tolerant Environments. , 2021, , .		2
9	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
10	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
11	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
12	A VDTN scheme with enhanced buffer management. Wireless Networks, 2020, 26, 1537-1548.	3.0	9
13	SDN-based Handover Scheme in Cellular/IEEE 802.11p Hybrid Vehicular Networks. Sensors, 2020, 20, 1082.	3.8	29
14	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
15	A Peak-Avoidance Scheme for Chasing Playback of Mobile Live Streaming. , 2020, , .		0
16	Learning for adaptive anycast in vehicular delay tolerant networks. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 1379-1388.	4.9	27
17	Integrating Licensed and Unlicensed Spectrum in the Internet of Vehicles with Mobile Edge Computing. IEEE Network, 2019, 33, 48-53.	6.9	27
18	Decentralized Trust Evaluation in Vehicular Internet of Things. IEEE Access, 2019, 7, 15980-15988.	4.2	67

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19	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
20	Vehicular Multi-Access Edge Computing With Licensed Sub-6 GHz, IEEE 802.11p and mmWave. IEEE Access, 2018, 6, 1995-2004.	4.2	51
21	A Template-Based Sub-Optimal Content Distribution for D2D Content Sharing Networks. , 2018, , .		4
22	SDN-Based Handover Approach in IEEE 802.11p and LTE Hybrid Vehicular Networks. , 2018, , .		3
23	Spatial Intelligence toward Trustworthy Vehicular IoT. IEEE Communications Magazine, 2018, 56, 22-27.	6.1	159
24	Computational Intelligence Inspired Data Delivery for Vehicle-to-Roadside Communications. IEEE Transactions on Vehicular Technology, 2018, 67, 12038-12048.	6.3	59
25	System Resource Management to Control the Risk of Data-Loss in a Cloud-Based Disaster Recovery. , 2018, , .		2
26	A Context-Aware Edge-Based VANET Communication Scheme for ITS. Sensors, 2018, 18, 2022.	3.8	21
27	A Reinforcement Learning-Based Data Storage Scheme for Vehicular Ad Hoc Networks. IEEE Transactions on Vehicular Technology, 2017, 66, 6336-6348.	6.3	71
28	A Light-Weight Cooperative Caching Strategy by D2D Content Sharing. , 2017, , .		5
29	V2R Communication Protocol Based on Game Theory Inspired Clustering. , 2017, , .		3
30	Multihop Data Delivery Virtualization for Green Decentralized IoT. Wireless Communications and Mobile Computing, 2017, 2017, 1-9.	1.2	4
31	Accelerating BLAST Computation on an FPGA-enhanced PC Cluster. , 2016, , .		2
32	A Light-Weight Content Distribution Scheme for Cooperative Caching in Telco-CDNs. , 2016, , .		10
33	An Efficient Cache Grouping Strategy for Multinode Cache Networks. , 2015, , .		0
34	Packet Size-Aware Broadcasting in VANETs With Fuzzy Logic and RL-Based Parameter Adaptation. IEEE Access, 2015, 3, 2481-2491.	4.2	62
35	An FPGA-Based Tightly Coupled Accelerator for Data-Intensive Applications. , 2014, , .		9
36	An Efficient and Scalable Implementation of Sliding-Window Aggregate Operator on FPGA. , 2013, , .		11

#	Article	IF	Citations
37	Wire-Speed Implementation of Sliding-Window Aggregate Operator over Out-of-Order Data Streams. , 2013, , .		3
38	Sharing Computing Resources with Virtual Machines by Transparent Data Access. , 2013, , .		0
39	Design and Implementation of a Handshake Join Architecture on FPGA. IEICE Transactions on Information and Systems, 2012, E95.D, 2919-2927.	0.7	6
40	Parallel Numerical Simulation of Visual Neurons for Analysis of Optical Illusion. , 2012, , .		1
41	Design and Implementation of a Merging Network Architecture for Handshake Join Operator on FPGA. , 2012, , .		2
42	An Implementation of Handshake Join on FPGA. , 2011, , .		8
43	Multi-GPU Acceleration of Optical Flow Computation in Visual Functional Simulation. , 2011, , .		3
44	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
45	Prediction Router: A Low-Latency On-Chip Router Architecture with Multiple Predictors. IEEE Transactions on Computers, 2011, 60, 783-799.	3.4	21
46	CODIE: Continuation-Based Overlapping Data-Transfers with Instruction Execution. , 2010, , .		3
47	Mathematical Model for Multiobjective Synthesis of NoC Architectures. , 2007, , .		3
48	Predictive Switching in 2-D Torus Routers. Proceedings IEEE International Automated Software Engineering Conference, 2006, , .	0.0	6
49	A Partial Irregular-Network Routing on Faulty k-ary n-cubes. , 2006, , .		0
50	High-Level Modeling and FPGA Prototyping of Produced Order Parallel Queue Processor Core. Journal of Supercomputing, 2006, 38, 3-15.	3.6	26
51	Parallel Queue Processor Architecture Based on Produced Order Computation Model. Journal of Supercomputing, 2005, 32, 217-229.	3.6	27