

Chun Yan Miao

List of Publications by Year in descending order

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314
papers

8,431
citations

76326

40
h-index

71685

76
g-index

325
all docs

325
docs citations

325
times ranked

7142
citing authors

#	ARTICLE	IF	CITATIONS
1	Brain-Inspired Search Engine Assistant Based on Knowledge Graph. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 4386-4400.	11.3	6
2	Stochastic Coded Offloading Scheme for Unmanned-Aerial-Vehicle-Assisted Edge Computing. IEEE Internet of Things Journal, 2023, 10, 5626-5643.	8.7	4
3	Decentralized Edge Intelligence: A Dynamic Resource Allocation Framework for Hierarchical Federated Learning. IEEE Transactions on Parallel and Distributed Systems, 2022, 33, 536-550.	5.6	124
4	EEG-Based Emotion Recognition Using Regularized Graph Neural Networks. IEEE Transactions on Affective Computing, 2022, 13, 1290-1301.	8.3	240
5	Auxiliary Learning for Relation Extraction. IEEE Transactions on Emerging Topics in Computational Intelligence, 2022, 6, 182-191.	4.9	13
6	When Information Freshness Meets Service Latency in Federated Learning: A Task-Aware Incentive Scheme for Smart Industries. IEEE Transactions on Industrial Informatics, 2022, 18, 457-466.	11.3	36
7	A Double Auction Mechanism for Resource Allocation in Coded Vehicular Edge Computing. IEEE Transactions on Vehicular Technology, 2022, 71, 1832-1845.	6.3	15
8	Dynamics in Coded Edge Computing for IoT: A Fractional Evolutionary Game Approach. IEEE Internet of Things Journal, 2022, 9, 13978-13994.	8.7	3
9	Heterogeneous star graph attention network for product attributes prediction. Advanced Engineering Informatics, 2022, 51, 101447.	8.0	11
10	Decomposing Generation Networks with Structure Prediction for Recipe Generation. Pattern Recognition, 2022, 126, 108578.	8.1	0
11	A Mining Strategy for Minimizing Waiting Time in Blockchains for Time-Sensitive Applications. Wireless Communications and Mobile Computing, 2022, 2022, 1-8.	1.2	2
12	HandGest: Hierarchical Sensing for Robust-in-the-Air Handwriting Recognition With Commodity WiFi Devices. IEEE Internet of Things Journal, 2022, 9, 19529-19544.	8.7	17
13	Acceptability and feasibility of a pilot randomized controlled trial of Narrative e-Writing Intervention (NeW-I) for parent-caregivers of children with chronic life-threatening illnesses in Singapore. BMC Palliative Care, 2022, 21, 59.	1.8	3
14	Federated Learning for Personalized Humor Recognition. ACM Transactions on Intelligent Systems and Technology, 2022, 13, 1-18.	4.5	5
15	Learning Structural Representations for Recipe Generation and Food Retrieval. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, , 1-15.	13.9	4
16	A Comparison of Web Services for Sentiment Analysis in Digital Mental Health Interventions. Lecture Notes in Computer Science, 2022, , 389-407.	1.3	0
17	DualCF: Efficient Model Extraction Attack from Counterfactual Explanations. , 2022, , .		3
18	CCLF: A Contrastive-Curiosity-Driven Learning Framework for Sample-Efficient Reinforcement Learning. , 2022, , .		1

