

Yan Chen

List of Publications by Year in descending order

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194
papers

4,990
citations

94433

37
h-index

110387

64
g-index

194
all docs

194
docs citations

194
times ranked

4153
citing authors

#	ARTICLE	IF	CITATIONS
1	Advances in Energy Harvesting Communications: Past, Present, and Future Challenges. IEEE Communications Surveys and Tutorials, 2016, 18, 1384-1412.	39.4	453
2	Deep Deterministic Policy Gradient (DDPG)-Based Energy Harvesting Wireless Communications. IEEE Internet of Things Journal, 2019, 6, 8577-8588.	8.7	184
3	Renewal-theoretical dynamic spectrum access in cognitive radio network with unknown primary behavior. IEEE Journal on Selected Areas in Communications, 2013, 31, 406-416.	14.0	177
4	Joint Spectrum Sensing and Access Evolutionary Game in Cognitive Radio Networks. IEEE Transactions on Wireless Communications, 2013, 12, 2470-2483.	9.2	175
5	Evolutionary Dynamics of Information Diffusion Over Social Networks. IEEE Transactions on Signal Processing, 2014, 62, 4573-4586.	5.3	141
6	Joint Power Allocation and Channel Assignment for NOMA With Deep Reinforcement Learning. IEEE Journal on Selected Areas in Communications, 2019, 37, 2200-2210.	14.0	129
7	A Time-Reversal Paradigm for Indoor Positioning System. IEEE Transactions on Vehicular Technology, 2015, 64, 1331-1339.	6.3	126
8	Time-Reversal Wideband Communications. IEEE Signal Processing Letters, 2013, 20, 1219-1222.	3.6	115
9	Graphical Evolutionary Game for Information Diffusion Over Social Networks. IEEE Journal on Selected Topics in Signal Processing, 2014, 8, 524-536.	10.8	115
10	Time-Reversal Wireless Paradigm for Green Internet of Things: An Overview. IEEE Internet of Things Journal, 2014, 1, 81-98.	8.7	110
11	Achieving Centimeter Accuracy Indoor Localization on WiFi Platforms: A Frequency Hopping Approach. IEEE Internet of Things Journal, 2016, , 1-1.	8.7	105
12	BreathTrack: Tracking Indoor Human Breath Status via Commodity WiFi. IEEE Internet of Things Journal, 2019, 6, 3899-3911.	8.7	103
13	TR-BREATH: Time-Reversal Breathing Rate Estimation and Detection. IEEE Transactions on Biomedical Engineering, 2018, 65, 489-501.	4.2	92
14	Data-Driven Stochastic Models and Policies for Energy Harvesting Sensor Communications. IEEE Journal on Selected Areas in Communications, 2015, , 1-1.	14.0	89
15	WiFi Vision: Sensing, Recognition, and Detection With Commodity MIMO-OFDM WiFi. IEEE Internet of Things Journal, 2020, 7, 8296-8317.	8.7	83
16	Video Error Concealment Using Spatio-Temporal Boundary Matching and Partial Differential Equation. IEEE Transactions on Multimedia, 2008, 10, 2-15.	7.2	82
17	Spectrum Auction Games for Multimedia Streaming Over Cognitive Radio Networks. IEEE Transactions on Communications, 2010, 58, 2381-2390.	7.8	80
18	Security Analysis of Multimedia Encryption Schemes Based on Multiple Huffman Table. IEEE Signal Processing Letters, 2007, 14, 201-204.	3.6	76

