Wentong Cai

List of Publications by Year
in descending order

357 papers	3,832 citations	201674 27 h-index	254184 43 g-index
368 all docs	368 docs citations	368 times ranked	2619 citing authors

#	Article	IF	Citations
1	E^2T-CVL: An Efficient and Error-Tolerant Approach for Collaborative Vehicle Localization. IEEE Internet of Things Journal, 2022, 9, 3481-3494.	8.7	2
2	Data-driven Crowd Modeling Techniques: A Survey. ACM Transactions on Modeling and Computer Simulation, 2022, 32, 1-33.	0.8	9
3	Influence of committed volunteers on helping behavior in emergency evacuations. Journal of Physics Complexity, 2022, 3, 015005.	2.2	2
4	Maximum expected survival rate model for public access defibrillator placement. Resuscitation, 2022, 170, 213-221.	3.0	3
5	Research on the collaboration of service selection and resource scheduling for IoT simulation workflows. Advanced Engineering Informatics, 2022, 52, 101528.	8.0	8
6	Distribution-Based Weights Estimation for Map Matching Algorithms. IEEE Systems Journal, 2022, 16, 4256-4266.	4.6	1
7	Why They Escape: Mining Prioritized Fuzzy Decision Rule in Crowd Evacuation. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 19456-19470.	8.0	4
8	A Data-Driven Approach for Pedestrian Intention Prediction in Large Public Places. , 2022, , .		1
9	Hyperparameter Tunning in Simulation-based Optimization for Adaptive Digital-Twin Abstraction Control of Smart Manufacturing System. , 2022, , .		1
10	SPIDER: An Effective, Efficient and Robust Load Scheduler for Real-time Split Frame Rendering. , 2022, , .		0
11	Towards Minimizing Resource Usage With QoS Guarantee in Cloud Gaming. IEEE Transactions on Parallel and Distributed Systems, 2021, 32, 426-440.	5.6	11
12	Estimating horizontal movement performance of patient beds and the impact on emergency evacuation time. Safety Science, 2021, 134, 105038.	4.9	6
13	Hierarchical Aggregation/Disaggregation for Adaptive Abstraction-Level Conversion in Digital Twin-Based Smart Semiconductor Manufacturing. IEEE Access, 2021, 9, 71145-71158.	4.2	8
14	Transitioning Spiking Neural Network Simulators to Heterogeneous Hardware. ACM Transactions on Modeling and Computer Simulation, 2021, 31, 1-26.	0.8	1
15	Causality and Consistency of State Update Schemes in Synchronous Agent-based Simulations. , 2021, , .		1
16	A Parallel Hierarchical Sort-based Interest Matching Algorithm. , 2021, , .		0
17	An Extracytoplasmic Function Sigma/Anti-Sigma Factor System Regulates Hypochlorous Acid Resistance and Impacts Expression of the Type IV Secretion System in *Brucella melitensis*. Journal of Bacteriology, 2021, 203, e0012721.	2.2	8
18	Data-driven Microscopic Traffic Modelling and Simulation using Dynamic LSTM. , 2021, , .		7

