Danyang Chen

List of Publications by Year
in descending order

14 papers	71 citations	1684188 5 h-index	1588992 8 g-index
14 all docs	14 docs citations	14 times ranked	47 citing authors

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