

# 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	An Efficient Vehicle-to-Vehicle (V2V) Energy Sharing Framework. IEEE Internet of Things Journal, 2022, 9, 5315-5328.	5.5	34
2	Demand-Driven Deep Reinforcement Learning for Scalable Fog and Service Placement. IEEE Transactions on Services Computing, 2022, 15, 2671-2684.	3.2	36
3	A Stable Matching Game for V2V Energy Sharing – A User Satisfaction Framework. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 7601-7613.	4.7	20
4	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
5	Machine Learning in Mobile Crowd Sourcing: A Behavior-Based Recruitment Model. ACM Transactions on Internet Technology, 2022, 22, 1-28.	3.0	14
6	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
7	Hash-Comb: A Hierarchical Distance-Preserving Multi-Hash Data Representation for Collaborative Analytics. IEEE Access, 2022, 10, 34393-34403.	2.6	0
8	On-chain behavior prediction Machine Learning model for blockchain-based crowdsourcing. Future Generation Computer Systems, 2022, 136, 170-181.	4.9	9
9	A Biometrics-Based Behavioral Trust Framework for Continuous Mobile Crowd Sensing Recruitment. IEEE Access, 2022, 10, 68582-68597.	2.6	2
10	IoT Sensor Selection for Target Localization: A Reinforcement Learning based Approach. Ad Hoc Networks, 2022, 134, 102927.	3.4	23
11	Graph convolutional recurrent networks for reward shaping in reinforcement learning. Information Sciences, 2022, 608, 63-80.	4.0	20
12	Resource-Aware Detection and Defense System against Multi-Type Attacks in the Cloud: Repeated Bayesian Stackelberg Game. IEEE Transactions on Dependable and Secure Computing, 2021, 18, 605-622.	3.7	31
13	<i>Ad Hoc</i> Vehicular Fog Enabling Cooperative Low-Latency Intrusion Detection. IEEE Internet of Things Journal, 2021, 8, 829-843.	5.5	65
14	Matching game theoretical model for stable relay selection in a UAV-assisted internet of vehicles. Vehicular Communications, 2021, 27, 100290.	2.7	10
15	A Crowd-Based Efficient Fault-Proof Localization System for IoT and MCS. IEEE Access, 2021, 9, 62810-62819.	2.6	2
16	SDRS: A stable data-based recruitment system in IoT crowdsensing for localization tasks. Journal of Network and Computer Applications, 2021, 177, 102968.	5.8	26
17	How Artificial Intelligence and Mobile Crowd Sourcing are Inextricably Intertwined. IEEE Network, 2021, 35, 252-258.	4.9	9
18	A blockchain-enabled relay selection for QoS-OLSR in urban VANET: A Stackelberg game model. Ad Hoc Networks, 2021, 117, 102502.	3.4	18

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19	Stable coalitions for urban-VANET: A hedonic game approach. Vehicular Communications, 2021, 30, 100355.	2.7	4
20	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
21	Two-sided preferences task matching mechanisms for blockchain-based crowdsourcing. Journal of Network and Computer Applications, 2021, 191, 103155.	5.8	22
22	Task coalition formation for Mobile CrowdSensing based on workers' routes preferences. Vehicular Communications, 2021, 31, 100376.	2.7	9
23	Stable federated fog formation: An evolutionary game theoretical approach. Future Generation Computer Systems, 2021, 124, 21-32.	4.9	25
24	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
25	A V2V charging allocation protocol for electric vehicles in VANET. Vehicular Communications, 2021, , 100427.	2.7	6
26	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
27	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
28	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
29	Cloud federation formation using genetic and evolutionary game theoretical models. Future Generation Computer Systems, 2020, 104, 92-104.	4.9	43
30	Two-stage game theoretical framework for IaaS market share dynamics. Future Generation Computer Systems, 2020, 102, 173-189.	4.9	10
31	SenseChain: A blockchain-based crowdsensing framework for multiple requesters and multiple workers. Future Generation Computer Systems, 2020, 105, 650-664.	4.9	56
32	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
33	Evolutionary game theoretical model for stable femtocellsâ€™ clusters formation in HetNets. Computer Communications, 2020, 161, 266-278.	3.1	5
34	FScaler: Automatic Resource Scaling of Containers in Fog Clusters Using Reinforcement Learning. , 2020, , .		20
35	A Mobile Edge-Based CrowdSensing Framework for Heterogeneous IoT. IEEE Access, 2020, 8, 207524-207536.	2.6	8
36	FoGMatch: An Intelligent Multi-Criteria IoT-Fog Scheduling Approach Using Game Theory. IEEE/ACM Transactions on Networking, 2020, 28, 1779-1789.	2.6	55