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19	SimMC: Simple Masked Contrastive Learning of Skeleton Representations for Unsupervised Person Re-Identification. , 2022, , .		3
20	Enhancing Sequential Recommendation with Graph Contrastive Learning. , 2022, , .		18
21	UAV-Assisted Wireless Energy and Data Transfer With Deep Reinforcement Learning. IEEE Transactions on Cognitive Communications and Networking, 2021, 7, 85-99.	7.9	63
22	Federated Learning in the Sky: Aerial-Ground Air Quality Sensing Framework With UAV Swarms. IEEE Internet of Things Journal, 2021, 8, 9827-9837.	8.7	93
23	Contextualized Graph Attention Network for Recommendation with Item Knowledge Graph. IEEE Transactions on Knowledge and Data Engineering, 2021, , 1-1.	5.7	21
24	Learning Hierarchical Review Graph Representations for Recommendation. IEEE Transactions on Knowledge and Data Engineering, 2021, , 1-1.	5.7	11
25	Ping Pong: An Exergame for Cognitive Inhibition Training. International Journal of Human-Computer Interaction, 2021, 37, 1104-1115.	4.8	6
26	Optimizing Task Assignment for Reliable Blockchain-Empowered Federated Edge Learning. IEEE Transactions on Vehicular Technology, 2021, 70, 1910-1923.	6.3	53
27	Weakly-supervised sensor-based activity segmentation and recognition via learning from distributions. Artificial Intelligence, 2021, 292, 103429.	5.8	8
28	Joint Auction-Coalition Formation Framework for Communication-Efficient Federated Learning in UAV-Enabled Internet of Vehicles. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 2326-2344.	8.0	63
29	Towards Federated Learning in UAV-Enabled Internet of Vehicles: A Multi-Dimensional Contract-Matching Approach. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 5140-5154.	8.0	127
30	A Comprehensive Survey on Coded Distributed Computing: Fundamentals, Challenges, and Networking Applications. IEEE Communications Surveys and Tutorials, 2021, 23, 1800-1837.	39.4	38
31	UAV-Assisted Communication Efficient Federated Learning in the Era of the Artificial Intelligence of Things. IEEE Network, 2021, 35, 188-195.	6.9	29
32	Dynamic Contract Design for Federated Learning in Smart Healthcare Applications. IEEE Internet of Things Journal, 2021, 8, 16853-16862.	8.7	41
33	Dynamic Edge Association and Resource Allocation in Self-Organizing Hierarchical Federated Learning Networks. IEEE Journal on Selected Areas in Communications, 2021, 39, 3640-3653.	14.0	70
34	Noise-resistant Deep Metric Learning with Ranking-based Instance Selection. , 2021, , .		15
35	Reputation-aware Hedonic Coalition Formation for Efficient Serverless Hierarchical Federated Learning. IEEE Transactions on Parallel and Distributed Systems, 2021, , 1-1.	5.6	10
36	Dynamic Edge Association in Hierarchical Federated Learning Networks. , 2021, , .		0

#	ARTICLE	IF	CITATIONS
37	Exploring the use of Virtual Reality for Evaluating Activities of Daily Living: A Usability Study. , 2021, , .		0
38	Practices of Using Blockchain Technology in e-Learning. , 2021, , .		5
39	Accurate Markov Boundary Discovery for Causal Feature Selection. IEEE Transactions on Cybernetics, 2020, 50, 4983-4996.	9.5	49
40	BDANN: BERT-Based Domain Adaptation Neural Network for Multi-Modal Fake News Detection. , 2020, , .		43
41	Stack-VS: Stacked Visual-Semantic Attention for Image Caption Generation. IEEE Access, 2020, 8, 154953-154965.	4.2	12
42	Federated Learning in Mobile Edge Networks: A Comprehensive Survey. IEEE Communications Surveys and Tutorials, 2020, 22, 2031-2063.	39.4	1,098
43	Kernel-target alignment based non-linear metric learning. Neurocomputing, 2020, 411, 54-66.	5.9	4
44	Incentive Mechanism Design for Mobile Data Rewards using Multi-Dimensional Contract. , 2020, , .		5
45	Towards Secure and Efficient Equality Conjunction Search over Outsourced Databases. IEEE Transactions on Cloud Computing, 2020, , 1-1.	4.4	3
46	McDPC: multi-center density peak clustering. Neural Computing and Applications, 2020, 32, 13465-13478.	5.6	45
47	A systematic density-based clustering method using anchor points. Neurocomputing, 2020, 400, 352-370.	5.9	15
48	Hierarchical Incentive Mechanism Design for Federated Machine Learning in Mobile Networks. IEEE Internet of Things Journal, 2020, 7, 9575-9588.	8.7	121
49	A Novel Narrative E-Writing Intervention for Parents of Children With Chronic Life-Threatening Illnesses: Protocol for a Pilot, Open-Label Randomized Controlled Trial. JMIR Research Protocols, 2020, 9, e17561.	1.0	7
50	Learning Personalized Itemset Mapping for Cross-Domain Recommendation. , 2020, , .		26
51	An AI-empowered Visual Storyline Generator. , 2020, , .		0
52	Incentive Mechanism Design for Federated Learning in the Internet of Vehicles. , 2020, , .		5
53	The Aging of a Young Nation: Population Aging in Singapore. Gerontologist, The, 2019, 59, 401-410.	3.9	54
54	Hierarchical planning-based crowd formation. Computer Animation and Virtual Worlds, 2019, 30, e1875.	1.2	0

