

Hadi Otrok

List of Publications by Year in descending order

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143
papers

3,040
citations

172386

29
h-index

206029

48
g-index

143
all docs

143
docs citations

143
times ranked

2038
citing authors

#	ARTICLE	IF	CITATIONS
1	Federated Machine Learning: Survey, Multi-Level Classification, Desirable Criteria and Future Directions in Communication and Networking Systems. IEEE Communications Surveys and Tutorials, 2021, 23, 1342-1397.	24.8	243
2	VANET QoS-OLSR: QoS-based clustering protocol for Vehicular Ad hoc Networks. Computer Communications, 2013, 36, 1422-1435.	3.1	150
3	A survey on trust and reputation models for Web services: Single, composite, and communities. Decision Support Systems, 2015, 74, 121-134.	3.5	108
4	CEAP: SVM-based intelligent detection model for clustered vehicular ad hoc networks. Expert Systems With Applications, 2016, 50, 40-54.	4.4	99
5	Mechanism Design-Based Secure Leader Election Model for Intrusion Detection in MANET. IEEE Transactions on Dependable and Secure Computing, 2011, 8, 89-103.	3.7	93
6	AI, Blockchain, and Vehicular Edge Computing for Smart and Secure IoV: Challenges and Directions. IEEE Internet of Things Magazine, 2020, 3, 68-73.	2.0	86
7	A cooperative watchdog model based on Dempster-Shafer for detecting misbehaving vehicles. Computer Communications, 2014, 41, 43-54.	3.1	76
8	Towards Trustworthy Multi-Cloud Services Communities: A Trust-Based Hedonic Coalitional Game. IEEE Transactions on Services Computing, 2018, 11, 184-201.	3.2	71
9	Ad Hoc Vehicular Fog Enabling Cooperative Low-Latency Intrusion Detection. IEEE Internet of Things Journal, 2021, 8, 829-843.	5.5	65
10	A game-theoretic intrusion detection model for mobile ad hoc networks. Computer Communications, 2008, 31, 708-721.	3.1	61
11	A Novel Ad-Hoc Mobile Edge Cloud Offering Security Services Through Intelligent Resource-Aware Offloading. IEEE Transactions on Network and Service Management, 2019, 16, 1665-1680.	3.2	60
12	Optimal Load Distribution for the Detection of VM-Based DDoS Attacks in the Cloud. IEEE Transactions on Services Computing, 2020, 13, 114-129.	3.2	60
13	SenseChain: A blockchain-based crowdsensing framework for multiple requesters and multiple workers. Future Generation Computer Systems, 2020, 105, 650-664.	4.9	56
14	A Crowd-Sensing Framework for Allocation of Time-Constrained and Location-Based Tasks. IEEE Transactions on Services Computing, 2020, 13, 769-785.	3.2	55
15	FoGMatch: An Intelligent Multi-Criteria IoT-Fog Scheduling Approach Using Game Theory. IEEE/ACM Transactions on Networking, 2020, 28, 1779-1789.	2.6	55
16	AI-Based Resource Provisioning of IoE Services in 6G: A Deep Reinforcement Learning Approach. IEEE Transactions on Network and Service Management, 2021, 18, 3527-3540.	3.2	55
17	Gale-Shapley Matching Game Selection—A Framework for User Satisfaction. IEEE Access, 2019, 7, 3694-3703.	2.6	51
18	GRS: A Group-Based Recruitment System for Mobile Crowd Sensing. Journal of Network and Computer Applications, 2016, 72, 38-50.	5.8	49

