

M Anwar Hossain

List of Publications by Year in descending order

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Version: 2024-02-01

107
papers

2,722
citations

361296
20
h-index

197736
49
g-index

107
all docs

107
docs citations

107
times ranked

3003
citing authors

#	ARTICLE	IF	CITATIONS
1	Early-Stage Risk Prediction of Non-Communicable Disease Using Machine Learning in Health CPS. IEEE Access, 2021, 9, 96823-96837.	2.6	23
2	Post COVID-19 Intelligent Public Healthcare Management. , 2021, , .		0
3	IoT-enabled model for Digital Twin Of Mental Stress (DTMS). , 2021, , .		1
4	Knowledge-driven machine learning based framework for early-stage disease risk prediction in edge environment. Journal of Parallel and Distributed Computing, 2020, 146, 25-34.	2.7	18
5	PWCT: a novel general-purpose visual programming language in support of pervasive application development. CCF Transactions on Pervasive Computing and Interaction, 2020, 2, 164-177.	1.7	3
6	A Novel Framework for Recommending Data Mining Algorithm in Dynamic IoT Environment. IEEE Access, 2020, 8, 157333-157345.	2.6	12
7	Building Dynamic Communities of Interest for Internet of Things in Smart Cities. Sensors, 2020, 20, 2986.	2.1	14
8	An Efficient Key Management Technique for the Internet of Things. Sensors, 2020, 20, 2049.	2.1	6
9	Estimating VR Sickness and user experience using different HMD technologies: An evaluation study. Future Generation Computer Systems, 2019, 94, 302-316.	4.9	78
10	Robust RGB-D Hand Tracking Using Deep Learning Priors. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 2289-2301.	5.6	47
11	Botanical Internet of Things: Toward Smart Indoor Farming by Connecting People, Plant, Data and Clouds. Mobile Networks and Applications, 2018, 23, 188-202.	2.2	37
12	Utilizing Semantic Techniques for Automatic Code Reuse in Software Repositories. Advances in Intelligent Systems and Computing, 2018, , 42-62.	0.5	1
13	A Review on Recommending Solutions for Bugs Using Crowdsourcing. , 2018, , .		2
14	Deep Feature Learning for Disease Risk Assessment Based on Convolutional Neural Network With Intra-Layer Recurrent Connection by Using Hospital Big Data. IEEE Access, 2018, 6, 67927-67939.	2.6	26
15	Edge computing framework for enabling situation awareness in IoT based smart city. Journal of Parallel and Distributed Computing, 2018, 122, 226-237.	2.7	61
16	An ODT-based abstraction for mining closed sequential temporal patterns in IoT-cloud smart homes. Cluster Computing, 2017, 20, 1815-1829.	3.5	11
17	Adaptive and context-aware service composition for IoT-based smart cities. Future Generation Computer Systems, 2017, 76, 262-274.	4.9	104
18	Situation Awareness in Ambient Assisted Living for Smart Healthcare. IEEE Access, 2017, 5, 20716-20725.	2.6	33

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19	Developing and Implementing Next-Generation Computer-Aided Dispatch: Challenges and Opportunities. <i>Journal of Homeland Security and Emergency Management</i> , 2017, 14, .	0.2	2
20	Privacy Analysis of Smart City Healthcare Services. , 2017, , .		11
21	A game-based incentive model for service cooperation in VANETs. <i>Concurrency Computation Practice and Experience</i> , 2016, 28, 674-687.	1.4	6
22	Cloud-based parametrized publish/subscribe system for public safety applications in smarter cities. , 2016, , .		1
23	A novel comparative deep learning framework for facial age estimation. <i>Eurasip Journal on Image and Video Processing</i> , 2016, 2016, .	1.7	27
24	Reusing Software Libraries Using Semantic Graphs. , 2016, , .		2
25	From Sensing to Alerting: a Pathway of RESTful Messaging in Ambient Assisted Living. <i>IEEE Wireless Communications</i> , 2016, 23, 102-110.	6.6	9
26	SDN-SPS: Semi-Physical Simulation for Software-Defined Networks. <i>IEEE Sensors Journal</i> , 2016, 16, 7355-7363.	2.4	5
27	Perspective of health data interoperability on cloud-based Medical Cyber-Physical Systems. , 2016, , .		4
28	From the Service-Oriented Architecture to the Web API Economy. <i>IEEE Internet Computing</i> , 2016, 20, 64-68.	3.2	79
29	RecAm: a collaborative context-aware framework for multimedia recommendations in an ambient intelligence environment. <i>Multimedia Systems</i> , 2016, 22, 587-601.	3.0	19
30	A Triaxial Accelerometer-Based Human Activity Recognition via EEMD-Based Features and Game-Theory-Based Feature Selection. <i>IEEE Sensors Journal</i> , 2016, 16, 3198-3207.	2.4	80
31	Exploring Latent Preferences for Context-Aware Personalized Recommendation Systems. <i>IEEE Transactions on Human-Machine Systems</i> , 2016, 46, 615-623.	2.5	44
32	Efficient Resource Management for Cloud-enabled Video Surveillance over Next Generation Network. <i>Mobile Networks and Applications</i> , 2016, 21, 806-821.	2.2	11
33	Photo sundial: Estimating the time of capture in consumer photos. <i>Neurocomputing</i> , 2016, 177, 529-542.	3.5	12
34	Towards context-aware media recommendation based on social tagging. <i>Journal of Intelligent Information Systems</i> , 2016, 46, 499-516.	2.8	8
35	Secure privacy vault design for distributed multimedia surveillance system. <i>Future Generation Computer Systems</i> , 2016, 55, 344-352.	4.9	8
36	Privacy preserving secure data exchange in mobile P2P cloud healthcare environment. <i>Peer-to-Peer Networking and Applications</i> , 2016, 9, 894-909.	2.6	22

