

Rabeb Mizouni

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/916628/publications.pdf>

Version: 2024-02-01

68
papers

1,082
citations

471371

17
h-index

477173

29
g-index

71
all docs

71
docs citations

71
times ranked

694
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	SenseChain: A blockchain-based crowdsensing framework for multiple requesters and multiple workers. Future Generation Computer Systems, 2020, 105, 650-664.	4.9	56
3	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
4	Gale-Shapley Matching Game Selection – A Framework for User Satisfaction. IEEE Access, 2019, 7, 3694-3703.	2.6	51
5	GRS: A Group-Based Recruitment System for Mobile Crowd Sensing. Journal of Network and Computer Applications, 2016, 72, 38-50.	5.8	49
6	Analysis of collaborative learning in social network sites used in education. Social Network Analysis and Mining, 2015, 5, 1.	1.9	46
7	Multi-worker multi-task selection framework in mobile crowd sourcing. Journal of Network and Computer Applications, 2019, 130, 52-62.	5.8	45
8	A framework for context-aware self-adaptive mobile applications SPL. Expert Systems With Applications, 2014, 41, 7549-7564.	4.4	43
9	An Efficient Vehicle-to-Vehicle (V2V) Energy Sharing Framework. IEEE Internet of Things Journal, 2022, 9, 5315-5328.	5.5	34
10	A stability-based group recruitment system for continuous mobile crowd sensing. Computer Communications, 2018, 119, 1-14.	3.1	31
11	ABCrowd An Auction Mechanism on Blockchain for Spatial Crowdsourcing. IEEE Access, 2020, 8, 12745-12757.	2.6	30
12	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
13	Performance Evaluation of Mobile Web Services. , 2011, , .		27
14	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
15	Monetizing Personal Data: A Two-Sided Market Approach. Procedia Computer Science, 2016, 83, 472-479.	1.2	23
16	IoT Sensor Selection for Target Localization: A Reinforcement Learning based Approach. Ad Hoc Networks, 2022, 134, 102927.	3.4	23
17	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
18	Two-sided preferences task matching mechanisms for blockchain-based crowdsourcing. Journal of Network and Computer Applications, 2021, 191, 103155.	5.8	22

#	ARTICLE	IF	CITATIONS
19	Mobile Phone Sensing as a Service: Business Model and Use Cases. , 2013, , .		20
20	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
21	Toward monetizing personal data: A two-sided market analysis. Future Generation Computer Systems, 2020, 111, 435-459.	4.9	19
22	Target localization using Multi-Agent Deep Reinforcement Learning with Proximal Policy Optimization. Future Generation Computer Systems, 2022, 136, 342-357.	4.9	19
23	Agent-based game-theoretic model for collaborative web services: Decision making analysis. Expert Systems With Applications, 2013, 40, 3207-3219.	4.4	17
24	Efficient Community Formation for Web Services. IEEE Transactions on Services Computing, 2015, 8, 586-600.	3.2	17
25	A game theoretical model for collaborative groups in social applications. Expert Systems With Applications, 2014, 41, 5056-5065.	4.4	16
26	A greedy-proof incentive-compatible mechanism for group recruitment in mobile crowd sensing. Future Generation Computer Systems, 2019, 101, 1158-1167.	4.9	16
27	A Misbehaving-Proof Game Theoretical Selection Approach for Mobile Crowd Sourcing. IEEE Access, 2020, 8, 58730-58741.	2.6	14
28	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
29	Machine Learning in Mobile Crowd Sourcing: A Behavior-Based Recruitment Model. ACM Transactions on Internet Technology, 2022, 22, 1-28.	3.0	14
30	Framework for traffic event detection using Shapelet Transform. Engineering Applications of Artificial Intelligence, 2019, 82, 226-235.	4.3	12
31	Towards a framework for estimating system NFRs on behavioral models. Knowledge-Based Systems, 2010, 23, 721-731.	4.0	11
32	Variability Modeling for Smart City Reference Architectures. , 2018, , .		11
33	SaaS Dynamic Evolution Based on Model-Driven Software Product Lines. , 2014, , .		10
34	Opportunistic mobile social networks: Challenges survey and application in smart campus. , 2016, , .		10
35	Task coalition formation for Mobile CrowdSensing based on workers' routes preferences. Vehicular Communications, 2021, 31, 100376.	2.7	9
36	A Game-Based Secure Trading of Big Data and IoT Services: Blockchain as a Two-Sided Market. Lecture Notes in Computer Science, 2020, , 85-100.	1.0	9

