Junhui Jiang

List of Publications by Year
in descending order

14 papers	353 citations	1163117 8 h-index	1372567 10 g-index
14 all docs	14 docs citations	14 times ranked	273 citing authors

#	Article	IF	Citations
1	Deep Reinforcement Learning-Based Demand Response for Smart Facilities Energy Management. IEEE Transactions on Industrial Electronics, 2022, 69, 8554-8565.	7.9	27
2	Joint Traffic Routing and Scheduling Algorithm Eliminating the Nondeterministic Interruption for TSN Networks Used in IIoT. IEEE Internet of Things Journal, 2022, 9, 18663-18680.	8.7	8
3	Data-driven real-time price-based demand response for industrial facilities energy management. Applied Energy, 2021, 283, 116291.	10.1	37
4	Assessing the Feasibility of Game-Theory-Based Demand Response Management by Practical Implementation. IEEE Access, 2021, 9, 8220-8232.	4.2	6
5	Testbed implementation of reinforcement learning-based demand response energy management system. Applied Energy, 2021, 297, 117131.	10.1	24
6	A hybrid deep learning-based online energy management scheme for industrial microgrid. Applied Energy, 2021, 304, 117857.	10.1	23
7	Multi-agent deep reinforcement learning based demand response for discrete manufacturing systems energy management. Applied Energy, 2020, 276, 115473.	10.1	79
8	Practical Implementation of an OPC UA TSN Communication Architecture for a Manufacturing System. IEEE Access, 2020, 8, 200100-200111.	4.2	27
9	Toward the Plug-and-Produce Capability for Industry 4.0: An Asset Administration Shell Approach. IEEE Industrial Electronics Magazine, 2020, 14, 146-157.	2.6	33
10	A Simulation Model for Time-sensitive Networking (TSN) with Experimental Validation. , 2019, , .		14
11	Demand Response Management for Industrial Facilities: A Deep Reinforcement Learning Approach. IEEE Access, 2019, 7, 82194-82205.	4.2	46
12	Incentivizing Strategy for Demand Response Aggregator Considering Market Entry Criterion: A Game Theoretical Approach. , 2019, , .		2
13	A Time-sensitive Networking (TSN) Simulation Model Based on OMNET++. , 2018, , .		27
14	Game theoretical-based demand response modeling considering industrial customers. , 2018, , .		0