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19	Hot Area Targeting Dead Reckoning for Distributed Virtual Environments. , 2021, , .		0
20	Proteomics Investigation of the Time Course Responses of RAW264.7 Macrophages to Infections With the Wild-Type and Twin-Arginine Translocation Mutant Strains of Brucella melitensis. Frontiers in Cellular and Infection Microbiology, 2021, 11, 679571.	3.9	2
21	A New Double Rank-based Multi-workflow Scheduling with Multi-objective Optimization in Cloud Environments. , 2021, , .		3
22	Whole genome sequencing analysis of avian pathogenic Escherichia coli from China. Veterinary Microbiology, 2021, 259, 109158.	1.9	10
23	Bis â€molybdopterin guanine dinucleotide modulates hemolysin expression under anaerobiosis and contributes to fitness in vivo in uropathogenic Escherichia coli. Molecular Microbiology, 2021, 116, 1216-1231.	2.5	1
24	A previously uncharacterized two-component signaling system in uropathogenic Escherichia coli coordinates protection against host-derived oxidative stress with activation of hemolysin-mediated host cell pyroptosis. PLoS Pathogens, 2021, 17, e1010005.	4.7	12
25	Bayesian-based Absolute Positions Estimation for the Nearby Vehicles through Vehicle-to-Vehicle Communications. , 2021, , .		0
26	A Model-based Analysis of Evacuation Strategies in Hospital Emergency Departments. , 2021, , .		1
27	Transcriptomic and Metabolomic Profiling Reveals That KguR Broadly Impacts the Physiology of Uropathogenic Escherichia coli Under in vivo Relevant Conditions. Frontiers in Microbiology, 2021, 12, 793391.	3.5	1
28	Minimizing Play Request Rejection through Workload Splitting in Edge-Cloud Gaming. , 2021, , .		3
29	Multifactorial Genetic Programming for Symbolic Regression Problems. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2020, 50, 4492-4505.	9.3	88
30	A fast parallel genetic programming framework with adaptively weighted primitives for symbolic regression. Soft Computing, 2020, 24, 7523-7539.	3.6	7
31	Incremental route inference from low-sampling GPS data: An opportunistic approach to online map matching. Information Sciences, 2020, 512, 1407-1423.	6.9	23
32	Structural-aware simulation analysis of supply chain resilience. International Journal of Production Research, 2020, 58, 5175-5195.	7.5	50
33	An alternative approach for collaborative simulation execution on a CPU+GPU hybrid system. Simulation, 2020, 96, 347-361.	1.8	2
34	Multitask Scheduling in Consideration of Fuzzy Uncertainty of Multiple Criteria in Service-Oriented Manufacturing. IEEE Transactions on Fuzzy Systems, 2020, 28, 2759-2771.	9.8	19
35	The Twin-Arginine Translocation System Is Important for Stress Resistance and Virulence of Brucella melitensis. Infection and Immunity, 2020, 88, .	2.2	10
36	A passenger model for simulating boarding and alighting in spatially confined transportation scenarios. Journal of Computational Science, 2020, 45, 101173.	2.9	8

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37	Adaptive Abstraction-Level Conversion Framework for Accelerated Discrete-Event Simulation in Smart Semiconductor Manufacturing. IEEE Access, 2020, 8, 165247-165262.	4.2	5
38	OpenABLext: An automatic code generation framework for agent-based simulations on CPU-GPU-FPGA heterogeneous platforms. Concurrency Computation Practice and Experience, 2020, 32, e5807.	2.2	4
39	Modeling Helping Behavior in Emergency Evacuations Using Volunteer's Dilemma Game. Lecture Notes in Computer Science, 2020, , 513-523.	1.3	4
40	Leveraging Machine Learning Techniques and Engineering of Multi-Nature Features for National Daily Regional Ambulance Demand Prediction. International Journal of Environmental Research and Public Health, 2020, 17, 4179.	2.6	28
41	Risk-Based AED Placement - Singapore Case. Lecture Notes in Computer Science, 2020, , 577-590.	1.3	2
42	Fidelity and Performance of State Fast-forwarding in Microscopic Traffic Simulations. ACM Transactions on Modeling and Computer Simulation, 2020, 30, 1-26.	0.8	6
43	Pedal to the Bare Metal. , 2020, , .		1
44	Rendering Server Allocation for MMORPG Players in Cloud Gaming. , 2020, , .		8
45	Advancing Automatic Code Generation for Agent-Based Simulations on Heterogeneous Hardware. Lecture Notes in Computer Science, 2020, , 308-319.	1.3	0
46	Runtime Abstraction-Level Conversion of Discrete-Event Wafer-fabrication Models for Simulation Acceleration. , 2020, , .		6
47	Fast-Forwarding of Vehicle Clusters in Microscopic Traffic Simulations. , 2020, , .		0
48	Towards Situation Aware Dispatching in a Dynamic and Complex Manufacturing Environment. , 2020, , .		3
49	Evaluation of Guidance Systems at Dynamic Public Transport Hubs Using Crowd Simulation. , 2020, , .		0
50	Multi-Thread State Update Schemes for Microscopic Traffic Simulation. , 2020, , .		1
51	Automatical Guardrail Design of Subway Stations through Multi-objective Evolutionary Algorithm. , 2020, , .		1
52	GAugur. , 2019, , .		21
53	Resource-Efficient Index Shard Replication in Large Scale Search Engines. IEEE Transactions on Parallel and Distributed Systems, 2019, 30, 2820-2835.	5.6	5
54	Transitioning Spiking Neural Network Simulators to Heterogeneous Hardware. , 2019, , .		1

