

Sungwook Kim

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.

99
papers

466
citations

11
h-index

17
g-index

103
ext. papers

609
ext. citations

2.5
avg, IF

5.35
L-index

#	Paper	IF	Citations
99	Bargaining Game-Based Resource Management for Pervasive Edge Computing Infrastructure. <i>IEEE Access</i> , 2022 , 1-1	3.5	
98	4G/5G coexistent dynamic spectrum sharing scheme based on dual bargaining game approach. <i>Computer Communications</i> , 2022 , 181, 215-223	5.1	1
97	Hybrid RF/VLC Network Spectrum Allocation Scheme Using Bargaining Solutions. <i>IEEE Access</i> , 2022 , 10, 20019-20028	3.5	
96	Adaptive Multi-Service Resource Allocation Algorithm with Wireless Network Virtualization. <i>IEEE Access</i> , 2022 , 1-1	3.5	
95	Efficient Rate Splitting Multiple Access Scheme based cooperative bargaining solutions. <i>IEEE Access</i> , 2022 , 1-1	3.5	0
94	Cooperative Federated Learning-Based Task Offloading Scheme for Tactical Edge Networks. <i>IEEE Access</i> , 2021 , 9, 145739-145747	3.5	3
93	Bargaining Game Based Time Scheduling Scheme for Ambient Backscatter Communications. <i>IEEE Access</i> , 2021 , 9, 155526-155533	3.5	
92	A New Two-Stage Bargaining Game Approach for Intra- and Inter-WBAN Management. <i>Mobile Information Systems</i> , 2021 , 2021, 1-10	1.4	
91	A New Twofold Bargaining Game Paradigm for Wireless Energy Harvesting Algorithm. <i>Mobile Information Systems</i> , 2021 , 2021, 1-10	1.4	
90	Adaptive Data Center Management Algorithm Based on the Cooperative Game Approach. <i>IEEE Access</i> , 2021 , 9, 3461-3470	3.5	1
89	Home Network Traffic Control Scheme Based on Two-Level Bargaining Game Model. <i>IEEE Access</i> , 2021 , 9, 59665-59674	3.5	1
88	A Novel Local and Global Cooperative Approach for Distributed Mobile Cloud Computing. <i>IEEE Access</i> , 2021 , 9, 117813-117822	3.5	
87	Bargaining-Based Spectrum Allocation Algorithm for High-Speed Railway Communications. <i>IEEE Access</i> , 2021 , 9, 71651-71659	3.5	1
86	A New Bargaining Game-Based Unlicensed Spectrum Sharing Scheme for TVWS Platform. <i>IEEE Access</i> , 2021 , 9, 95528-95537	3.5	2
85	Cooperative Inter-ISP Traffic Control Scheme Based on Bargaining Game Approach. <i>IEEE Access</i> , 2021 , 9, 31782-31791	3.5	2
84	Two-Level Game Based Spectrum Allocation Scheme for Multi-Flow Carrier Aggregation Technique. <i>IEEE Access</i> , 2020 , 8, 89291-89299	3.5	2
83	Heterogeneous network spectrum allocation scheme based on three-phase bargaining game. <i>Computer Networks</i> , 2020 , 177, 107301	5.4	2