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37	Sensor-Web Systems, Applications, and Services. International Journal of Distributed Sensor Networks, 2016, 12, 5349568.	1.3	4
38	A Multiconstrained QoS Aware MAC Protocol for Cluster-Based Cognitive Radio Sensor Networks. International Journal of Distributed Sensor Networks, 2015, 11, 262871.	1.3	5
39	A scalable and elastic cloud-assisted publish/subscribe model for IPTV video surveillance system. Cluster Computing, 2015, 18, 1539-1548.	3.5	19
40	Hybrid service matchmaking in ambient assisted living environments based on context-aware service modeling. Cluster Computing, 2015, 18, 1171-1188.	3.5	8
41	Energy efficient cognitive radio MAC protocol for battlefield communications. , 2015, , .		1
42	Safety-enabled restful messaging in Ambient-Assisted Living. , 2015, , .		3
43	Boosting tag-based search in social media sites. , 2015, , .		0
44	A Lightweight Secure Data Aggregation Technique for Wireless Sensor Network. , 2014, , .		2
45	Collaborative recommendation of ambient media services. , 2014, , .		3
46	RESTful Discovery and Eventing for Service Provisioning in Assisted Living Environments. Sensors, 2014, 14, 9227-9246.	2.1	8
47	A Framework for a Context-Aware Elderly Entertainment Support System. Sensors, 2014, 14, 10538-10561.	2.1	21
48	EMASC14. , 2014, , .		0
49	Framework for a Cloud-Based Multimedia Surveillance System. International Journal of Distributed Sensor Networks, 2014, 10, 135257.	1.3	37
50	A Framework of Adaptive Interaction Support in Cloud-Based Internet of Things (IoT) Environment. Lecture Notes in Computer Science, 2014, , 136-146.	1.0	30
51	Perspectives of human factors in designing elderly monitoring system. Computers in Human Behavior, 2014, 33, 63-68.	5.1	18
52	Guest editorial: Advances in multimedia surveillance. Multimedia Tools and Applications, 2014, 73, 1-5.	2.6	3
53	Utility based decision support engine for camera view selection in multimedia surveillance systems. Multimedia Tools and Applications, 2014, 73, 219-240.	2.6	1
54	Collective control over sensitive video data using secret sharing. Multimedia Tools and Applications, 2014, 73, 1459-1486.	2.6	4

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55	Alert-response for distributed surveillance: DODAF-based services and systems. , 2014, , .		0
56	Cloud-based mobile IPTV terminal for video surveillance. , 2014, , .		8
57	Evaluating the impact of a cloud-based serious game on obese people. Computers in Human Behavior, 2014, 30, 468-475.	5.1	42
58	Efficient Virtual Machine Resource Management for Media Cloud Computing. KSII Transactions on Internet and Information Systems, 2014, 8, 1567-1587.	0.7	12
59	Adaptive interaction support in ambient-aware environments based on quality of context information. Multimedia Tools and Applications, 2013, 67, 409-432.	2.6	17
60	Ant-based service selection framework for a smart home monitoring environment. Multimedia Tools and Applications, 2013, 67, 433-453.	2.6	25
61	Health monitoring of obese people through a cloud-based serious game framework. , 2013, , .		9
62	Towards Privacy Preserving Multimedia Surveillance System: A Secure Privacy Vault Design. , 2013, , .		0
63	Analyzing the Suitability of Cloud-Based Multimedia Surveillance Systems. , 2013, , .		10
64	A Survey on Sensor-Cloud: Architecture, Applications, and Approaches. International Journal of Distributed Sensor Networks, 2013, 9, 917923.	1.3	281
65	Context-aware elderly entertainment support system in assisted living environment. , 2013, , .		2
66	A cloud-based pervasive serious game framework to support obesity treatment. Computer Science and Information Systems, 2013, 10, 1229-1246.	0.7	9
67	Virtual Caregiver: An Ambient-Aware Elderly Monitoring System. IEEE Transactions on Information Technology in Biomedicine, 2012, 16, 1024-1031.	3.6	76
68	A framework for computing quality of information in multi-sensor systems. , 2012, , .		1
69	A Human Caregiver Support System in Elderly Monitoring Facility. , 2012, , .		5
70	A collaboration architecture for distributed smart surveillance systems based on DoDAF 2.0. , 2012, , .		1
71	Dynamic prioritization of multi-sensor feeds for resource limited surveillance systems. , 2012, , .		1
72	RFID-based interactive multimedia system for the children. Multimedia Tools and Applications, 2012, 59, 749-774.	2.6	15