#	ARTICLE	IF	CITATIONS
19	Indirect Reciprocity Security Game for Large-Scale Wireless Networks. IEEE Transactions on Information Forensics and Security, 2012, 7, 1368-1380.	6.9	74
20	Privacy or Utility in Data Collection? A Contract Theoretic Approach. IEEE Journal on Selected Topics in Signal Processing, 2015, 9, 1256-1269.	10.8	74
21	Achieving Centimeter Accuracy Indoor Localization on WiFi Platforms: An Multi-Antenna Approach. IEEE Internet of Things Journal, 2016, , 1-1.	8.7	72
22	Distributed Adaptive Networks: A Graphical Evolutionary Game-Theoretic View. IEEE Transactions on Signal Processing, 2013, 61, 5675-5688.	5.3	64
23	Indirect Reciprocity Game Modelling for Cooperation Stimulation in Cognitive Networks. IEEE Transactions on Communications, 2011, 59, 159-168.	7.8	62
24	Radio Biometrics: Human Recognition Through a Wall. IEEE Transactions on Information Forensics and Security, 2017, 12, 1141-1155.	6.9	58
25	On Energy Harvesting Gain and Diversity Analysis in Cooperative Communications. IEEE Journal on Selected Areas in Communications, 2015, 33, 2641-2657.	14.0	54
26	Dynamic Chinese Restaurant Game: Theory and Application to Cognitive Radio Networks. IEEE Transactions on Wireless Communications, 2014, 13, 1960-1973.	9.2	52
27	High accuracy indoor localization: A WiFi-based approach. , 2016, , .		51
28	Optimal Pricing Strategy for Operators in Cognitive Femtocell Networks. IEEE Transactions on Wireless Communications, 2014, 13, 5288-5301.	9.2	50
29	A Framework for Categorizing and Applying Privacy-Preservation Techniques in Big Data Mining. Computer, 2016, 49, 54-62.	1.1	49
30	Data Trading With Multiple Owners, Collectors, and Users: An Iterative Auction Mechanism. IEEE Transactions on Signal and Information Processing Over Networks, 2017, 3, 268-281.	2.8	49
31	Cooperative peer-to-peer streaming: An evolutionary game-theoretic approach. IEEE Transactions on Circuits and Systems for Video Technology, 2010, 20, 1346-1357.	8.3	45
32	Why Time Reversal for Future 5G Wireless? [Perspectives]. IEEE Signal Processing Magazine, 2016, 33, 17-26.	5.6	45
33	Lyapunov Optimization for Energy Harvesting Wireless Sensor Communications. IEEE Internet of Things Journal, 2018, 5, 1947-1956.	8.7	45
34	A data analytic approach to quantifying scientific impact. Journal of Informetrics, 2016, 10, 471-484.	2.9	43
35	Multiuser rate allocation games for multimedia communications. IEEE Transactions on Multimedia, 2009, 11, 1170-1181.	7.2	40
36	Multi-Channel Sensing and Access Game: Bayesian Social Learning with Negative Network Externality. IEEE Transactions on Wireless Communications, 2014, 13, 2176-2188.	9.2	39