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55	Saliency-aware adaptive resonance theory for large-scale sparse data clustering. <i>Neural Networks</i> , 2019, 120, 143-157.	5.9	11
56	A Survey of Zero-Shot Learning. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2019, 10, 1-37.	4.5	245
57	An Affect-Rich Neural Conversational Model with Biased Attention and Weighted Cross-Entropy Loss. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , 2019, 33, 7492-7500.	4.9	34
58	Recommend interesting items: How can social curiosity help?. <i>Web Intelligence</i> , 2019, 17, 297-311.	0.2	0
59	Goal-Oriented Modelling for Virtual Assistants. , 2019, , .		2
60	Diabetic Retinopathy Classification Using an Efficient Convolutional Neural Network. , 2019, , .		16
61	REDPC: A residual error-based density peak clustering algorithm. <i>Neurocomputing</i> , 2019, 348, 82-96.	5.9	63
62	Ethically Aligned Opportunistic Scheduling for Productive Laziness. , 2019, , .		9
63	Towards Age-friendly Exergame Design. , 2019, , .		11
64	Learning Using Privileged Information for Food Recognition. , 2019, , .		29
65	PD-GAN: Adversarial Learning for Personalized Diversity-Promoting Recommendation. , 2019, , .		34
66	A Novel Distribution-Embedded Neural Network for Sensor-Based Activity Recognition. , 2019, , .		25
67	The Effect of Familiarity on Older Adults's™ Engagement in Exergames. <i>Lecture Notes in Computer Science</i> , 2019, , 277-288.	1.3	4
68	The Effects of Online Social Supports on Exercise Behavior. <i>Lecture Notes in Computer Science</i> , 2019, , 137-150.	1.3	0
69	Agent-based Decision Support for Pain Management in Primary Care Settings. , 2019, , .		1
70	Generating Persuasive Visual Storylines for Promotional Videos. , 2019, , .		4
71	Dynamic Generation of Internet of Things Organizational Structures Through Evolutionary Computing. <i>IEEE Internet of Things Journal</i> , 2018, 5, 943-954.	8.7	7
72	Second-Order Online Active Learning and Its Applications. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2018, 30, 1338-1351.	5.7	17

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73	Inferring Cognitive Wellness from Motor Patterns. IEEE Transactions on Knowledge and Data Engineering, 2018, 30, 2340-2353.	5.7	13
74	Distributed multi-task classification: a decentralized online learning approach. Machine Learning, 2018, 107, 727-747.	5.4	22
75	Optimal Electric Vehicle Fast Charging Station Placement Based on Game Theoretical Framework. IEEE Transactions on Intelligent Transportation Systems, 2018, 19, 2493-2504.	8.0	156
76	Gamified Rehabilitation for Pain Distraction in Total-Knee-Replacement Patients. , 2018, , .		1
77	CrowdMerge. , 2018, , .		1
78	Multi-Resident Activity Recognition with Unseen Classes in Smart Homes. , 2018, , .		6
79	Artificial Intelligence Powered MOOCs: A Brief Survey. , 2018, , .		7
80	Autonomous Agents in Snake Game via Deep Reinforcement Learning. , 2018, , .		9
81	Personalized Recommendation Considering Secondary Implicit Feedback. , 2018, , .		5
82	Activity Recognition in New Smart Home Environments. , 2018, , .		7
83	An interpretable neural fuzzy inference system for predictions of underpricing in initial public offerings. Neurocomputing, 2018, 319, 102-117.	5.9	12
84	A comprehensive exploration to the machine learning techniques for diabetes identification. , 2018, , .		52
85	Online Active Learning with Expert Advice. ACM Transactions on Knowledge Discovery From Data, 2018, 12, 1-22.	3.5	13
86	Constrained Texture Mapping via Approximate Voronoi Base Domain. , 2018, , .		1
87	Building Ethics into Artificial Intelligence. , 2018, , .		86
88	Usability Analysis of the Novel Functions to Assist the Senior Customers in Online Shopping. Lecture Notes in Computer Science, 2018, , 173-185.	1.3	2
89	Opportunistic Work-Rest Scheduling for Productive Aging. Lecture Notes in Computer Science, 2018, , 413-428.	1.3	0
90	Making Efficient Reputation-Aware Decisions in Multiagent Systems. , 2018, , 43-64.		0