82	Heterogeneous Network Bandwidth Control Scheme for the Hybrid OMA-NOMA System Platform. <i>IEEE Access</i> , 2020 , 8, 83414-83424	3.5	8
81	Cooperative Game-Based Virtual Machine Resource Allocation Algorithms in Cloud Data Centers. <i>Mobile Information Systems</i> , 2020 , 2020, 1-11	1.4	
80	D2D Enabled Cellular Network Spectrum Allocation Scheme Based on the Cooperative Bargaining Solution. <i>IEEE Access</i> , 2020 , 8, 53710-53719	3.5	7
79	New Application Task Offloading Algorithms for Edge, Fog, and Cloud Computing Paradigms. <i>Wireless Communications and Mobile Computing</i> , 2020 , 2020, 1-14	1.9	3
78	Co-Tier and Cross-Tier Spectrum Allocation Scheme Based on Interval Shapley and Banzhaf Values. <i>IEEE Access</i> , 2020 , 8, 67766-67774	3.5	1
77	Cognitive Satellite Spectrum Management Scheme Based on the Cooperative Solidarity Values. <i>IEEE Access</i> , 2020 , 8, 113837-113846	3.5	
76	. <i>IEEE Access</i> , 2020 , 8, 187317-187325	3.5	7
75	Cooperative WiFi Tethering Control Algorithm Based on the Meta-Bargaining Approach. <i>IEEE Access</i> , 2020 , 8, 213370-213377	3.5	
74	Heterogeneous Network Spectrum Allocation Scheme for Network-Assisted D2D Communications. <i>Mobile Information Systems</i> , 2020 , 2020, 1-11	1.4	
73	Bargaining Solution-Based Resource Allocation Scheme for Cloud-Assisted Wireless Body Area Networks. <i>Wireless Communications and Mobile Computing</i> , 2020 , 2020, 1-10	1.9	2
72	Two-Phase Cooperative Bargaining Game Approach for Shard-Based Blockchain Consensus Scheme. <i>IEEE Access</i> , 2019 , 7, 127772-127780	3.5	6
71	Dual-Level Cooperative Game Approach for Energy-Aware Resource Allocation in Data Centers. <i>IEEE Access</i> , 2019 , 7, 113642-113652	3.5	
70	New Bargaining Game Model for Collaborative Vehicular Network Services. <i>Mobile Information Systems</i> , 2019 , 2019, 1-11	1.4	
69	Novel Resource Allocation Algorithms for the Social Internet of Things Based Fog Computing Paradigm. <i>Wireless Communications and Mobile Computing</i> , 2019 , 2019, 1-11	1.9	2
68	A New Cooperative Dual-Level Game Approach for Operator-Controlled Multihop D2D Communications. <i>Mobile Information Systems</i> , 2019 , 2019, 1-11	1.4	1
67	Cooperative Bargaining Based Hierarchical Spectrum Allocation Scheme for 5G Heterogeneous Networks. <i>IEEE Access</i> , 2019 , 7, 102569-102579	3.5	1
66	A new differential privacy preserving crowdsensing scheme based on the Owen value. <i>Eurasip Journal on Wireless Communications and Networking</i> , 2019 , 2019,	3.2	1
65	New Bargaining Game Based Computation Offloading Scheme for Flying Ad-hoc Networks. <i>IEEE Access</i> , 2019 , 7, 147038-147047	3.5	2

64	New dual-game-based cooperative bandwidth control scheme for ultra-dense networks. <i>Wireless Networks</i> , 2019 , 25, 3665-3674	2.5	1
63	A New Multicasting Device-to-Device Communication Control Scheme for Virtualized Cellular Networks. <i>Wireless Communications and Mobile Computing</i> , 2019 , 2019, 1-9	1.9	5
62	Novel Data Sponsoring Control Scheme Based on the Dual-Leader Stackelberg Game Model. <i>Mobile Information Systems</i> , 2019 , 2019, 1-10	1.4	1
61	A New Triple Bargaining Game-Based Energy Management Scheme for Hierarchical Smart Grids. <i>IEEE Access</i> , 2019 , 7, 161131-161140	3.5	2
60	Effective crowdsensing and routing algorithms for next generation vehicular networks. <i>Wireless Networks</i> , 2019 , 25, 1815-1827	2.5	8
59	A better-performing Q-learning game-theoretic distributed routing for underwater wireless sensor networks. <i>International Journal of Distributed Sensor Networks</i> , 2018 , 14, 155014771875472	1.7	6
58	5G Network Communication, Caching, and Computing Algorithms Based on the Two-Tier Game Model. <i>ETRI Journal</i> , 2018 , 40, 61-71	1.4	14
57	An Effective Sensor Cloud Control Scheme Based on a Two-Stage Game Approach. <i>IEEE Access</i> , 2018 , 6, 20430-20439	3.5	8
56	One-on-one contract gameBased dynamic virtual machine migration scheme for Mobile Edge Computing. <i>Transactions on Emerging Telecommunications Technologies</i> , 2018 , 29, e3204	1.9	6
55	A New Differential Privacy Crowdsensing Scheme Based on the Multilevel Interactive Game. <i>Wireless Communications and Mobile Computing</i> , 2018 , 2018, 1-11	1.9	
54	A New Adaptive Data Center Resource Provisioning Scheme Based on the Dual-Level Cooperative Game Approach. <i>IEEE Access</i> , 2018 , 6, 52047-52057	3.5	1
53	A Novel Bitcoin Mining Scheme Based on the Multi-Leader Multi-Follower Stackelberg Game Model. <i>IEEE Access</i> , 2018 , 6, 48902-48912	3.5	6
52	Heterogeneous network bandwidth management scheme based on the principal-agent game model. <i>Wireless Networks</i> , 2017 , 23, 279-287	2.5	
51	Inspection game based cooperative spectrum sensing and sharing scheme for cognitive radio IoT system. <i>Computer Communications</i> , 2017 , 105, 116-123	5.1	18
50	R-learning-based team game model for Internet of things quality-of-service control scheme. <i>International Journal of Distributed Sensor Networks</i> , 2017 , 13, 155014771668755	1.7	8
49	Timed strategic machine type communications for dual-level future wireless networks. <i>Wireless Networks</i> , 2017 , 23, 641-650	2.5	
48	D2D-Enabled Small Cell Network Control Scheme Based on the Dynamic Stackelberg Game. <i>Mobile Information Systems</i> , 2017 , 2017, 1-11	1.4	
47	Group bargaining based bitcoin mining scheme using incentive payment process. <i>Transactions on Emerging Telecommunications Technologies</i> , 2016 , 27, 1486-1495	1.9	5