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37	On Cost-Effective Incentive Mechanisms in Microtask Crowdsourcing. IEEE Transactions on Games, 2015, 7, 3-15.	1.4	39
38	MTrack: Tracking Multiperson Moving Trajectories and Vital Signs With Radio Signals. IEEE Internet of Things Journal, 2021, 8, 3904-3914.	8.7	37
39	Power Waveforming: Wireless Power Transfer Beyond Time Reversal. IEEE Transactions on Signal Processing, 2016, 64, 5819-5834.	5.3	36
40	Calibrating Phase Offsets for Commodity WiFi. IEEE Systems Journal, 2020, 14, 661-664.	4.6	36
41	Energy-efficient cellular network operation via base station cooperation. , 2012, , .		33
42	A contract-based approach for ancillary services in V2G networks: Optimality and learning. , 2013, , .		33
43	Sequential Chinese Restaurant Game. IEEE Transactions on Signal Processing, 2013, 61, 571-584.	5.3	33
44	On Outage Probability for Two-Way Relay Networks With Stochastic Energy Harvesting. IEEE Transactions on Communications, 2016, 64, 1901-1915.	7.8	31
45	Wireless Access Network Selection Game with Negative Network Externality. IEEE Transactions on Wireless Communications, 2013, 12, 5048-5060.	9.2	30
46	Indoor Global Positioning System with Centimeter Accuracy Using Wi-Fi [Applications Corner]. IEEE Signal Processing Magazine, 2016, 33, 128-134.	5.6	30
47	TRIEDS: Wireless Events Detection Through the Wall. IEEE Internet of Things Journal, 2017, 4, 723-735.	8.7	30
48	Lyapunov Optimized Cooperative Communications With Stochastic Energy Harvesting Relay. IEEE Internet of Things Journal, 2018, 5, 1323-1333.	8.7	30
49	Enabling Heterogeneous Connectivity in Internet of Things: A Time-Reversal Approach. IEEE Internet of Things Journal, 2016, 3, 1036-1047.	8.7	29
50	Data-Driven Auction Mechanism Design in IaaS Cloud Computing. IEEE Transactions on Services Computing, 2018, 11, 743-756.	4.6	29
51	Data-Driven Optimal Throughput Analysis for Route Selection in Cognitive Vehicular Networks. IEEE Journal on Selected Areas in Communications, 2014, 32, 2149-2162.	14.0	28
52	Residual Carrier Frequency Offset Estimation and Compensation for Commodity WiFi. IEEE Transactions on Mobile Computing, 2020, 19, 2891-2902.	5.8	27
53	Distributed State Estimation With Dimension Reduction Preprocessing. IEEE Transactions on Signal Processing, 2014, 62, 3098-3110.	5.3	26
54	Cluster-Oriented Device-to-Device Multimedia Communications: Joint Power, Bandwidth, and Link Selection Optimization. IEEE Transactions on Vehicular Technology, 2018, 67, 1570-1581.	6.3	26

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55	A cheat-proof game theoretic demand response scheme for smart grids. , 2012, , .		25
56	Maximizing Network Capacity with Optimal Source Selection: A Network Science Perspective. IEEE Signal Processing Letters, 2015, 22, 938-942.	3.6	25
57	Evolutionary Information Diffusion over Heterogeneous Social Networks. IEEE Transactions on Signal and Information Processing Over Networks, 2016, , 1-1.	2.8	25
58	User Participation in Collaborative Filtering-Based Recommendation Systems: A Game Theoretic Approach. IEEE Transactions on Cybernetics, 2019, 49, 1339-1352.	9.5	25
59	Chinese Restaurant Game. IEEE Signal Processing Letters, 2012, 19, 898-901.	3.6	24
60	Multitarget AOA Estimation Using Wideband LFM CW Signal and Two Receiver Antennas. IEEE Transactions on Vehicular Technology, 2018, 67, 7101-7112.	6.3	24
61	Indian Buffet Game With Negative Network Externality and Non-Bayesian Social Learning. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2015, 45, 609-623.	9.3	23
62	Time-Reversal Massive Multipath Effect: A Single-Antenna "Massive MIMO" Solution. IEEE Transactions on Communications, 2016, 64, 3382-3394.	7.8	23
63	Optimal Power and Bandwidth Allocation for Multiuser Video Streaming in UAV Relay Networks. IEEE Transactions on Vehicular Technology, 2020, 69, 6644-6655.	6.3	23
64	An Indirect-Reciprocity Reputation Game for Cooperation in Dynamic Spectrum Access Networks. IEEE Transactions on Wireless Communications, 2012, 11, 4328-4341.	9.2	22
65	Cooperation Stimulation for Multiuser Cooperative Communications Using Indirect Reciprocity Game. IEEE Transactions on Communications, 2012, 60, 3650-3661.	7.8	21
66	Understanding Microeconomic Behaviors in Social Networking: An engineering view. IEEE Signal Processing Magazine, 2012, 29, 53-64.	5.6	21
67	Cognitive Radio Networks With Heterogeneous Users: How to Procure and Price the Spectrum?. IEEE Transactions on Wireless Communications, 2015, 14, 1676-1688.	9.2	21
68	Successive refinement based Wyner's Ziv video compression. Signal Processing: Image Communication, 2010, 25, 47-63.	3.2	20
69	On Outage Probability for Stochastic Energy Harvesting Communications in Fading Channels. IEEE Signal Processing Letters, 2015, 22, 1893-1897.	3.6	20
70	Network economics in cognitive networks. , 2015, 53, 75-81.		20
71	Detectability of the Order of Operations: An Information Theoretic Approach. IEEE Transactions on Information Forensics and Security, 2016, 11, 823-836.	6.9	20
72	SpeedNet: Indoor Speed Estimation With Radio Signals. IEEE Internet of Things Journal, 2021, 8, 2762-2774.	8.7	20