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73	Determining trust in media-rich websites using semantic similarity. <i>Multimedia Tools and Applications</i> , 2012, 60, 69-96.	2.6	4
74	Chaos-cryptography based privacy preservation technique for video surveillance. <i>Multimedia Systems</i> , 2012, 18, 145-155.	3.0	21
75	A framework for adaptive interaction support based on quality of context information. , 2011, , .		1
76	An analytical G/M/1 queueing model for providing guaranteed QoS in multimedia surveillance. , 2011, , .		1
77	Scalable service configuration for ubiquitous health. , 2011, , .		2
78	Modeling and assessing quality of information in multisensor multimedia monitoring systems. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2011, 7, 1-30.	3.0	79
79	Multimodal fusion for multimedia analysis: a survey. <i>Multimedia Systems</i> , 2010, 16, 345-379.	3.0	840
80	Spatial-geometric approach to physical mobile interaction based on accelerometer and IR sensory data fusion. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2010, 6, 1-23.	3.0	10
81	A real-time privacy-sensitive data hiding approach based on chaos cryptography. , 2010, , .		15
82	Human-coordinated camera control for monitoring public spaces. , 2010, , .		2
83	Magic stick: A tangible interface for the edutainment of young children. , 2009, , .		6
84	Motion-path based gesture interaction with smart home services. , 2009, , .		35
85	Learning Multisensor Confidence Using a Reward-and-Punishment Mechanism. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2009, 58, 1525-1534.	2.4	17
86	A framework for human-centered provisioning of ambient media services. <i>Multimedia Tools and Applications</i> , 2009, 44, 407-431.	2.6	19
87	Gain-based Selection of Ambient Media Services in Pervasive Environments. <i>Mobile Networks and Applications</i> , 2008, 13, 599-613.	2.2	20
88	Suitability of Searching and Representing Multimedia Learning Resources in a 3-D Virtual Gaming Environment. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2008, 57, 1830-1839.	2.4	13
89	Automatic scheduling of CCTV camera views using a human-centric approach. , 2008, , .		6
90	Context-aware Qol computation in multi-sensor systems. , 2008, , .		10

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91	Management of Ambient Media Preferences in Distributed Environments for Service Personalization. Parallel Architectures, Algorithms and Networks (I-SPAN), Proceedings of the International Symposium on, 2008, , .	0.0	1
92	Dynamic gain estimation in ambient media services. , 2008, , .		2
93	A multimedia-driven ambient edutainment system for the young children. , 2008, , .		10
94	Quality-driven human-centered approach for service provisioning in ambient environment. , 2008, , .		4
95	Learning Multi-Sensor Confidence using Difference of Opinions. , 2008, , .		7
96	<title>A method for computing the reputation of multimedia services through selection and composition</title>. , 2008, , .		4
97	Association-based dynamic computation of reputation in web services. International Journal of Web and Grid Services, 2008, 4, 169.	0.4	14
98	A Multimedia-Based System for Monitoring Sleepwalkers. , 2007, , .		0
99	Smart mirror for ambient home environment. , 2007, , .		20
100	Modeling Quality of Information in Multi-sensor Surveillance Systems. , 2007, , .		20
101	Multimedia Content Repurposing in Ambient Intelligent Environments. , 2007, , .		2
102	Ontology-Based Unification of MPEG-7 Semantic Descriptions. , 2006, , .		2
103	MeTaMaF: Metadata Tagging and Mapping Framework for Managing Multimedia Content. , 2006, , .		1
104	Architecture for 3D navigation and authoring of distributed learning object repositories. , 0, , .		2
105	Authoring multimedia objects in collaborative ambient intelligent virtual environment. , 0, , .		5
106	Digital twins for well-being: an overview. Digital Twin, 0, 1, 7.	0.0	8
107	Digital twins for well-being: an overview. Digital Twin, 0, 1, 7.	0.0	11