#	ARTICLE	IF	CITATIONS
37	On-chain behavior prediction Machine Learning model for blockchain-based crowdsourcing. Future Generation Computer Systems, 2022, 136, 170-181.	4.9	9
38	A Mobile Edge-Based CrowdSensing Framework for Heterogeneous IoT. IEEE Access, 2020, 8, 207524-207536.	2.6	8
39	Cloud Computing as a Platform for Monetizing Data Services: A Two-Sided Game Business Model. IEEE Transactions on Network and Service Management, 2022, 19, 1336-1350.	3.2	8
40	Towards Software Product Lines Based Cloud Architectures. , 2014, , .		7
41	Model checking agent-based communities against uncertain group commitments and knowledge. Expert Systems With Applications, 2021, 177, 114792.	4.4	7
42	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
43	Towards Battery-Aware Self-Adaptive Mobile Applications. , 2012, , .		6
44	Game Theoretical Analysis of Collaborative Social Applications. , 2012, , .		6
45	A V2V charging allocation protocol for electric vehicles in VANET. Vehicular Communications, 2021, , 100427.	2.7	6
46	Mobile phishing attack for Android platform. , 2014, , .		5
47	Hybrid verification integrating HOL theorem proving with MDG model checking. Microelectronics Journal, 2006, 37, 1200-1207.	1.1	4
48	A simulation-based approach to enhancing project schedules by the inclusion of remedial action scenarios. , 2011, , .		4
49	To compete or cooperate? This is the question in communities of autonomous services. Expert Systems With Applications, 2014, 41, 4878-4890.	4.4	4
50	Refined game-theoretic approach to improve authenticity of outsourced databases. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 329-344.	3.3	4
51	Analysis of Shapelet Transform Usage in Traffic Event Detection. , 2018, , .		4
52	Floating Task: Introducing and Simulating a Higher Degree of Uncertainty in Project Schedules. , 2010, , .		3
53	Towards a best-effort framework for developing smart mobile applications. , 2012, , .		3
54	A Practical Tool for Automating Service Oriented Software Product Lines Derivation. , 2014, , .		3

#	ARTICLE	IF	CITATIONS
55	Dynamic formation of service communities in the cloud under distribution and incomplete information settings. <i>Concurrency Computation Practice and Experience</i> , 2020, 32, e4338.	1.4	3
56	Simulation-based Feature Selection for Software Requirements Baseline. <i>Journal of Software</i> , 2012, 7, .	0.6	3
57	Cloud as platform for monetizing complementary data for AI-driven services: A two-sided cooperative game. , 2021, , .		3
58	Smart data synchronization in m-Health monitoring applications. , 2014, , .		2
59	A Biometrics-Based Behavioral Trust Framework for Continuous Mobile Crowd Sensing Recruitment. <i>IEEE Access</i> , 2022, 10, 68582-68597.	2.6	2
60	Tool Support for Composition and Verification of Formal Behavior. , 2007, , .		1
61	On the Performance of Hosting Web Services on Mobile Devices. , 2011, , .		1
62	Towards Smart Anti-Malwares for Battery-Powered Devices. , 2012, , .		1
63	Enhanced Reputation-based Tit-for-Tat Strategy for Collaborative Social Applications. , 2013, , .		1
64	Efficient Coalition Formation for Web Services. , 2013, , .		1
65	An Elastic Hybrid Sensing Platform: Architecture and Research Challenges. <i>Procedia Computer Science</i> , 2016, 94, 113-120.	1.2	1
66	Impact of Misbehaving Devices in Mobile Crowd Sourcing Systems. , 2019, , .		1
67	Project Schedule Simulation: Incorporating Human Factorsâ€™ Uncertainty and Featuresâ€™ Priority in Task Modeling. <i>Journal of Software</i> , 2015, 10, 939-960.	0.6	1
68	Challenges in “mobilizing” desktop applications: a new methodology for requirements engineering. , 2009, , .		0