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73	Scalable Video Multicasting: A Stochastic Game Approach With Optimal Pricing. IEEE Transactions on Wireless Communications, 2015, 14, 2353-2367.	9.2	17
74	MCast: High-Quality Linear Video Transmission With Time and Frequency Diversities. IEEE Transactions on Image Processing, 2018, 27, 3599-3610.	9.8	17
75	Passive Non-Line-of-Sight Imaging Using Optimal Transport. IEEE Transactions on Image Processing, 2022, 31, 110-124.	9.8	17
76	Energy efficient cooperative communications using coalition formation games. Computer Networks, 2014, 58, 228-238.	5.1	16
77	An evolutionary game-theoretic approach for image interpolation. , 2011, , .		15
78	Image Denoising Games. IEEE Transactions on Circuits and Systems for Video Technology, 2013, 23, 1704-1716.	8.3	15
79	Performance Analysis for Two-Way Network-Coded Dual-Relay Networks With Stochastic Energy Harvesting. IEEE Transactions on Wireless Communications, 2017, 16, 5747-5761.	9.2	15
80	Lyapunov-Optimized Two-Way Relay Networks With Stochastic Energy Harvesting. IEEE Transactions on Wireless Communications, 2018, 17, 6280-6292.	9.2	15
81	Lyapunov Optimized Resource Management for Multiuser Mobile Video Streaming. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 1795-1805.	8.3	15
82	Multi-person breathing rate estimation using time-reversal on WiFi platforms. , 2016, , .		14
83	Energy-Efficient Noncooperative Power Control in Small-Cell Networks. IEEE Transactions on Vehicular Technology, 2017, 66, 7540-7547.	6.3	14
84	Joint Demosaicing and Subpixel-Based Down-Sampling for Bayer Images: A Fast Frequency-Domain Analysis Approach. IEEE Transactions on Multimedia, 2012, 14, 1359-1369.	7.2	13
85	Nanoscale molecular communication networks: a game-theoretic perspective. Eurasip Journal on Advances in Signal Processing, 2015, 2015, .	1.7	13
86	Smart Evolution for Information Diffusion Over Social Networks. IEEE Transactions on Information Forensics and Security, 2021, 16, 1203-1217.	6.9	13
87	Network Formation Games in Cooperative MIMO Interference Systems. IEEE Transactions on Wireless Communications, 2014, 13, 1140-1152.	9.2	12
88	MUcast: Linear Uncoded Multiuser Video Streaming With Channel Assignment and Power Allocation Optimization. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 1136-1146.	8.3	12
89	Game-Theoretic Cross Social Media Analytic: How Yelp Ratings Affect Deal Selection on Groupon?. IEEE Transactions on Knowledge and Data Engineering, 2018, 30, 908-921.	5.7	11
90	On the achievable sum rate for two-way relay networks with stochastic energy harvesting. , 2014, , .		10