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37	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
38	ABCrowd An Auction Mechanism on Blockchain for Spatial Crowdsourcing. IEEE Access, 2020, 8, 12745-12757.	2.6	30
39	A Misbehaving-Proof Game Theoretical Selection Approach for Mobile Crowd Sourcing. IEEE Access, 2020, 8, 58730-58741.	2.6	14
40	An endorsement-based trust bootstrapping approach for newcomer cloud services. Information Sciences, 2020, 527, 159-175.	4.0	37
41	A greedy-proof incentive-compatible mechanism for group recruitment in mobile crowd sensing. Future Generation Computer Systems, 2019, 101, 1158-1167.	4.9	16
42	Impact of Misbehaving Devices in Mobile Crowd Sourcing Systems. , 2019, , .		1
43	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
44	Data-Driven Dynamic Active Node Selection for Event Localization in IoT Applications - A Case Study of Radiation Localization. IEEE Access, 2019, 7, 16168-16183.	2.6	29
45	A Blockchain-based Model for Cloud Service Quality Monitoring. IEEE Transactions on Services Computing, 2019, , 1-1.	3.2	9
46	Gale-Shapley Matching Game Selectionâ€”A Framework for User Satisfaction. IEEE Access, 2019, 7, 3694-3703.	2.6	51
47	On the Detection of Passive Malicious Providers in Cloud Federations. IEEE Communications Letters, 2019, 23, 64-67.	2.5	12
48	Stable femtocells cluster formation and resource allocation based on cooperative game theory. Computer Communications, 2019, 134, 30-41.	3.1	8
49	Multi-worker multi-task selection framework in mobile crowd sourcing. Journal of Network and Computer Applications, 2019, 130, 52-62.	5.8	45
50	Game theoretical framework for clustering and resource allocation in macro-femtocell networks. Computer Networks, 2018, 138, 164-176.	3.2	9
51	A stability-based group recruitment system for continuous mobile crowd sensing. Computer Communications, 2018, 119, 1-14.	3.1	31
52	Towards Trustworthy Multi-Cloud Services Communities: A Trust-Based Hedonic Coalitional Game. IEEE Transactions on Services Computing, 2018, 11, 184-201.	3.2	71
53	Cloudchain: A Blockchain-Based Coopetition Differential Game Model for Cloud Computing. Lecture Notes in Computer Science, 2018, , 146-161.	1.0	8
54	Few are as Good as Many: An Ontology-Based Tweet Spam Detection Approach. IEEE Access, 2018, 6, 63890-63904.	2.6	16

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55	A Cluster-Based QoS-OLSR Protocol for Urban Vehicular Ad Hoc Networks. , 2018, , .		11
56	A Stackelberg game for street-centric QoS-OLSR protocol in urban Vehicular Ad Hoc Networks. Vehicular Communications, 2018, 13, 64-77.	2.7	17
57	Cooperative based tit-for-tat strategies to retaliate against greedy behavior in VANETs. Computer Communications, 2017, 104, 108-118.	3.1	17
58	Refined game-theoretic approach to improve authenticity of outsourced databases. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 329-344.	3.3	4
59	I Know You Are Watching Me: Stackelberg-Based Adaptive Intrusion Detection Strategy for Insider Attacks in the Cloud. , 2017, , .		7
60	On the Effects of User Ratings on the Profitability of Cloud Services. , 2017, , .		7
61	A street-centric QoS-OLSR Protocol for urban Vehicular Ad Hoc Networks. , 2017, , .		11
62	A coalitional game for femtocell clustering in OFDMA macro-femtocell networks. , 2016, , .		2
63	Towards ad-hoc cloud based approach for mobile intrusion detection. , 2016, , .		6
64	An Android-based Trojan Spyware to Study the NotificationListener Service Vulnerability. Procedia Computer Science, 2016, 83, 465-471.	1.2	7
65	A novel cluster based resource sharing model for femtocell networks. Computer Communications, 2016, 94, 85-102.	3.1	6
66	How to Distribute the Detection Load among Virtual Machines to Maximize the Detection of Distributed Attacks in the Cloud?. , 2016, , .		13
67	GRS: A Group-Based Recruitment System for Mobile Crowd Sensing. Journal of Network and Computer Applications, 2016, 72, 38-50.	5.8	49
68	Novel cross layer detection schemes to detect blackhole attack against QoS-OLSR protocol in VANET. Vehicular Communications, 2016, 5, 9-17.	2.7	39
69	CEAP: SVM-based intelligent detection model for clustered vehicular ad hoc networks. Expert Systems With Applications, 2016, 50, 40-54.	4.4	99
70	A Stackelberg game for distributed formation of business-driven services communities. Expert Systems With Applications, 2016, 45, 359-372.	4.4	33
71	From model-driven specification to design-level set-based analysis of XACML policies. Computers and Electrical Engineering, 2016, 52, 65-79.	3.0	9
72	Realistic framework for resource allocation in macro-femtocell networks based on genetic algorithm. Telecommunication Systems, 2016, 63, 99-110.	1.6	7