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55	From Effects to Causes. , 2019, , .		3
56	A Survey on Agent-based Simulation Using Hardware Accelerators. ACM Computing Surveys, 2019, 51, 1-35.	23.0	32
57	A data-driven path planning model for crowd capacity analysis. Journal of Computational Science, 2019, 34, 66-79.	2.9	8
58	An Agent-Based Model for Evaluating the Boarding and Alighting Efficiency of Autonomous Public Transport Vehicles. Lecture Notes in Computer Science, 2019, , 534-547.	1.3	4
59	Efficient Parallel Simulation over Large-scale Social Contact Networks. ACM Transactions on Modeling and Computer Simulation, 2019, 29, 1-25.	0.8	3
60	A graph-based model to measure structural redundancy for supply chain resilience. International Journal of Production Research, 2019, 57, 6385-6404.	7.5	64
61	Murine SIGNR1 (CD209b) Contributes to the Clearance of Uropathogenic Escherichia coli During Urinary Tract Infections. Frontiers in Cellular and Infection Microbiology, 2019, 9, 457.	3.9	3
62	Efficient closeness centrality computation in time-evolving graphs. , 2019, , .		2
63	Distributed edge partitioning for trillion-edge graphs. Proceedings of the VLDB Endowment, 2019, 12, 2379-2392.	3.8	26
64	The Server Allocation Problem for Session-Based Multiplayer Cloud Gaming. IEEE Transactions on Multimedia, 2018, 20, 1233-1245.	7.2	44
65	Guide them through: An automatic crowd control framework using multi-objective genetic programming. Applied Soft Computing Journal, 2018, 66, 90-103.	7.2	10
66	CLUST: Simulating Realistic Crowd Behaviour by Mining Pattern from Crowd Videos. Computer Graphics Forum, 2018, 37, 184-201.	3.0	15
67	ProactiveCrowd: Modelling Proactive Steering Behaviours for Agent†Based Crowd Simulation. Computer Graphics Forum, 2018, 37, 375-388.	3.0	17
68	INCREMENTAL CALIBRATION OF SEAT SELECTION PREFERENCES IN AGENT-BASED SIMULATIONS OF PUBLIC TRANSPORT SCENARIOS. , 2018, , .		3
69	DYNAMIC DATA DRIVEN APPLICATION SYSTEMS: RESEARCH CHALLENGES AND OPPORTUNITIES. , 2018, , .		12
70	MODEL PREEMPTION BASED ON DYNAMIC ANALYSIS OF SIMULATION DATA TO ACCELERATE TRAFFIC LIGHT TIMING OPTIMISATION. , 2018, , .		2
71	Concurrent Hybrid Breadth-First-Search on Distributed PowerGraph for Skewed Graphs. , 2018, , .		1
72	Exploring Execution Schemes for Agent-Based Traffic Simulation on Heterogeneous Hardware. , 2018, , .		12

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73	Optimizing Agent-Based Simulations for the GPU. , 2018, , .		1
74	Fast Online Map Matching for Recovering Travelling Routes from Low-Sampling GPS Data. , 2018, , .		6
75	Index Shard Replication Strategies for Improving Resource Utilization in Large Scale Search Engines. , 2018, , .		1
76	Evaluation of Conflict Resolution Methods for Agent-Based Simulations on the GPU. , 2018, , .		13
77	A Role-Dependent Data-Driven Approach for High-Density Crowd Behavior Modeling. ACM Transactions on Modeling and Computer Simulation, 2018, 28, 1-25.	0.8	9
78	Fast-Forwarding Agent States to Accelerate Microscopic Traffic Simulations. , 2018, , .		6
79	Cost-Efficient Server Provisioning for Cloud Gaming. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-22.	4.3	18
80	A novel small RNA Bmsr1 enhances virulence in Brucella melitensis M28. Veterinary Microbiology, 2018, 223, 1-8.	1.9	11
81	Data-Driven Agent-Based Simulation for Pedestrian Capacity Analysis. Lecture Notes in Computer Science, 2018, , 103-116.	1.3	3
82	Design and Evaluation of a Data-Driven Scenario Generation Framework for Game-Based Training. IEEE Transactions on Games, 2017, 9, 213-226.	1.4	10
83	Sampling-based adaptive bounding evolutionary algorithm for continuous optimization problems. Information Sciences, 2017, 382-383, 216-233.	6.9	10
84	Competitiveness of Dynamic Bin Packing for Online Cloud Server Allocation. IEEE/ACM Transactions on Networking, 2017, 25, 1324-1331.	3.8	28
85	Automatic model construction for the behavior of human crowds. Applied Soft Computing Journal, 2017, 56, 368-378.	7.2	29
86	Cloning Agent-Based Simulation. ACM Transactions on Modeling and Computer Simulation, 2017, 27, 1-24.	0.8	12
87	Relaxing Synchronization in Parallel Agent-Based Road Traffic Simulation. ACM Transactions on Modeling and Computer Simulation, 2017, 27, 1-24.	0.8	10
88	Reducing Synchronization Overhead with Computation Replication in Parallel Agent-Based Road Traffic Simulation. IEEE Transactions on Parallel and Distributed Systems, 2017, 28, 3286-3297.	5.6	5
89	Introduction to the special issue on data-driven and large-scale distributed simulations. Journal of Simulation, 2017, 11, 193-193.	1.5	1
90	Minimizing Cost in IaaS Clouds Via Scheduled Instance Reservation. , 2017, , .		12