#	ARTICLE	IF	CITATIONS
19	Analysis of collaborative learning in social network sites used in education. <i>Social Network Analysis and Mining</i> , 2015, 5, 1.	1.9	46
20	Multi-worker multi-task selection framework in mobile crowd sourcing. <i>Journal of Network and Computer Applications</i> , 2019, 130, 52-62.	5.8	45
21	Cloud federation formation using genetic and evolutionary game theoretical models. <i>Future Generation Computer Systems</i> , 2020, 104, 92-104.	4.9	43
22	Novel cross layer detection schemes to detect blackhole attack against QoS-OLSR protocol in VANET. <i>Vehicular Communications</i> , 2016, 5, 9-17.	2.7	39
23	An endorsement-based trust bootstrapping approach for newcomer cloud services. <i>Information Sciences</i> , 2020, 527, 159-175.	4.0	37
24	Demand-Driven Deep Reinforcement Learning for Scalable Fog and Service Placement. <i>IEEE Transactions on Services Computing</i> , 2022, 15, 2671-2684.	3.2	36
25	An Efficient Vehicle-to-Vehicle (V2V) Energy Sharing Framework. <i>IEEE Internet of Things Journal</i> , 2022, 9, 5315-5328.	5.5	34
26	A Stackelberg game for distributed formation of business-driven services communities. <i>Expert Systems With Applications</i> , 2016, 45, 359-372.	4.4	33
27	A stability-based group recruitment system for continuous mobile crowd sensing. <i>Computer Communications</i> , 2018, 119, 1-14.	3.1	31
28	Resource-Aware Detection and Defense System against Multi-Type Attacks in the Cloud: Repeated Bayesian Stackelberg Game. <i>IEEE Transactions on Dependable and Secure Computing</i> , 2021, 18, 605-622.	3.7	31
29	A Dempster-Shafer Based Tit-for-Tat Strategy to Regulate the Cooperation in VANET Using QoS-OLSR Protocol. <i>Wireless Personal Communications</i> , 2014, 75, 1635-1667.	1.8	30
30	ABCrowd An Auction Mechanism on Blockchain for Spatial Crowdsourcing. <i>IEEE Access</i> , 2020, 8, 12745-12757.	2.6	30
31	Data-Driven Dynamic Active Node Selection for Event Localization in IoT Applications - A Case Study of Radiation Localization. <i>IEEE Access</i> , 2019, 7, 16168-16183.	2.6	29
32	A Cooperative Approach for Analyzing Intrusions in Mobile Ad hoc Networks. , 2007, , .		28
33	Game theoretic models for detecting network intrusions. <i>Computer Communications</i> , 2008, 31, 1934-1944.	3.1	27
34	RBC-OLSR: Reputation-based clustering OLSR protocol for wireless ad hoc networks. <i>Computer Communications</i> , 2012, 35, 487-499.	3.1	26
35	Semantics-based approach for detecting flaws, conflicts and redundancies in XACML policies. <i>Computers and Electrical Engineering</i> , 2015, 44, 91-103.	3.0	26
36	SDRS: A stable data-based recruitment system in IoT crowdsensing for localization tasks. <i>Journal of Network and Computer Applications</i> , 2021, 177, 102968.	5.8	26

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37	Stable federated fog formation: An evolutionary game theoretical approach. Future Generation Computer Systems, 2021, 124, 21-32.	4.9	25
38	Reputation-Based Cooperative Detection Model of Selfish Nodes in Cluster-Based QoS-OLSR Protocol. Wireless Personal Communications, 2014, 75, 1747-1768.	1.8	24
39	IoT Sensor Selection for Target Localization: A Reinforcement Learning based Approach. Ad Hoc Networks, 2022, 134, 102927.	3.4	23
40	Energy-Efficient Resource-Allocation Model for OFDMA Macrocell/Femtocell Networks. IEEE Transactions on Vehicular Technology, 2013, 62, 3429-3437.	3.9	22
41	RFLS - Resilient Fault-proof Localization System in IoT and Crowd-based Sensing Applications. Journal of Network and Computer Applications, 2020, 170, 102783.	5.8	22
42	Two-sided preferences task matching mechanisms for blockchain-based crowdsourcing. Journal of Network and Computer Applications, 2021, 191, 103155.	5.8	22
43	A Mechanism Design-Based Multi-Leader Election Scheme for Intrusion Detection in MANET. , 2008, , .		21
44	A Modbus traffic generator for evaluating the security of SCADA systems. , 2014, , .		21
45	FScaler: Automatic Resource Scaling of Containers in Fog Clusters Using Reinforcement Learning. , 2020, , .		20
46	A Stable Matching Game for V2V Energy Sharingâ€“A User Satisfaction Framework. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 7601-7613.	4.7	20
47	Graph convolutional recurrent networks for reward shaping in reinforcement learning. Information Sciences, 2022, 608, 63-80.	4.0	20
48	A blockchain-enabled relay selection for QoS-OLSR in urban VANET: A Stackelberg game model. Ad Hoc Networks, 2021, 117, 102502.	3.4	18
49	Agent-based game-theoretic model for collaborative web services: Decision making analysis. Expert Systems With Applications, 2013, 40, 3207-3219.	4.4	17
50	A Markov Decision Process Model for High Interaction Honey pots. Information Security Journal, 2013, 22, 159-170.	1.3	17
51	Efficient Community Formation for Web Services. IEEE Transactions on Services Computing, 2015, 8, 586-600.	3.2	17
52	Cooperative based tit-for-tat strategies to retaliate against greedy behavior in VANETs. Computer Communications, 2017, 104, 108-118.	3.1	17
53	A Stackelberg game for street-centric QoS-OLSR protocol in urban Vehicular Ad Hoc Networks. Vehicular Communications, 2018, 13, 64-77.	2.7	17
54	A game theoretical model for collaborative groups in social applications. Expert Systems With Applications, 2014, 41, 5056-5065.	4.4	16