46	Effective certificate revocation scheme based on weighted voting game approach. <i>IET Information Security</i> , 2016 , 10, 180-187	1.4	6
45	Timed bargaining-based opportunistic routing model for dynamic vehicular ad hoc network. <i>Eurasip Journal on Wireless Communications and Networking</i> , 2016 , 2016,	3.2	6
44	Dynamic C-RAN resource sharing scheme based on a hierarchical game approach. <i>Eurasip Journal on Wireless Communications and Networking</i> , 2016 , 2016,	3.2	2
43	Asymptotic shapley value based resource allocation scheme for IoT services. <i>Computer Networks</i> , 2016 , 100, 55-63	5.4	17
42	News-vendor game-based resource allocation scheme for next-generation C-RAN systems. <i>Eurasip Journal on Wireless Communications and Networking</i> , 2016 , 2016,	3.2	3
41	Game theory-based bi-level pricing scheme for smart grid scheduling control algorithm. <i>Journal of Communications and Networks</i> , 2016 , 18, 484-492	4.1	6
40	Cognitive hierarchy thinking based behavioral game model for IoT power control algorithm. <i>Computer Networks</i> , 2016 , 110, 79-90	5.4	9
39	Learning Based Spectrum Sharing Algorithms by Using Cooperation Game Approach. <i>Wireless Personal Communications</i> , 2015 , 82, 1799-1808	1.9	4
38	Trust Based Dynamic Bandwidth Allocation Scheme for Ethernet Passive Optical Networks. <i>Wireless Personal Communications</i> , 2015 , 83, 2869-2882	1.9	1
37	Nested game-based computation offloading scheme for Mobile Cloud IoT systems. <i>Eurasip Journal on Wireless Communications and Networking</i> , 2015 , 2015,	3.2	23
36	Game-based data offloading scheme for IoT system traffic congestion problems. <i>Eurasip Journal on Wireless Communications and Networking</i> , 2015 , 2015,	3.2	13
35	Bargaining-Based Smart Grid Pricing Model for Demand Side Management Scheduling. <i>ETRI Journal</i> , 2015 , 37, 197-202	1.4	8
34	Learning-Based QoS Control Algorithms for Next Generation Internet of Things. <i>Mobile Information Systems</i> , 2015 , 2015, 1-8	1.4	3
33	Cognitive Radio Resource Management Scheme Based on Mechanism Design and Negotiation Approach 2015 ,		2
32	Multi-objective Power Control Algorithm for Femtocell Networks. <i>Wireless Personal Communications</i> , 2014 , 75, 2281-2288	1.9	4
31	Trust based negotiation bargaining game model for bandwidth management algorithms. <i>Wireless Networks</i> , 2014 , 20, 889-898	2.5	1
30	Evolutionary Minority Game Model for Congestion Control Scheme. <i>Wireless Personal Communications</i> , 2014 , 78, 1199-1210	1.9	2
29	Repeated Public Goods Game Mode for Trust Based P2P Networks. <i>Wireless Personal Communications</i> , 2014 , 79, 473-485	1.9	5