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91	On Server Provisioning for Cloud Gaming. , 2017, , .		3
92	Parallel Algorithm for Single-Source Earliest-Arrival Problem in Temporal Graphs. , 2017, , .		5
93	Surrogate assisted calibration framework for crowd model calibration. , 2017, , .		3
94	Integration design of supply chain hybrid simulation. , 2017, , .		3
95	Optimize the FP-Tree Based Graph Edge Weight Computation on Multi-core MapReduce Clusters. , 2017, , .		0
96	Transcriptional Control of Dual Transporters Involved in $\hat{I}\pm$-Ketoglutarate Utilization Reveals Their Distinct Roles in Uropathogenic Escherichia coli. Frontiers in Microbiology, 2017, 8, 275.	3.5	19
97	A Graph Partitioning Algorithm for Parallel Agent-Based Road Traffic Simulation. , 2017, , .		11
98	Efficient Parallel Simulation over Social Contact Network with Skewed Degree Distribution. , 2017, , .		2
99	Supporting efficient execution of continuous space agent€based simulation on GPU. Concurrency Computation Practice and Experience, 2016, 28, 3313-3332.	2.2	12
100	Adaptive resilient strategies for supply chain networks. , 2016, , .		0
101	RA2: Predicting Simulation Execution Time for Cloud-Based Design Space Explorations. , 2016, , .		2
102	Predicting the duration of non-recurring road incidents by cluster-specific models. , 2016, , .		5
103	Data driven Adaptive Traffic simulation of an expressway. , 2016, , .		0
104	Learning behavior patterns from video for agent-based crowd modeling and simulation. Autonomous Agents and Multi-Agent Systems, 2016, 30, 990-1019.	2.1	25
105	Server Allocation for Multiplayer Cloud Gaming. , 2016, , .		19
106	On First Fit Bin Packing for Online Cloud Server Allocation. , 2016, , .		38
107	IBED: Combining IBEA and DE for optimal feature selection in software product line engineering. Applied Soft Computing Journal, 2016, 49, 1215-1231.	7.2	28
108	Online Data Extraction for Large-Scale Agent-Based Simulations. , 2016, , .		2

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109	Traffic State Estimation Using Floating Car Data. Procedia Computer Science, 2016, 80, 2008-2018.	2.0	22
110	A Role-dependent Data-driven Approach for High Density Crowd Behavior Modeling. , 2016, , .		7
111	Dynamic Bin Packing for On-Demand Cloud Resource Allocation. IEEE Transactions on Parallel and Distributed Systems, 2016, 27, 157-170.	5.6	66
112	Self-Learning Gene Expression Programming. IEEE Transactions on Evolutionary Computation, 2016, 20, 65-80.	10.0	91
113	Transparent three-phase Byzantine fault tolerance for parallel and distributed simulations. Simulation Modelling Practice and Theory, 2016, 60, 90-107.	3.8	2
114	Design of supply chain topology to mitigate demand and supply risks. , 2015, , .		1
115	Tutorial on a modeling and simulation cloud service. , 2015, , .		5
116	Message from Chairs. , 2015, , .		0
117	Evaluation of Crowd Models in Low Density Scenarios Using Real-World Crowd Data. , 2015, , .		0
118	Hadoop Job Scheduling with Dynamic Task Splitting. , 2015, , .		5
119	Data-Driven Dynamic Adaptation Framework for Multi-agent Training Game. , 2015, , .		0
120	MASTER. , 2015, , .		7
121	A data-driven approach for online adaptation of game difficulty. , 2015, , .		7
122	Crowd evacuation planning using Cartesian Genetic Programming and agent-based crowd modeling. , 2015, , .		6
123	DEPART: Dynamic Route Planning in Stochastic Time-Dependent Public Transit Networks. , 2015, , .		8
124	A review of interactive narrative systems and technologies: a training perspective. Simulation, 2015, 91, 126-147.	1.8	14
125	Cloning Agent-based Simulation on GPU. , 2015, , .		4
126	SEMSim Cloud Service: Large-scale urban systems simulation in the cloud. Simulation Modelling Practice and Theory, 2015, 58, 157-171.	3.8	36

