

# Xumin Huang

## List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

17  
papers

1,393  
citations

12  
h-index

17  
g-index

17  
ext. papers

1,831  
ext. citations

5.4  
avg, IF

5.23  
L-index

#	Paper	IF	Citations
17	Constrained Multi-Objective Optimization for UAV-Enabled Mobile Edge Computing: Offloading Optimization and Path Planning. <i>IEEE Wireless Communications Letters</i> , <b>2022</b> , 1-1	5.9	2
16	Deep Reinforcement Learning based Incentive Mechanism Design for Platoon Autonomous Driving with Social Effect. <i>IEEE Transactions on Vehicular Technology</i> , <b>2022</b> , 1-1	6.8	
15	Efficient Workload Allocation and User-Centric Utility Maximization for Task Scheduling in Collaborative Vehicular Edge Computing. <i>IEEE Transactions on Vehicular Technology</i> , <b>2021</b> , 70, 3773-3787	6.8	12
14	Consortium Blockchain for Secure Resource Sharing in Vehicular Edge Computing: A Contract-Based Approach. <i>IEEE Transactions on Network Science and Engineering</i> , <b>2021</b> , 8, 1189-1201	4.9	16
13	FedParking: A Federated Learning Based Parking Space Estimation With Parked Vehicle Assisted Edge Computing. <i>IEEE Transactions on Vehicular Technology</i> , <b>2021</b> , 70, 9355-9368	6.8	19
12	Task-Container Matching Game for Computation Offloading in Vehicular Edge Computing and Networks. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2020</b> , 1-14	6.1	23
11	Securing parked vehicle assisted fog computing with blockchain and optimal smart contract design. <i>IEEE/CAA Journal of Automatica Sinica</i> , <b>2020</b> , 7, 426-441	7	58
10	A Contract-Based Incentive Mechanism for Resource Sharing and Task Allocation in Container-Based Vehicular Edge Computing. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , <b>2020</b> , 116-129	0.2	
9	Optimal Task Assignment With Delay Constraint for Parked Vehicle Assisted Edge Computing: A Stackelberg Game Approach. <i>IEEE Communications Letters</i> , <b>2020</b> , 24, 598-602	3.8	14
8	Toward Efficient Data Trading in AI Enabled Reconfigurable Wireless Sensor Network using Contract and Game Theories. <i>IEEE Transactions on Network Science and Engineering</i> , <b>2020</b> , 1-1	4.9	3
7	Social Welfare Maximization in Container-Based Task Scheduling for Parked Vehicle Edge Computing. <i>IEEE Communications Letters</i> , <b>2019</b> , 23, 1347-1351	3.8	16
6	Blockchain for Secure and Efficient Data Sharing in Vehicular Edge Computing and Networks. <i>IEEE Internet of Things Journal</i> , <b>2019</b> , 6, 4660-4670	10.7	316
5	Parked Vehicular Computing for Energy-Efficient Internet of Vehicles: A Contract Theoretic Approach. <i>IEEE Internet of Things Journal</i> , <b>2019</b> , 6, 6079-6088	10.7	32
4	. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2018</b> , 19, 2627-2637	6.1	124
3	Parked Vehicle Edge Computing: Exploiting Opportunistic Resources for Distributed Mobile Applications. <i>IEEE Access</i> , <b>2018</b> , 6, 66649-66663	3.5	36
2	Enabling Localized Peer-to-Peer Electricity Trading Among Plug-in Hybrid Electric Vehicles Using Consortium Blockchains. <i>IEEE Transactions on Industrial Informatics</i> , <b>2017</b> , 13, 3154-3164	11.9	593
1	. <i>IEEE Access</i> , <b>2017</b> , 5, 25408-25420	3.5	129

