

# Adrian-Viorel Diaconu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6248517/publications.pdf>

Version: 2024-02-01

14  
papers

429  
citations

1683354

5  
h-index

2053342

5  
g-index

15  
all docs

15  
docs citations

15  
times ranked

450  
citing authors

#	ARTICLE	IF	CITATIONS
1	Chaos-based partial image encryption scheme based on linear fractional and lifting wavelet transforms. Optics and Lasers in Engineering, 2017, 88, 37-50.	2.0	170
2	Circular inter-pixel bit-level permutation and chaos-based image encryption. Information Sciences, 2016, 355-356, 314-327.	4.0	141
3	An Improved Secure Image Encryption Algorithm Based on Rubik's Cube Principle and Digital Chaotic Cipher. Mathematical Problems in Engineering, 2013, 2013, 1-10.	0.6	55
4	A New One-Dimensional Chaotic Map and Its Use in a Novel Real-Time Image Encryption Scheme. Advances in Multimedia, 2014, 2014, 1-15.	0.2	19
5	Color Image Scrambling Technique Based on Transposition of Pixels between RGB Channels Using Knight's Moving Rules and Digital Chaotic Map. Mathematical Problems in Engineering, 2014, 2014, 1-15.	0.6	15
6	A new bit-level permutation image encryption algorithm. , 2016, , .		12
7	An image encryption algorithm with a chaotic dynamical system based Sudoku Grid. , 2014, , .		5
8	Rubik's cube principle based image encryption algorithm implementation on mobile devices. , 2015, , .		5
9	XXTEA, an alternative replacement of KASUMI cipher algorithm in A5/3 GSM and f8, f9 UMTS data security functions. , 2012, , .		3
10	Current status of the wireless local area networks in Romania. , 2013, , .		2
11	Security communications interoperability protocol implementation. , 2012, , .		1
12	Testing the performance of the improved Rubik's cube encryption algorithm on virtual systems. , 2015, , .		1
13	Passcode based authentication protocol: Part I &#x2014; Solution evaluation and software design. , 2010, , .		0
14	Between two engineering ages: Of information and complex systems, professional research is based on a team work!. , 2015, , .		0