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127	Differential evolution with sensitivity analysis and the Powell's method for crowd model calibration. Journal of Computational Science, 2015, 9, 26-32.	2.9	25
128	Consistency-Aware Zone Mapping and Client Assignment in Multi-Server Distributed Virtual Environments. IEEE Transactions on Parallel and Distributed Systems, 2015, 26, 1570-1579.	5.6	5
129	Evolving agent-based models using self-adaptive complexification. Journal of Computational Science, 2015, 10, 351-359.	2.9	5
130	Traffic Simulation Performance Optimization through Multi-Resolution Modeling of Road Segments. , 2015, , .		7
131	Play Request Dispatching for Efficient Virtual Machine Usage in Cloud Gaming. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 2052-2063.	8.3	38
132	Adaptive Resource Provisioning Mechanism in VEEs for Improving Performance of HLA-Based Simulations. ACM Transactions on Modeling and Computer Simulation, 2015, 26, 1-25.	0.8	0
133	An Asynchronous Synchronization Strategy for Parallel Large-scale Agent-based Traffic Simulations. , 2015, , .		9
134	Density-based evolutionary framework for crowd model calibration. Journal of Computational Science, 2015, 6, 11-22.	2.9	35
135	FNR Regulates Expression of Important Virulence Factors Contributing to Pathogenicity of Uropathogenic Escherichia coli. Infection and Immunity, 2014, 82, 5086-5098.	2.2	51
136	Let's depart together: Efficient play request dispatching in cloud gaming. , 2014, , .		1
137	Efficient Neighbor Searching for Agent-Based Simulation on GPU. , 2014, , .		8
138	Dynamic specialization for symbiotic simulation-based operational decision support using the evolutionary computing modelling language (ECML). Journal of Simulation, 2014, 8, 105-114.	1.5	2
139	Map stream: Initializing what-if analyses for real-time symbiotic traffic simulations. , 2014, , .		4
140	OMTiR: Open Market for Trading Idle Cloud Resources. , 2014, , .		0
141	Efficient graph-based dynamic load-balancing for parallel large-scale agent-based traffic simulation. , 2014, , .		8
142	Hierarchical resource management for enhancing performance of large-scale simulations on data centers. , 2014, , .		4
143	Towards a data€driven approach to scenario generation for serious games. Computer Animation and Virtual Worlds, 2014, 25, 393-402.	1.2	9
144	EA-based evacuation planning using agent-based crowd simulation. , 2014, , .		9

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145	Update schedules for improving consistency in multi-server distributed virtual environments. Journal of Network and Computer Applications, 2014, 41, 263-273.	9.1	4
146	On dynamic bin packing for resource allocation in the cloud. , 2014, , .		63
147	Un-identical federate replication structure for improving performance of HLA-based simulations. Simulation Modelling Practice and Theory, 2014, 48, 112-128.	3.8	4
148	Analysing the Effectiveness of Wearable Wireless Sensors in Controlling Crowd Disasters. Procedia Computer Science, 2014, 29, 1590-1599.	2.0	6
149	Evolving Agent-based Models Using Complexification Approach. Procedia Computer Science, 2014, 29, 310-321.	2.0	1
150	Toward Simulation-Based Egress Optimization in Smart Buildings Using Symbiotic Simulation. , 2014, , 987-999.		8
151	Grand challenges in modeling and simulation. , 2013, , .		9
152	A Data-Driven Crowd Simulation Model Based on Clustering and Classification. , 2013, , .		22
153	Accelerating optimistic HLA-based simulations in virtual execution environments. , 2013, , .		5
154	GPU accelerated three-stage execution model for event-parallel simulation. , 2013, , .		9
155	Hierarchical interest management for distributed virtual environments. , 2013, , .		1
156	A Novel Two-Component Signaling System Facilitates Uropathogenic Escherichia coli's Ability to Exploit Abundant Host Metabolites. PLoS Pathogens, 2013, 9, e1003428.	4.7	71
157	Compensatory dead-reckoning-based update scheduling for distributed virtual environments. Simulation, 2013, 89, 1272-1287.	1.8	3
158	Emergence by strategy: Flocking boids and their fitness in relation to model complexity. , 2013, , .		6
159	Interactive scenario generation for mission-based virtual training. Computer Animation and Virtual Worlds, 2013, 24, 345-354.	1.2	20
160	Application Layer Multicast in P2P Distributed Interactive Applications. , 2013, , .		2
161	vTRUST: A Formal Modeling and Verification Framework for Virtualization Systems. Lecture Notes in Computer Science, 2013, , 329-346.	1.3	4
162	Spatial Indexing in Agent-based Crowd Simulation. , 2013, , .		0