28	An Adaptive Smart Grid Management Scheme Based on the Competition Game Model. <i>ETRI Journal</i> , 2014 , 36, 80-88	1.4	8
27	Adaptive MANET multipath routing algorithm based on the simulated annealing approach. <i>Scientific World Journal, The</i> , 2014 , 2014, 872526	2.2	10
26	Game Theory Applications in Network Design. <i>Advances in Wireless Technologies and Telecommunication Book Series</i> , 2014 ,	0.2	39
25	Multi-hop Network Bandwidth Management Scheme Based on Cooperative Bargaining Models. <i>Wireless Personal Communications</i> , 2013 , 73, 505-516	1.9	0
24	Cognitive Radio Bandwidth Sharing Scheme Based on the Two-way Matching Game. <i>Wireless Personal Communications</i> , 2013 , 68, 893-905	1.9	9
23	An Online Bandwidth Allocation Scheme Based on Mechanism Design Model. <i>IEICE Transactions on Communications</i> , 2013 , E96.B, 321-324	0.5	1
22	Adaptive Online Sensor Clustering and Routing Algorithms for QoS Provisioning and Energy Efficiency. <i>Wireless Personal Communications</i> , 2012 , 63, 965-975	1.9	4
21	An Ant-based Multipath Routing Algorithm for QoS Aware Mobile Ad-hoc Networks. <i>Wireless Personal Communications</i> , 2012 , 66, 739-749	1.9	16
20	Multi-leader multi-follower Stackelberg model for cognitive radio spectrum sharing scheme. <i>Computer Networks</i> , 2012 , 56, 3682-3692	5.4	12
19	Biform game based cognitive radio scheme for smart grid communications. <i>Journal of Communications and Networks</i> , 2012 , 14, 614-618	4.1	13
18	Adaptive call admission control scheme for heterogeneous overlay networks. <i>Journal of Communications and Networks</i> , 2012 , 14, 461-466	4.1	4
17	Trust-Based Bargaining Game Model for Cognitive Radio Spectrum Sharing Scheme. <i>IEICE Transactions on Communications</i> , 2012 , E95.B, 3925-3928	0.5	3
16	Stackelberg Game-Based Power Control Scheme for Efficiency and Fairness Tradeoff. <i>IEICE Transactions on Communications</i> , 2011 , E94-B, 2427-2430	0.5	4
15	An Online Network Price Control Scheme by Using Stackelberg Game Model. <i>IEICE Transactions on Communications</i> , 2011 , E94-B, 322-325	0.5	2
14	Adaptive Online Voltage Scaling Scheme Based on the Nash Bargaining Solution. <i>ETRI Journal</i> , 2011 , 33, 407-414	1.4	9
13	QoS-Sensitive Dynamic Voltage Scaling Algorithm for Wireless Multimedia Services. <i>IEICE Transactions on Communications</i> , 2011 , E94-B, 2390-2393	0.5	0
12	QoS-Aware Bandwidth Allocation Algorithm for Multimedia Service Networks. <i>IEICE Transactions on Communications</i> , 2011 , E94-B, 810-812	0.5	0
11	Dynamic Online Bandwidth Adjustment Scheme Based on Kalai-Smorodinsky Bargaining Solution. <i>IEICE Transactions on Communications</i> , 2010 , E93-B, 1935-1938	0.5	2

10	Adaptive online processor management algorithms for multimedia data communication with QoS sensitivity. <i>International Journal of Communication Systems</i> , 2009 , 22, 469-482	1.7	3
9	An Online Buffer Management Algorithm for QoS-Sensitive Multimedia Networks. <i>ETRI Journal</i> , 2007 , 29, 685-687	1.4	3
8	Adaptive online bandwidth allocation and reservation for QoS sensitive multimedia networks. <i>Computer Communications</i> , 2005 , 28, 1959-1969	5.1	18
7	An integrated adaptive bandwidth-management framework for QoS-sensitive multimedia cellular networks. <i>IEEE Transactions on Vehicular Technology</i> , 2004 , 53, 835-846	6.8	34
6	An adaptive fault tolerant algorithm for multimedia cellular networks		2
5	Adaptive load balancing with preemption for multimedia cellular networks		4
4	Power Control Schemes Based on Game Theory400-434		
3	Game-Based Control Mechanisms for Cognitive Radio Networks435-486		
2	Cloud-Based IoT System Control Problems82-131		
1	An adaptive bandwidth reservation algorithm for QoS sensitive multimedia cellular networks		6