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91	Towards online and personalized daily activity recognition, habit modeling, and anomaly detection for the solitary elderly through unobtrusive sensing. Multimedia Tools and Applications, 2017, 76, 10779-10799.	3.9	52
92	A dataset of human decision-making in teamwork management. Scientific Data, 2017, 4, 160127.	5.3	15
93	Query Diversity Schemes for Backscatter RFID Communications With Single-Antenna Tags. IEEE Transactions on Vehicular Technology, 2017, 66, 6932-6941.	6.3	14
94	Analyzing Sentiments in One Go: A Supervised Joint Topic Modeling Approach. IEEE Transactions on Knowledge and Data Engineering, 2017, 29, 1172-1185.	5.7	47
95	A social influence based trust model for recommender systems. Intelligent Data Analysis, 2017, 21, 263-277.	0.9	13
96	Crowd science and engineering: concept and research framework. International Journal of Crowd Science, 2017, 1, 2-8.	1.8	50
97	Algorithmic Management for Improving Collective Productivity in Crowdsourcing. Scientific Reports, 2017, 7, 12541.	3.3	24
98	Design Tradeoffs for Cloud-Based Ambient Assisted Living Systems. , 2017, , .		3
99	Towards Age-friendly E-commerce Through Crowd-Improved Speech Recognition, Multimodal Search, and Personalized Speech Feedback. , 2017, , .		5
100	Modeling uncertainty driven curiosity for social recommendation. , 2017, , .		6
101	Using Blockchain Technology to Build Trust in Sharing LoRaWAN IoT. , 2017, , .		72
102	Deep Model for Dropout Prediction in MOOCs. , 2017, , .		78
103	EEG-Based Emotion Recognition via Fast and Robust Feature Smoothing. Lecture Notes in Computer Science, 2017, , 83-92.	1.3	10
104	Fun-Knee: A novel smart knee sleeve for Total-Knee-Replacement rehabilitation with gamification. , 2017, , .		6
105	Large Scale Document Categorization With Fuzzy Clustering. IEEE Transactions on Fuzzy Systems, 2017, 25, 1239-1251.	9.8	39
106	PSDVec : A toolbox for incremental and scalable word embedding. Neurocomputing, 2017, 237, 405-409.	5.9	11
107	3D CNN Based Automatic Diagnosis of Attention Deficit Hyperactivity Disorder Using Functional and Structural MRI. IEEE Access, 2017, 5, 23626-23636.	4.2	227
108	Towards AI-powered personalization in MOOC learning. Npj Science of Learning, 2017, 2, 15.	2.8	59

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109	Crowd-enabled Pareto-Optimal Objects Finding Employing Multi-Pairwise-Comparison Questions. , 2017, , .		2
110	Robust human activity recognition using lesser number of wearable sensors. , 2017, , .		9
111	WiHACS: Leveraging WiFi for human activity classification using OFDM subcarriers' correlation. , 2017, , .		19
112	A novel density peak clustering algorithm based on squared residual error. , 2017, , .		7
113	Elderly friendliness evaluation of mobile assistants. , 2017, , .		4
114	Leveraging the trade-off between accuracy and interpretability in a hybrid intelligent system. , 2017, , .		0
115	PdAssist: Objective and quantified symptom assessment of Parkinson's disease via smartphone. , 2017, , .		4
116	Fuzzy logic based assessment on the adaptive level of rehabilitation exergames for the elderly. , 2017, , .		4
117	Zero-shot human activity recognition via nonlinear compatibility based method. , 2017, , .		13
118	Novel Functional Technologies for Age-Friendly E-commerce. Lecture Notes in Computer Science, 2017, , 150-158.	1.3	3
119	Neighborhood Regularized Logistic Matrix Factorization for Drug-Target Interaction Prediction. PLoS Computational Biology, 2016, 12, e1004760.	3.2	289
120	Balancing quality and budget considerations in mobile crowdsourcing. Decision Support Systems, 2016, 90, 56-64.	5.9	58
121	Detection of anomalies in activity patterns of lone occupants from electricity usage data. , 2016, , .		2
122	Prospective memory aid: A reminding model based on Fuzzy Cognitive Maps. , 2016, , .		2
123	Comparative study of machine learning algorithms for activity recognition with data sequence in home-like environment. , 2016, , .		6
124	SOAL: Second-Order Online Active Learning. , 2016, , .		8
125	Human-Centred Design for Silver Assistants. , 2016, , .		3
126	Crowd formation via hierarchical planning. , 2016, , .		2