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55	Few are as Good as Many: An Ontology-Based Tweet Spam Detection Approach. IEEE Access, 2018, 6, 63890-63904.	2.6	16
56	A greedy-proof incentive-compatible mechanism for group recruitment in mobile crowd sensing. Future Generation Computer Systems, 2019, 101, 1158-1167.	4.9	16
57	A cluster-based model for QoS-OLSR protocol. , 2011, , .		15
58	Resource allocation in macrocell-femtocell network using genetic algorithm. , 2012, , .		15
59	A Misbehaving-Proof Game Theoretical Selection Approach for Mobile Crowd Sourcing. IEEE Access, 2020, 8, 58730-58741.	2.6	14
60	Direct Electric Vehicle to Vehicle (V2V) Power Transfer Using On-Board Drivetrain and Motor Windings. IEEE Transactions on Industrial Electronics, 2022, 69, 10765-10775.	5.2	14
61	Machine Learning in Mobile Crowd Sourcing: A Behavior-Based Recruitment Model. ACM Transactions on Internet Technology, 2022, 22, 1-28.	3.0	14
62	A Moderate to Robust Game Theoretical Model for Intrusion Detection in MANETs. , 2008, , .		13
63	Cooperative cross layer detection for blackhole attack in VANET-OLSR. , 2014, , .		13
64	How to Distribute the Detection Load among Virtual Machines to Maximize the Detection of Distributed Attacks in the Cloud?. , 2016, , .		13
65	Dempster-Shafer Evidence Combining for (Anti)-Honeypot Technologies. Information Security Journal, 2012, 21, 306-316.	1.3	12
66	Cloud Compute-and-Forward With Relay Cooperation. IEEE Transactions on Wireless Communications, 2015, 14, 3415-3428.	6.1	12
67	On the Detection of Passive Malicious Providers in Cloud Federations. IEEE Communications Letters, 2019, 23, 64-67.	2.5	12
68	SC-OLSR: Secure Clustering-Based OLSR Model for Ad Hoc Networks. , 2009, , .		11
69	A Secure Mechanism Design-Based and Game Theoretical Model for MANETs. Mobile Networks and Applications, 2010, 15, 191-204.	2.2	11
70	Base station selection and resource allocation in macro-femtocell networks under noisy scenario. Wireless Networks, 2014, 20, 115-131.	2.0	11
71	A street-centric QoS-OLSR Protocol for urban Vehicular Ad Hoc Networks. , 2017, , .		11
72	A Cluster-Based QoS-OLSR Protocol for Urban Vehicular Ad Hoc Networks. , 2018, , .		11

