Xumin Huang

List of Publications by Year
in descending order

17 papers	2,243 citations	686830 13 h-index	940134 16 g-index
17 all docs	17 docs citations	17 times ranked	2595 citing authors

#	ARTICLE	IF	CITATIONS
1	Enabling Localized Peer-to-Peer Electricity Trading Among Plug-in Hybrid Electric Vehicles Using Consortium Blockchains. IEEE Transactions on Industrial Informatics, 2017, 13, 3154-3164.	7.2	865
2	Blockchain for Secure and Efficient Data Sharing in Vehicular Edge Computing and Networks. IEEE Internet of Things Journal, 2019, 6, 4660-4670.	5.5	547
3	Distributed Reputation Management for Secure and Efficient Vehicular Edge Computing and Networks. IEEE Access, 2017, 5, 25408-25420.	2.6	192
4	Privacy-Preserved Pseudonym Scheme for Fog Computing Supported Internet of Vehicles. IEEE Transactions on Intelligent Transportation Systems, 2018, 19, 2627-2637.	4.7	171
5	Securing parked vehicle assisted fog computing with blockchain and optimal smart contract design. IEEE/CAA Journal of Automatica Sinica, 2020, 7, 426-441.	8.5	82
6	Parked Vehicle Edge Computing: Exploiting Opportunistic Resources for Distributed Mobile Applications. IEEE Access, 2018, 6, 66649-66663.	2.6	68
7	Parked Vehicular Computing for Energy-Efficient Internet of Vehicles: A Contract Theoretic Approach. IEEE Internet of Things Journal, 2019, 6, 6079-6088.	5.5	58
8	FedParking: A Federated Learning Based Parking Space Estimation With Parked Vehicle Assisted Edge Computing. IEEE Transactions on Vehicular Technology, 2021, 70, 9355-9368.	3.9	54
9	Consortium Blockchain for Secure Resource Sharing in Vehicular Edge Computing: A Contract-Based Approach. IEEE Transactions on Network Science and Engineering, 2021, 8, 1189-1201.	4.1	47
10	Efficient Workload Allocation and User-Centric Utility Maximization for Task Scheduling in Collaborative Vehicular Edge Computing. IEEE Transactions on Vehicular Technology, 2021, 70, 3773-3787.	3.9	45
11	Task-Container Matching Game for Computation Offloading in Vehicular Edge Computing and Networks. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 6242-6255.	4.7	38
12	Social Welfare Maximization in Container-Based Task Scheduling for Parked Vehicle Edge Computing. IEEE Communications Letters, 2019, 23, 1347-1351.	2.5	26
13	Optimal Task Assignment With Delay Constraint for Parked Vehicle Assisted Edge Computing: A Stackelberg Game Approach. IEEE Communications Letters, 2020, 24, 598-602.	2.5	26
14	Constrained Multi-Objective Optimization for UAV-Enabled Mobile Edge Computing: Offloading Optimization and Path Planning. IEEE Wireless Communications Letters, 2022, 11, 861-865.	3.2	13
15	Toward Efficient Data Trading in AI Enabled Reconfigurable Wireless Sensor Network Using Contract and Game Theories. IEEE Transactions on Network Science and Engineering, 2022, 9, 98-108.	4.1	10
16	Deep Reinforcement Learning Based Incentive Mechanism Design for Platoon Autonomous Driving With Social Effect. IEEE Transactions on Vehicular Technology, 2022, 71, 7719-7729.	3.9	1
17	A Contract-Based Incentive Mechanism for Resource Sharing and Task Allocation in Container-Based Vehicular Edge Computing. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 116-129.	0.2	0