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127	Prospective memory aid reminder system design for group tasks. , 2016, , .		0
128	A Social Curiosity Inspired Recommendation Model to Improve Precision, Coverage and Diversity. , 2016, , .		10
129	Towards Best Region Search for Data Exploration. , 2016, , .		60
130	A coarse-to-fine feature selection method for accurate detection of cerebral small vessel disease. , 2016, , .		4
131	Mitigating Herding in Hierarchical Crowdsourcing Networks. Scientific Reports, 2016, 6, 4.	3.3	110
132	A first step towards explained activity recognition with computational abstract argumentation. , 2016, , .		6
133	Learning to Find Topic Experts in Twitter via Different Relations. IEEE Transactions on Knowledge and Data Engineering, 2016, 28, 1764-1778.	5.7	29
134	Block-Level Unitary Query: Enabling Orthogonal-Like Space-Time Code With Query Diversity for MIMO Backscatter RFID. IEEE Transactions on Wireless Communications, 2016, 15, 1937-1949.	9.2	29
135	Online Multi-Modal Distance Metric Learning with Application to Image Retrieval. IEEE Transactions on Knowledge and Data Engineering, 2016, 28, 454-467.	5.7	64
136	Solving the initial value problem of discrete geodesics. CAD Computer Aided Design, 2016, 70, 144-152.	2.7	9
137	Towards Emotionally Intelligent Machines: Taking Social Contexts into Account. Lecture Notes in Computer Science, 2016, , 12-24.	1.3	1
138	Generative Topic Embedding: a Continuous Representation of Documents. , 2016, , .		58
139	Individual Judgments Versus Consensus. ACM Transactions on the Web, 2016, 10, 1-21.	2.5	9
140	An FCM-based Personalized Affective Model for Agile Software Development. , 2016, , .		0
141	A Reputation Revision Mechanism to Mitigate the Negative Effects of Misreported Ratings. , 2015, , .		0
142	An Agent-Based Game Platform for Exercising People's Prospective Memory. , 2015, , .		2
143	Unobtrusive Sensing Incremental Social Contexts Using Fuzzy Class Incremental Learning. , 2015, , .		32
144	A Coral Reef Algorithm Based on Learning Automata for the Coverage Control Problem of Heterogeneous Directional Sensor Networks. Sensors, 2015, 15, 30617-30635.	3.8	18

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145	Progressive Sequence Matching for ADL Plan Recommendation. , 2015, , .		2
146	Active Crowdsourcing for Annotation. , 2015, , .		4
147	An Incentive Mechanism to Elicit Truthful Opinions for Crowdsourced Multiple Choice Consensus Tasks. , 2015, , .		9
148	Non-contact driver cardiac physiological monitoring using video data. , 2015, , .		17
149	Modelling Composite Emotions in Affective Agents. , 2015, , .		2
150	Agent Augmented Inter-Generational Crowdsourcing. , 2015, , .		1
151	The Effects of Familiarity Design on the Adoption of Wellness Games by the Elderly. , 2015, , .		19
152	Automatic Sleep Arousal Detection Based on C-ELM. , 2015, , .		5
153	Modeling Curiosity in Virtual Companions to Improve Human Learners' Learning Experience. , 2015, , .		0
154	Online Multimodal Co-indexing and Retrieval of Weakly Labeled Web Image Collections. , 2015, , .		12
155	Accurate and Robust Moving-Object Segmentation for Telepresence Systems. ACM Transactions on Intelligent Systems and Technology, 2015, 6, 1-28.	4.5	6
156	Teachable Agents with Intrinsic Motivation. Lecture Notes in Computer Science, 2015, , 34-43.	1.3	4
157	Learning Relative Similarity from Data Streams. , 2015, , .		5
158	A Generative Word Embedding Model and its Low Rank Positive Semidefinite Solution. , 2015, , .		11
159	OS-ELM Based Emotion Recognition for Empathetic Elderly Companion. Proceedings in Adaptation, Learning and Optimization, 2015, , 331-341.	1.6	2
160	Exploiting Geographical Neighborhood Characteristics for Location Recommendation. , 2014, , .		234
161	Persuasive Teachable Agent with Goal Net. , 2014, , .		2
162	High-Dimensional Data Stream Classification via Sparse Online Learning. , 2014, , .		15