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73	Spectrum sharing model for OFDMA macro-femtocell networks. International Journal of Ad Hoc and Ubiquitous Computing, 2015, 19, 241.	0.3	0
74	Cloud Compute-and-Forward With Relay Cooperation. IEEE Transactions on Wireless Communications, 2015, 14, 3415-3428.	6.1	12
75	A survey on trust and reputation models for Web services: Single, composite, and communities. Decision Support Systems, 2015, 74, 121-134.	3.5	108
76	A Cooperative Detection Model Based on Artificial Neural Network for VANET QoS-OLSR Protocol. , 2015, , .		10
77	Q-DSR protocol in vehicular ad-hoc networks. , 2015, , .		0
78	Semantics-based approach for detecting flaws, conflicts and redundancies in XACML policies. Computers and Electrical Engineering, 2015, 44, 91-103.	3.0	26
79	AOMD approach for context-adaptable and conflict-free Web services composition. Computers and Electrical Engineering, 2015, 44, 200-217.	3.0	10
80	Misbehavior Detection Framework for Community-Based Cloud Computing. , 2015, , .		4
81	QoS-OLSR protocol based on intelligent water drop for Vehicular ad-hoc networks. , 2015, , .		3
82	Analysis of collaborative learning in social network sites used in education. Social Network Analysis and Mining, 2015, 5, 1.	1.9	46
83	Efficient Community Formation for Web Services. IEEE Transactions on Services Computing, 2015, 8, 586-600.	3.2	17
84	Clustering and dynamic resource allocation for macro-femtocell networks. , 2014, , .		6
85	Framework for a NetFPGA-based Snort NIDS. , 2014, , .		1
86	Mobile phishing attack for Android platform. , 2014, , .		5
87	To compete or cooperate? This is the question in communities of autonomous services. Expert Systems With Applications, 2014, 41, 4878-4890.	4.4	4
88	Macrocell femtocells resource allocation with hybrid access motivational model. Physical Communication, 2014, 11, 3-14.	1.2	6
89	Base station selection and resource allocation in macro femtocell networks under noisy scenario. Wireless Networks, 2014, 20, 115-131.	2.0	11
90	A cooperative watchdog model based on Dempster-Shafer for detecting misbehaving vehicles. Computer Communications, 2014, 41, 43-54.	3.1	76

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91	A game theoretical model for collaborative groups in social applications. Expert Systems With Applications, 2014, 41, 5056-5065.	4.4	16
92	A Dempsterâ€“Shafer Based Tit-for-Tat Strategy to Regulate the Cooperation in VANET Using QoS-OLSR Protocol. Wireless Personal Communications, 2014, 75, 1635-1667.	1.8	30
93	Reputation-Based Cooperative Detection Model of Selfish Nodes in Cluster-Based QoS-OLSR Protocol. Wireless Personal Communications, 2014, 75, 1747-1768.	1.8	24
94	A Modbus traffic generator for evaluating the security of SCADA systems. , 2014, , .		21
95	Accelerating snort NIDS using NetFPGA-based Bloom filter. , 2014, , .		9
96	Cooperative cross layer detection for blackhole attack in VANET-OLSR. , 2014, , .		13
97	VANET QoS-OLSR: QoS-based clustering protocol for Vehicular Ad hoc Networks. Computer Communications, 2013, 36, 1422-1435.	3.1	150
98	An optimal dynamic resources partitioning auction model for virtual private networks. Telecommunication Systems, 2013, 53, 401-414.	1.6	0
99	Agent-based game-theoretic model for collaborative web services: Decision making analysis. Expert Systems With Applications, 2013, 40, 3207-3219.	4.4	17
100	Botnet detection: A cooperative game theoretical correlation-based model. , 2013, , .		2
101	A Markov Decision Process Model for High Interaction Honey pots. Information Security Journal, 2013, 22, 159-170.	1.3	17
102	Detecting attacks in QoS-OLSR protocol. , 2013, , .		5
103	Enhanced Reputation-based Tit-for-Tat Strategy for Collaborative Social Applications. , 2013, , .		1
104	Efficient Coalition Formation for Web Services. , 2013, , .		1
105	XrML-RBLicensing approach adapted to the BPEL process of composite web services. Service Oriented Computing and Applications, 2013, 7, 217-230.	1.3	4
106	Genetic algorithm based resource allocation and interference mitigation for OFDMA macrocell-femtocells networks. , 2013, , .		10
107	Joint BS selection and resource allocation model for OFDMA macro-femtocell networks incorporating mobility. , 2013, , .		2
108	Resource allocation model based on Particle Swarm Optimization for OFDMA macro-femtocell networks. , 2013, , .		8