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73	Genetic algorithm based resource allocation and interference mitigation for OFDMA macrocell-femtocells networks. , 2013, , .		10
74	A Cooperative Detection Model Based on Artificial Neural Network for VANET QoS-OLSR Protocol. , 2015, , .		10
75	AOMD approach for context-adaptable and conflict-free Web services composition. Computers and Electrical Engineering, 2015, 44, 200-217.	3.0	10
76	Two-stage game theoretical framework for IaaS market share dynamics. Future Generation Computer Systems, 2020, 102, 173-189.	4.9	10
77	Matching game theoretical model for stable relay selection in a UAV-assisted internet of vehicles. Vehicular Communications, 2021, 27, 100290.	2.7	10
78	A collusion-resistant mechanism for autonomic resource management in Virtual Private Networks. Computer Communications, 2010, 33, 2070-2078.	3.1	9
79	New approach for the dynamic enforcement of Web services security. , 2010, , .		9
80	A game theoretic investigation for high interaction honeypots. , 2012, , .		9
81	Accelerating snort NIDS using NetFPGA-based Bloom filter. , 2014, , .		9
82	From model-driven specification to design-level set-based analysis of XACML policies. Computers and Electrical Engineering, 2016, 52, 65-79.	3.0	9
83	Game theoretical framework for clustering and resource allocation in macro-femtocell networks. Computer Networks, 2018, 138, 164-176.	3.2	9
84	A Blockchain-based Model for Cloud Service Quality Monitoring. IEEE Transactions on Services Computing, 2019, , 1-1.	3.2	9
85	How Artificial Intelligence and Mobile Crowd Sourcing are Inextricably Intertwined. IEEE Network, 2021, 35, 252-258.	4.9	9
86	Task coalition formation for Mobile CrowdSensing based on workers' routes preferences. Vehicular Communications, 2021, 31, 100376.	2.7	9
87	On-chain behavior prediction Machine Learning model for blockchain-based crowdsourcing. Future Generation Computer Systems, 2022, 136, 170-181.	4.9	9
88	A novel aspect-oriented BPEL framework for the dynamic enforcement of web services security. International Journal of Web and Grid Services, 2012, 8, 361.	0.4	8
89	DDP: A Dynamic Dimensioning and Partitioning model of Virtual Private Networks resources. Computer Communications, 2012, 35, 906-915.	3.1	8
90	Resource allocation model based on Particle Swarm Optimization for OFDMA macro-femtocell networks. , 2013, , .		8

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91	New XACML-AspectBPEL approach for composite web services security. International Journal of Web and Grid Services, 2013, 9, 127.	0.4	8
92	Cloudchain: A Blockchain-Based Coopetition Differential Game Model for Cloud Computing. Lecture Notes in Computer Science, 2018, , 146-161.	1.0	8
93	Stable femtocells cluster formation and resource allocation based on cooperative game theory. Computer Communications, 2019, 134, 30-41.	3.1	8
94	A Mobile Edge-Based CrowdSensing Framework for Heterogeneous IoT. IEEE Access, 2020, 8, 207524-207536.	2.6	8
95	An Android-based Trojan Spyware to Study the NotificationListener Service Vulnerability. Procedia Computer Science, 2016, 83, 465-471.	1.2	7
96	Realistic framework for resource allocation in macro-femtocell networks based on genetic algorithm. Telecommunication Systems, 2016, 63, 99-110.	1.6	7
97	I Know You Are Watching Me: Stackelberg-Based Adaptive Intrusion Detection Strategy for Insider Attacks in the Cloud. , 2017, , .		7
98	On the Effects of User Ratings on the Profitability of Cloud Services. , 2017, , .		7
99	Smart-3DM: Data-driven decision making using smart edge computing in hetero-crowdsensing environment. Future Generation Computer Systems, 2022, 131, 151-165.	4.9	7
100	Clustering and dynamic resource allocation for macro-femtocell networks. , 2014, , .		6
101	Macrocell-femtocells resource allocation with hybrid access motivational model. Physical Communication, 2014, 11, 3-14.	1.2	6
102	Towards ad-hoc cloud based approach for mobile intrusion detection. , 2016, , .		6
103	A novel cluster based resource sharing model for femtocell networks. Computer Communications, 2016, 94, 85-102.	3.1	6
104	Game Theoretical Analysis of Collaborative Social Applications. , 2012, , .		6
105	A V2V charging allocation protocol for electric vehicles in VANET. Vehicular Communications, 2021, , 100427.	2.7	6
106	ARMM: An Autonomic Resource Management Mechanism for Virtual Private Networks. , 2010, , .		5
107	An adaptive tit-for-tat strategy for IEEE 802.11 CSMA/CA protocol. International Journal of Security and Networks, 2012, 7, 95.	0.1	5
108	Towards a BPEL model-driven approach for Web services security. , 2012, , .		5