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163	AN INTEGRATED CLUSTERING-BASED APPROACH TO FILTERING UNFAIR MULTI-NOMINAL TESTIMONIES. Computational Intelligence, 2014, 30, 316-341.	3.2	26
164	Using goal net to model user stories in agile software development. , 2014, , .		20
165	Context-Aware Personal Information Retrieval From Multiple Social Networks. IEEE Computational Intelligence Magazine, 2014, 9, 18-28.	3.2	12
166	A fuzzy logic based Parkinson's Disease risk predictor. , 2014, , .		9
167	Incremental fuzzy clustering for document categorization. , 2014, , .		9
168	A Survey of Resource Management in Multi-Tier Web Applications. IEEE Communications Surveys and Tutorials, 2014, 16, 1574-1590.	39.4	64
169	Filtering trust opinions through reinforcement learning. Decision Support Systems, 2014, 66, 102-113.	5.9	29
170	Comparing the learning effectiveness of BP, ELM, I-ELM, and SVM for corporate credit ratings. Neurocomputing, 2014, 128, 285-295.	5.9	104
171	Studying task allocation decisions of novice agile teams with data from agile project management tools. , 2014, , .		19
172	A Social Trust Model Considering Trustees' Influence. Lecture Notes in Computer Science, 2014, , 357-364.	1.3	6
173	A TWO-STAGE WIN-WIN MULTIATTRIBUTE NEGOTIATION MODEL: OPTIMIZATION AND THEN CONCESSION. Computational Intelligence, 2013, 29, 577-626.	3.2	42
174	An Energy-Efficient Self-Adaptive Duty Cycle MAC Protocol for Traffic-Dynamic Wireless Sensor Networks. Wireless Personal Communications, 2013, 68, 1287-1315.	2.7	24
175	Curiosity. ACM Computing Surveys, 2013, 46, 1-26.	23.0	29
176	A Survey of Multi-Agent Trust Management Systems. IEEE Access, 2013, 1, 35-50.	4.2	166
177	Internet of Things Based Data Driven Storytelling for Supporting Social Connections. , 2013, , .		8
178	Modeling Curiosity-Related Emotions for Virtual Peer Learners. IEEE Computational Intelligence Magazine, 2013, 8, 50-62.	3.2	19
179	Adaptive goal selection for agents in dynamic environments. Knowledge and Information Systems, 2013, 37, 665-692.	3.2	2
180	Learning to name faces. , 2013, , .		16

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181	Personalized point-of-interest recommendation by mining users' preference transition. , 2013, , .		159
182	Persuasive Teachable Agent User Modeling. , 2013, , .		1
183	The Design of Persuasive Teachable Agent. , 2013, , .		2
184	Online multimodal deep similarity learning with application to image retrieval. , 2013, , .		123
185	FANS. , 2013, , .		7
186	Immersive Environments for Learning: Towards Holistic Curricula. New Frontiers of Educational Research, 2013, , 365-384.	0.4	0
187	A Dempster-Shafer theory based witness trustworthiness model to cope with unfair ratings in e-marketplace. , 2012, , .		7
188	A curious learning companion in Virtual Learning Environment. , 2012, , .		15
189	Challenges and Opportunities for Trust Management in Crowdsourcing. , 2012, , .		33
190	Authoring Educational Games through Affective Teachable Agent. , 2012, , .		2
191	A simple, general and robust trust agent to help elderly select online services. , 2012, , .		0
192	Trust-aware resource allocation in a cognitive radio system. , 2012, , .		6
193	A survey and projection on medium access control protocols for wireless sensor networks. ACM Computing Surveys, 2012, 45, 1-37.	23.0	290
194	KEMNAD: A KNOWLEDGE ENGINEERING METHODOLOGY FOR NEGOTIATING AGENT DEVELOPMENT. Computational Intelligence, 2012, 28, 51-105.	3.2	47
195	Author Name Disambiguation Using a New Categorical Distribution Similarity. Lecture Notes in Computer Science, 2012, , 569-584.	1.3	20
196	Towards an Integrated Design of Digital Library and Virtual Museum in the Heritage Preservation of the Chinese "Qipao": Lecture Notes in Computer Science, 2012, , 342-343.	1.3	3
197	Affective Teachable Agent in VLE: A Goal Oriented Approach. , 2011, , .		5
198	Scheduling in a cognitive radio network. , 2011, , .		0

