

# Danyang Chen

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6881301/publications.pdf>

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docs citations

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times ranked

47  
citing authors

#	ARTICLE	IF	CITATIONS
1	An experimental study of NOMA in underwater visible light communication system. Optics Communications, 2020, 475, 126199.	2.1	20
2	A CDMA system implementation with dimming control for visible light communication. Optics Communications, 2018, 412, 172-177.	2.1	11
3	Experimental demonstration of quasi-synchronous CDMA-VLC systems employing a new OZCZ code construction. Optics Express, 2019, 27, 12945.	3.4	8
4	An experimental study of power division multiplexing in visible light communication. Optics Communications, 2020, 455, 124296.	2.1	7
5	Adaptive feedback threshold based demodulation for mobile visible light communication and positioning integrated system. Optics Express, 2022, 30, 13331.	3.4	6
6	Signature Codes in Visible Light Positioning. IEEE Wireless Communications, 2021, 28, 178-184.	9.0	5
7	Performance Evaluation of ZCC and OZCZ Code Set in an Integrated VLCP-CDMA System. IEEE Photonics Technology Letters, 2022, 34, 846-849.	2.5	4
8	Experimental implementation of digital equalizer for multilevel signal in visible light communication. Optical Engineering, 2020, 59, 1.	1.0	3
9	New Construction of OVSF-OZCZ Codes in Multi-Rate Quasi-Synchronous CDMA VLC Systems for IoT Applications. IEEE Access, 2020, 8, 130888-130895.	4.2	2
10	On the study of a quasi-synchronous CDMA-VLC system with two channels. Optics Express, 2019, 27, 30249.	3.4	2
11	Construction of signature codes for multiple light sources-based visible light positioning system. Optical Engineering, 2021, 60, .	1.0	1
12	An Integrated Visible Light Communication and Positioning CDMA System Implementation Based on OZCZ Code. , 2021, , .		1
13	Separate least mean square based equalizer with joint optimization for multi-CAP visible light communication. China Communications, 2022, 19, 264-273.	3.2	1
14	Move generation and search strategy research for computer game of checkers. , 2015, , .		0