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109	Energy-Efficient Resource-Allocation Model for OFDMA Macrocell/Femtocell Networks. IEEE Transactions on Vehicular Technology, 2013, 62, 3429-3437.	3.9	22
110	New XACML-AspectBPEL approach for composite web services security. International Journal of Web and Grid Services, 2013, 9, 127.	0.4	8
111	A game theoretic investigation for high interaction honeypots. , 2012, , .		9
112	Towards Smart Anti-Malwares for Battery-Powered Devices. , 2012, , .		1
113	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
114	Dempster-Shafer Evidence Combining for (Anti)-Honeypot Technologies. Information Security Journal, 2012, 21, 306-316.	1.3	12
115	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
116	A novel reputation-based Tit-for-Tat strategy for IEEE 802.11 CSMA/CA protocol. , 2012, , .		1
117	Resource allocation in macrocell-femtocell network using genetic algorithm. , 2012, , .		15
118	Towards a BPEL model-driven approach for Web services security. , 2012, , .		5
119	RBC-OLSR: Reputation-based clustering OLSR protocol for wireless ad hoc networks. Computer Communications, 2012, 35, 487-499.	3.1	26
120	DDP: A Dynamic Dimensioning and Partitioning model of Virtual Private Networks resources. Computer Communications, 2012, 35, 906-915.	3.1	8
121	A distributed resource management model for Virtual Private Networks: Tit-for-Tat strategies. Computer Networks, 2012, 56, 927-939.	3.2	5
122	Game Theoretical Analysis of Collaborative Social Applications. , 2012, , .		6
123	Toward Systematic Integration of Security Policies into Web Services. , 2011, , .		0
124	A cluster-based model for QoS-OLSR protocol. , 2011, , .		15
125	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
126	New Approach Targeting Security Patterns Development and Deployment. Information Security Journal, 2011, 20, 231-244.	1.3	3



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127	Novel detection mechanisms for malicious attacks targeting the cluster-based OLSR protocol. , 2011, , .		1
128	A Secure Mechanism Design-Based and Game Theoretical Model for MANETs. Mobile Networks and Applications, 2010, 15, 191-204.	2.2	11
129	A collusion-resistant mechanism for autonomic resource management in Virtual Private Networks. Computer Communications, 2010, 33, 2070-2078.	3.1	9
130	ARMM: An Autonomic Resource Management Mechanism for Virtual Private Networks. , 2010, , .		5
131	A Novel Approach for the Development and Deployment of Security Patterns. , 2010, , .		1
132	New approach for the dynamic enforcement of Web services security. , 2010, , .		9
133	An Intrusion Detection Game Theoretical Model. Information Security Journal, 2009, 18, 199-212.	1.3	1
134	SC-OLSR: Secure Clustering-Based OLSR Model for Ad Hoc Networks. , 2009, , .		11
135	A game-theoretic intrusion detection model for mobile ad hoc networks. Computer Communications, 2008, 31, 708-721.	3.1	61
136	Game theoretic models for detecting network intrusions. Computer Communications, 2008, 31, 1934-1944.	3.1	27
137	EVCCM: An Efficient VOIP Congestion Control Mechanism. , 2008, , .		0
138	A Moderate to Robust Game Theoretical Model for Intrusion Detection in MANETs. , 2008, , .		13
139	A Mechanism Design-Based Multi-Leader Election Scheme for Intrusion Detection in MANET. , 2008, , .		21
140	A Game Theoretic Approach to Optimize the Performance of Host-Based IDS. , 2008, , .		1
141	A Cooperative Approach for Analyzing Intrusions in Mobile Ad hoc Networks. , 2007, , .		28
142	An Efficient and Truthful Leader IDS Election Mechanism for MANET. , 2007, , .		4
143	Testing Intrusion Detection Systems in MANET: A Comprehensive Study. , 2007, , .		2