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199	Dynamic witness selection for trustworthy distributed cooperative sensing in cognitive radio networks. , 2011, , .		19
200	An Extension to Fuzzy Cognitive Maps for Classification and Prediction. IEEE Transactions on Fuzzy Systems, 2011, 19, 116-135.	9.8	75
201	Motivation Based Goal Adoption for Autonomous Intelligent Agents. , 2011, , .		0
202	Trust-based web service selection in virtual communities. Web Intelligence and Agent Systems, 2011, 9, 227-238.	0.4	13
203	A new robust training algorithm for a class of single-hidden layer feedforward neural networks. Neurocomputing, 2011, 74, 2491-2501.	5.9	50
204	A probabilistic fuzzy approach to modeling nonlinear systems. Neurocomputing, 2011, 74, 1008-1025.	5.9	15
205	Minimizing the Number of Separating Circles for Two Sets of Points in the Plane. , 2011, , .		0
206	Train Fuzzy Cognitive Maps by gradient residual algorithm. , 2011, , .		3
207	A modified ELM algorithm for single-hidden layer feedforward neural networks with linear nodes. , 2011, , .		11
208	Performance of Adaptive Scheduling MAC (AS-MAC) protocol with different AS-period in multi-hop networks. , 2011, , .		0
209	A New Design of Sliding Mode Control Systems. Lecture Notes in Control and Information Sciences, 2011, , 151-167.	1.0	5
210	Agent-Mediated Immersion in Virtual World: The Implications for Science Learning. Lecture Notes in Computer Science, 2011, , 507-509.	1.3	1
211	Motivated Learning for Goal Selection in Goal Nets. , 2010, , .		3
212	An energy-efficient and low-latency MAC protocol with Adaptive Scheduling for multi-hop wireless sensor networks. Computer Communications, 2010, 33, 1452-1461.	5.1	37
213	A Survey of Trust and Reputation Management Systems in Wireless Communications. Proceedings of the IEEE, 2010, 98, 1755-1772.	21.3	215
214	Creating an Immersive Game World with Evolutionary Fuzzy Cognitive Maps. IEEE Computer Graphics and Applications, 2010, 30, 58-70.	1.2	26
215	Design of fuzzy cognitive maps using neural networks for predicting chaotic time series. Neural Networks, 2010, 23, 1264-1275.	5.9	40
216	Automated Verification of Goal Net Models. , 2010, , .		0

#	ARTICLE	IF	CITATIONS
217	Integrating human factors into nanotech sustainability assessment and communication. , 2010, , .		4
218	Resource Allocation in MU-OFDM Cognitive Radio Systems with Partial Channel State Information. Eurasip Journal on Wireless Communications and Networking, 2010, 2010, .	2.4	12
219	Resource Allocation in a Cognitive Radio System with Imperfect Channel State Estimation. Journal of Electrical and Computer Engineering, 2010, 2010, 1-5.	0.9	6
220	Credibility: How Agents Can Handle Unfair Third-Party Testimonies in Computational Trust Models. IEEE Transactions on Knowledge and Data Engineering, 2010, 22, 1286-1298.	5.7	22
221	How Fast Can a BDI Agent Respond?. , 2010, , .		3
222	An emotion aware agent platform for interactive storytelling and gaming. , 2010, , .		2
223	Agents as intelligent user interfaces for the net generation. , 2010, , .		14
224	DIRECT: Agent-Based Interactive Storytelling. , 2010, , .		2
225	Transformation of Cognitive Maps. IEEE Transactions on Fuzzy Systems, 2010, 18, 114-124.	9.8	48
226	Folksonomy-Based Ontological User Interest Profile Modeling and Its Application in Personalized Search. Lecture Notes in Computer Science, 2010, , 34-46.	1.3	12
227	Youth Olympic Village Co-space. , 2010, , .		1
228	Design Perspectives for Learning in Virtual Worlds. , 2010, , 111-141.		16
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