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163	Effective crowd control through adaptive evolution of agent-based simulation models. , 2012, , .		1
164	Evolving Optimal and Diversified Military Operational Plans for Computational Red Teaming. IEEE Systems Journal, 2012, 6, 499-509.	4.6	6
165	Interactivity-Constrained Server Provisioning in Large-Scale Distributed Virtual Environments. IEEE Transactions on Parallel and Distributed Systems, 2012, 23, 304-312.	5.6	6
166	Enhancement of Collaborative Interest Management Mechanism for P2P Networked Virtual Environment. , 2012, , .		0
167	Measuring Information Exposure Attacks on Interest Management. , 2012, , .		1
168	Simulation-based optimization of StarCraft tactical AI through evolutionary computation. , 2012, , .		19
169	Consistency-aware Partitioning Algorithm in Multi-server Distributed Virtual Environments. , 2012, , .		5
170	Grid-based partitioning for large-scale distributed agent-based crowd simulation. , 2012, , .		6
171	Fair and Efficient Dead Reckoning-Based Update Dissemination for Distributed Virtual Environments. , 2012, , .		2
172	Loss-aware DR-based update scheduling for improving consistency in DVEs. Journal of Simulation, 2012, 6, 164-178.	1.5	3
173	Proteome response of an extraintestinal pathogenic Escherichia coli strain with zoonotic potential to human and chicken sera. Journal of Proteomics, 2012, 75, 4853-4862.	2.4	19
174	QoS-Aware Revenue-Cost Optimization for Latency-Sensitive Services in IaaS Clouds. , 2012, , .		19
175	Symbiotic simulation for optimisation of tool operations in semiconductor manufacturing. , 2011, , .		2
176	Determining Optimal Update Period for Minimizing Inconsistency in Multi-server Distributed Virtual Environments. , 2011, , .		6
177	Dead Reckoning-Based Update Scheduling against Message Loss for Improving Consistency in DVEs. , 2011, , .		4
178	Trusted Block as a Service: Towards Sensitive Applications on the Cloud. , 2011, , .		2
179	Toward an Evolutionary Computing Modeling Language. IEEE Transactions on Evolutionary Computation, 2011, 15, 230-247.	10.0	5
180	Multi-objective zone mapping in large-scale distributed virtual environments. Journal of Network and Computer Applications, 2011, 34, 551-561.	9.1	7

