

# Gaith Rjoub

## List of Publications by Year in descending order

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Version: 2024-02-01

14  
papers

367  
citations

1163117

8  
h-index

1372567

10  
g-index

14  
all docs

14  
docs citations

14  
times ranked

134  
citing authors

#	ARTICLE	IF	CITATIONS
1	Deep and reinforcement learning for automated task scheduling in large-scale cloud computing systems. <i>Concurrency Computation Practice and Experience</i> , 2021, 33, e5919.	2.2	68
2	BigTrustScheduling: Trust-aware big data task scheduling approach in cloud computing environments. <i>Future Generation Computer Systems</i> , 2020, 110, 1079-1097.	7.5	63
3	Federated against the cold: A trust-based federated learning approach to counter the cold start problem in recommendation systems. <i>Information Sciences</i> , 2022, 601, 189-206.	6.9	39
4	An endorsement-based trust bootstrapping approach for newcomer cloud services. <i>Information Sciences</i> , 2020, 527, 159-175.	6.9	37
5	Deep Smart Scheduling: A Deep Learning Approach for Automated Big Data Scheduling Over the Cloud. , 2019, , .		24
6	Trust-driven reinforcement selection strategy for federated learning on IoT devices. <i>Computing (Vienna/New York)</i> , 2024, 106, 1273-1295.	4.8	24
7	A Trust and Energy-Aware Double Deep Reinforcement Learning Scheduling Strategy for Federated Learning on IoT Devices. <i>Lecture Notes in Computer Science</i> , 2020, , 319-333.	1.3	18
8	Formal verification of group and propagated trust in multi-agent systems. <i>Autonomous Agents and Multi-Agent Systems</i> , 2022, 36, 1.	2.1	18
9	Cloud Task Scheduling Based on Swarm Intelligence and Machine Learning. , 2017, , .		15
10	Improving Autonomous Vehicles Safety in Snow Weather Using Federated YOLO CNN Learning. <i>Lecture Notes in Computer Science</i> , 2021, , 121-134.	1.3	15
11	Formalizing Group and Propagated Trust in Multi-Agent Systems. , 2020, , .		15
12	Trust-Augmented Deep Reinforcement Learning for Federated Learning Client Selection. <i>Information Systems Frontiers</i> , 0, , .	6.4	14
13	A Game-Based Secure Trading of Big Data and IoT Services: Blockchain as a Two-Sided Market. <i>Lecture Notes in Computer Science</i> , 2020, , 85-100.	1.3	9
14	Cloud Computing as a Platform for Monetizing Data Services: A Two-Sided Game Business Model. <i>IEEE Transactions on Network and Service Management</i> , 2022, 19, 1336-1350.	4.9	8