Rabeb Mizouni

List of Publications by Year
in descending order

68	1,082	471371 17	477173 29
papers	citations	h-index	g-index

71	71	71	694
all docs	docs citations	times ranked	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	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
3	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
4	Machine Learning in Mobile Crowd Sourcing: A Behavior-Based Recruitment Model. ACM Transactions on Internet Technology, 2022, 22, 1-28.	3.0	14
5	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
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	On-chain behavior prediction Machine Learning model for blockchain-based crowdsourcing. Future Generation Computer Systems, 2022, 136, 170-181.	4.9	9
8	A Biometrics-Based Behavioral Trust Framework for Continuous Mobile Crowd Sensing Recruitment. IEEE Access, 2022, 10, 68582-68597.	2.6	2
9	IoT Sensor Selection for Target Localization: A Reinforcement Learning based Approach. Ad Hoc Networks, 2022, 134, 102927.	3.4	23
10	Target localization using Multi-Agent Deep Reinforcement Learning with Proximal Policy Optimization. Future Generation Computer Systems, 2022, 136, 342-357.	4.9	19
11	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
12	Model checking agent-based communities against uncertain group commitments and knowledge. Expert Systems With Applications, 2021, 177, 114792.	4.4	7
13	Two-sided preferences task matching mechanisms for blockchain-based crowdsourcing. Journal of Network and Computer Applications, 2021, 191, 103155.	5.8	22
14	Task coalition formation for Mobile CrowdSensing based on workers' routes preferences. Vehicular Communications, 2021, 31, 100376.	2.7	9
15	A V2V charging allocation protocol for electric vehicles in VANET. Vehicular Communications, 2021, , 100427.	2.7	6
16	Cloud as platform for monetizing complementary data for AI-driven services: A two-sided cooperative game. , 2021, , .		3
17	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
18	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

#	Article	IF	Citations
19	SenseChain: A blockchain-based crowdsensing framework for multiple requesters and multiple workers. Future Generation Computer Systems, 2020, 105, 650-664.	4.9	56
20	Toward monetizing personal data: A two-sided market analysis. Future Generation Computer Systems, 2020, 111, 435-459.	4.9	19
21	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
22	A Mobile Edge-Based CrowdSensing Framework for Heterogeneous IoT. IEEE Access, 2020, 8, 207524-207536.	2.6	8
23	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
24	ABCrowd An Auction Mechanism on Blockchain for Spatial Crowdsourcing. IEEE Access, 2020, 8, 12745-12757.	2.6	30
25	A Misbehaving-Proof Game Theoretical Selection Approach for Mobile Crowd Sourcing. IEEE Access, 2020, 8, 58730-58741.	2.6	14
26	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
27	A greedy-proof incentive-compatible mechanism for group recruitment in mobile crowd sensing. Future Generation Computer Systems, 2019, 101, 1158-1167.	4.9	16
28	Impact of Misbehaving Devices in Mobile Crowd Sourcing Systems. , 2019, , .		1
29	Framework for traffic event detection using Shapelet Transform. Engineering Applications of Artificial Intelligence, 2019, 82, 226-235.	4.3	12
30	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
31	Gale-Shapley Matching Game Selectionâ€"A Framework for User Satisfaction. IEEE Access, 2019, 7, 3694-3703.	2.6	51
32	Multi-worker multi-task selection framework in mobile crowd sourcing. Journal of Network and Computer Applications, 2019, 130, 52-62.	5.8	45
33	A stability-based group recruitment system for continuous mobile crowd sensing. Computer Communications, 2018, 119, 1-14.	3.1	31
34	Variability Modeling for Smart City Reference Architectures. , 2018, , .		11
35	Analysis of Shapelet Transform Usage in Traffic Event Detection. , 2018, , .		4
36	Refined game-theoretic approach to improve authenticity of outsourced databases. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 329-344.	3.3	4

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37	Opportunistic mobile social networks: Challenges survey and application in smart campus. , 2016, , .		10
38	Monetizing Personal Data: A Two-Sided Market Approach. Procedia Computer Science, 2016, 83, 472-479.	1.2	23
39	An Elastic Hybrid Sensing Platform: Architecture and Research Challenges. Procedia Computer Science, 2016, 94, 113-120.	1.2	1
40	GRS: A Group-Based Recruitment System for Mobile Crowd Sensing. Journal of Network and Computer Applications, 2016, 72, 38-50.	5.8	49
41	Analysis of collaborative learning in social network sites used in education. Social Network Analysis and Mining, 2015, 5, 1.	1.9	46
42	Efficient Community Formation for Web Services. IEEE Transactions on Services Computing, 2015, 8, 586-600.	3.2	17
43	Project Schedule Simulation: Incorporating Human Factorsâ€™ Uncertainty and Featuresâ€™ Priority in Task Modeling. Journal of Software, 2015, 10, 939-960.	0.6	1
44	SaaS Dynamic Evolution Based on Model-Driven Software Product Lines. , 2014, , .		10
45	Mobile phishing attack for Android platform. , 2014, , .		5
46	To compete or cooperate? This is the question in communities of autonomous services. Expert Systems With Applications, 2014, 41, 4878-4890.	4.4	4
47	A game theoretical model for collaborative groups in social applications. Expert Systems With Applications, 2014, 41, 5056-5065.	4.4	16
48	A Practical Tool for Automating Service Oriented Software Product Lines Derivation. , 2014, , .		3
49	Towards Software Product Lines Based Cloud Architectures. , 2014, , .		7
50	A framework for context-aware self-adaptive mobile applications SPL. Expert Systems With Applications, 2014, 41, 7549-7564.	4.4	43
51	Smart data synchronization in m-Health monitoring applications. , 2014, , .		2
52	Agent-based game-theoretic model for collaborative web services: Decision making analysis. Expert Systems With Applications, 2013, 40, 3207-3219.	4.4	17
53	Enhanced Reputation-based Tit-for-Tat Strategy for Collaborative Social Applications. , 2013, , .		1
54	Efficient Coalition Formation for Web Services. , 2013, , .		1

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55	Mobile Phone Sensing as a Service: Business Model and Use Cases. , 2013, , .		20
56	Towards Smart Anti-Malwares for Battery-Powered Devices. , 2012, , .		1
57	Towards a best-effort framework for developing smart mobile applications. , 2012, , .		3
58	Towards Battery-Aware Self-Adaptive Mobile Applications. , 2012, , .		6
59	Game Theoretical Analysis of Collaborative Social Applications. , 2012, , .		6
60	Simulation-based Feature Selection for Software Requirements Baseline. Journal of Software, 2012, 7, .	0.6	3
61	A simulation-based approach to enhancing project schedules by the inclusion of remedial action scenarios. , 2011, , .		4
62	On the Performance of Hosting Web Services on Mobile Devices. , 2011, , .		1
63	Performance Evaluation of Mobile Web Services. , 2011, , .		27
64	Towards a framework for estimating system NFRs on behavioral models. Knowledge-Based Systems, 2010, 23, 721-731.	4.0	11
65	Floating Task: Introducing and Simulating a Higher Degree of Uncertainty in Project Schedules. , 2010, , .		3
66	Challenges in “mobilizing” desktop applications: a new methodology for requirements engineering. , 2009, , .		0
67	Tool Support for Composition and Verification of Formal Behavior. , 2007, , .		1
68	Hybrid verification integrating HOL theorem proving with MDG model checking. Microelectronics Journal, 2006, 37, 1200-1207.	1.1	4