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181	A dynamic sort-based DDM matching algorithm for HLA applications. ACM Transactions on Modeling and Computer Simulation, 2011, 21, 1-17.	0.8	14
182	High-dimensional objective-based data farming. , 2011, , .		3
183	Collaborative Interest Management for Peer-to-Peer Networked Virtual Environment. , 2011, , .		1
184	Transcriptome Analysis of Avian Pathogenic Escherichia coli O1 in Chicken Serum Reveals Adaptive Responses to Systemic Infection. Infection and Immunity, 2011, 79, 1951-1960.	2.2	47
185	A Computational Model of Emotions for Agent-Based Crowds in Serious Games. , 2011, , .		19
186	Studies on Pareto-based multi-objective competitive coevolutionary dynamics. , 2011, , .		4
187	HumDPM: A Decision Process Model for Modeling Human-Like Behaviors in Time-Critical and Uncertain Situations. Lecture Notes in Computer Science, 2011, , 206-230.	1.3	14
188	Diversity-Driven Self-adaptation inÂEvolutionary Algorithms. Lecture Notes in Electrical Engineering, 2011, , 95-106.	0.4	0
189	Analysis of an efficient rule-based motion planning system forÂsimulating human crowds. Visual Computer, 2010, 26, 367-383.	3.5	13
190	Synchronization in federation community networks. Journal of Parallel and Distributed Computing, 2010, 70, 144-159.	4.1	24
191	Hybrid modelling of crowd simulation. Procedia Computer Science, 2010, 1, 57-65.	2.0	46
192	DynaSched: a dynamic Web service scheduling and deployment framework for data-intensive Grid workflows. Procedia Computer Science, 2010, 1, 593-602.	2.0	8
193	Crowd modeling and simulation technologies. ACM Transactions on Modeling and Computer Simulation, 2010, 20, 1-35.	0.8	132
194	A Framework for Performance Evaluation of Large-scale Interactive Distributed Virtual Environments. , 2010, , .		2
195	Consistency Aware Dead Reckoning Threshold Tuning with Server Assistance in Client-Server-Based DVEs. , 2010, , .		3
196	A framework of intelligent environment with smart-active objects (IESAO) for flexible and efficient crowd simulation. , 2010, , .		3
197	Research advances in automated red teaming. , 2010, , .		4
198	A replication structure for efficient and fault-tolerant parallel and distributed simulations. , 2010, , .		6

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199	Automated modeling and analysis of agent-based simulations using the CASE framework. , 2010, , .		6
200	A hybrid Interest Management mechanism for peer-to-peer Networked Virtual Environments. , 2010, , .		12
201	Evolving agent-based simulations in the clouds. , 2010, , .		5
202	Autonomous Bee Colony Optimization for multi-objective function. , 2010, , .		14
203	QoS-Aware Server Provisioning for Large-Scale Distributed Virtual Environments. , 2010, , .		0
204	Modeling Human-Like Decision Making for Virtual Agents in Time-Critical Situations. , 2010, , .		9
205	A Three-Phases Byzantine Fault Tolerance Mechanism for HLA-Based Simulation. , 2010, , .		3
206	A systematic approach for rapid 3D reconstruction from photosets. , 2010, , .		1
207	Federate Fault Tolerance in HLA-Based Simulation. , 2010, , .		3
208	Toward a Generic Framework for Modeling Human Behaviors in Crowd Simulation. , 2009, , .		12
209	Efficient Zone Mapping Algorithms for Distributed Virtual Environments. , 2009, , .		10
210	A Hybrid HLA Time Management Algorithm Based on Both Conditional and Unconditional Information. Simulation, 2009, 85, 559-573.	1.8	7
211	A dynamic admission control scheme to manage contention on shared computing resources. Concurrency Computation Practice and Experience, 2009, 21, 133-158.	2.2	4
212	Host legumeâ€exuded antimetabolites optimize the symbiotic rhizosphere. Molecular Microbiology, 2009, 73, 507-517.	2.5	75
213	Multi-user Gaming on the Grid Using a Service Oriented HLA RTI. , 2009, , .		2
214	Distributed Execution of Workflow Using Parallel Partitioning. , 2009, , .		1
215	Symbiotic Simulation Control in Supply Chain of Lubricant Additive Industry. , 2009, , .		3
216	Cluster based partitioning for agent-based crowd simulations. , 2009, , .		12

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217	Implementation of Data Distribution Management services in a Service Oriented HLA RTI. , 2009, , .		4
218	Research issues in symbiotic simulation. , 2009, , .		19
219	Communication-Efficient Support for Spatial Filtering of State Updates in Distributed Virtual Environments. , 2009, , .		1
220	A Rule-Based Motion Planning for Crowd Simulation. , 2009, , .		14
221	Symbiotic Simulation Model Validation for Radiation Detection Applications. , 2009, , .		6
222	Message from Program Co-Chairs. , 2009, , .		0
223	A decoupled federate architecture for high level architecture-based distributed simulation. Journal of Parallel and Distributed Computing, 2008, 68, 1487-1503.	4.1	35
224	Agentâ€based human behavior modeling for crowd simulation. Computer Animation and Virtual Worlds, 2008, 19, 271-281.	1.2	94
225	Execution coordination in mobile agent-based distributed job workflow execution. Journal of Systems Architecture, 2008, 54, 944-956.	4.3	5
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