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109	A distributed resource management model for Virtual Private Networks: Tit-for-Tat strategies. Computer Networks, 2012, 56, 927-939.	3.2	5
110	Detecting attacks in QoS-OLSR protocol. , 2013, , .		5
111	Mobile phishing attack for Android platform. , 2014, , .		5
112	Evolutionary game theoretical model for stable femtocellsâ€™ clusters formation in HetNets. Computer Communications, 2020, 161, 266-278.	3.1	5
113	An Efficient and Truthful Leader IDS Election Mechanism for MANET. , 2007, , .		4
114	XrML-RBLicensing approach adapted to the BPEL process of composite web services. Service Oriented Computing and Applications, 2013, 7, 217-230.	1.3	4
115	To compete or cooperate? This is the question in communities of autonomous services. Expert Systems With Applications, 2014, 41, 4878-4890.	4.4	4
116	Misbehavior Detection Framework for Community-Based Cloud Computing. , 2015, , .		4
117	Refined game-theoretic approach to improve authenticity of outsourced databases. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 329-344.	3.3	4
118	Stable coalitions for urban-VANET: A hedonic game approach. Vehicular Communications, 2021, 30, 100355.	2.7	4
119	New Approach Targeting Security Patterns Development and Deployment. Information Security Journal, 2011, 20, 231-244.	1.3	3
120	QoS-OLSR protocol based on intelligent water drop for Vehicular ad-hoc networks. , 2015, , .		3
121	Dynamic formation of service communities in the cloud under distribution and incomplete information settings. Concurrency Computation Practice and Experience, 2020, 32, e4338.	1.4	3
122	Testing Intrusion Detection Systems in MANET: A Comprehensive Study. , 2007, , .		2
123	Botnet detection: A cooperative game theoretical correlation-based model. , 2013, , .		2
124	Joint BS selection and resource allocation model for OFDMA macro-femtocell networks incorporating mobility. , 2013, , .		2
125	A coalitional game for femtocell clustering in OFDMA macro-femtocell networks. , 2016, , .		2
126	A Crowd-Based Efficient Fault-Proof Localization System for IoT and MCS. IEEE Access, 2021, 9, 62810-62819.	2.6	2

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127	A Biometrics-Based Behavioral Trust Framework for Continuous Mobile Crowd Sensing Recruitment. IEEE Access, 2022, 10, 68582-68597.	2.6	2
128	A Game Theoretic Approach to Optimize the Performance of Host-Based IDS. , 2008, , .		1
129	An Intrusion Detection Game Theoretical Model. Information Security Journal, 2009, 18, 199-212.	1.3	1
130	A Novel Approach for the Development and Deployment of Security Patterns. , 2010, , .		1
131	Novel detection mechanisms for malicious attacks targeting the cluster-based OLSR protocol. , 2011, , .		1
132	Towards Smart Anti-Malwares for Battery-Powered Devices. , 2012, , .		1
133	A novel reputation-based Tit-for-Tat strategy for IEEE 802.11 CSMA/CA protocol. , 2012, , .		1
134	Enhanced Reputation-based Tit-for-Tat Strategy for Collaborative Social Applications. , 2013, , .		1
135	Efficient Coalition Formation for Web Services. , 2013, , .		1
136	Framework for a NetFPGA-based Snort NIDS. , 2014, , .		1
137	Impact of Misbehaving Devices in Mobile Crowd Sourcing Systems. , 2019, , .		1
138	EVCCM: An Efficient VOIP Congestion Control Mechanism. , 2008, , .		0
139	Toward Systematic Integration of Security Policies into Web Services. , 2011, , .		0
140	An optimal dynamic resources partitioning auction model for virtual private networks. Telecommunication Systems, 2013, 53, 401-414.	1.6	0
141	Spectrum sharing model for OFDMA macro-femtocell networks. International Journal of Ad Hoc and Ubiquitous Computing, 2015, 19, 241.	0.3	0
142	Q-DSR protocol in vehicular ad-hoc networks. , 2015, , .		0
143	Hash-Comb: A Hierarchical Distance-Preserving Multi-Hash Data Representation for Collaborative Analytics. IEEE Access, 2022, 10, 34393-34403.	2.6	0