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91	Modeling information diffusion dynamics over social networks. , 2014, , .		10
92	On Antiforensic Concealability With Rate-Distortion Tradeoff. IEEE Transactions on Image Processing, 2015, 24, 1087-1100.	9.8	10
93	Understanding Sequential User Behavior in Social Computing: To Answer or to Vote?. IEEE Transactions on Network Science and Engineering, 2015, 2, 112-126.	6.4	10
94	Analysis of Information Diffusion with Irrational Users: A Graphical Evolutionary Game Approach. , 2019, , .		10
95	Indirect-Reciprocity Data Fusion Game and Application to Cooperative Spectrum Sensing. IEEE Transactions on Wireless Communications, 2017, 16, 6571-6585.	9.2	10
96	Risk-Distortion Analysis for Video Collusion Attacks: A Mouse-and-Cat Game. IEEE Transactions on Image Processing, 2010, 19, 1798-1807.	9.8	9
97	Dynamic Chinese Restaurant Game in cognitive radio networks. , 2013, , .		9
98	Anti-cheating prosumer energy exchange based on indirect reciprocity. , 2014, , .		9
99	Indoor GPS with centimeter accuracy using WiFi. , 2016, , .		9
100	Stable Throughput Region and Admission Control for Device-to-Device Cellular Coexisting Networks. IEEE Transactions on Wireless Communications, 2016, 15, 2809-2824.	9.2	9
101	Decision Learning : Data analytic learning with strategic decision making. IEEE Signal Processing Magazine, 2016, 33, 37-56.	5.6	9
102	RFMask: A Simple Baseline for Human Silhouette Segmentation With Radio Signals. IEEE Transactions on Multimedia, 2023, 25, 4730-4741.	7.2	9
103	Analysis of interference in cognitive radio networks with unknown primary behavior. , 2012, , .		8
104	Optimal pricing in stochastic scalable video coding multicasting system. , 2013, , .		8
105	Inter-user interference in molecular communication networks. , 2014, , .		8
106	On the Equivalence of Evolutionary Stable Strategies. IEEE Communications Letters, 2014, 18, 995-998.	4.1	8
107	Data-Driven Stochastic Scheduling and Dynamic Auction in IaaS. , 2015, , .		8
108	Pricing Game for Time Mute in Femto-Macro Coexistent Networks. IEEE Transactions on Wireless Communications, 2015, 14, 2118-2130.	9.2	8

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109	Time-reversal indoor positioning with centimeter accuracy using multi-antenna WiFi. , 2016, , .		8
110	Combating Strong“Weak Spatial“Temporal Resonances in Time-Reversal Uplinks. IEEE Transactions on Wireless Communications, 2016, 15, 568-580.	9.2	8
111	Time-Reversal Tunneling Effects for Cloud Radio Access Network. IEEE Transactions on Wireless Communications, 2016, 15, 3030-3043.	9.2	8
112	High Resolution Carrier Frequency Offset Estimation in Time-Reversal Wideband Communications. IEEE Transactions on Communications, 2018, 66, 2191-2205.	7.8	8
113	Indirect reciprocity game modelling for secure wireless networks. , 2012, , .		7
114	An iterative auction mechanism for data trading. , 2017, , .		7
115	Learning and decision making with negative externality for opportunistic spectrum access. , 2012, , .		6
116	Non-Cooperative Feedback Control Game for Secondary Transmitter in Cognitive Radio Network. IEEE Signal Processing Letters, 2013, 20, 571-574.	3.6	6
117	Information theoretical limit of compression forensics. , 2014, , .		6
118	Realizing Massive MIMO Effect Using a Single Antenna: A Time-Reversal Approach. , 2016, , .		6
119	Information Theoretical Limit of Media Forensics: The Forensicability. IEEE Transactions on Information Forensics and Security, 2016, 11, 774-788.	6.9	6
120	Multi-Principal Multi-Agent Contract Design: Theory and Application to Device-to-Device Communications. IEEE Transactions on Vehicular Technology, 2019, 68, 2535-2544.	6.3	6
121	Real-Time Fall Detection Using Mmwave Radar. , 2022, , .		6
122	A game-theoretic framework for multi-user multimedia rate allocation. , 2009, , .		5
123	Wyner“Ziv-based bidirectionally decodable video coding. Journal of Visual Communication and Image Representation, 2009, 20, 365-376.	2.8	5
124	A renewal-theoretical framework for dynamic spectrum access with unknown primary behavior. , 2012, , .		5
125	Wireless Network Association Game With Data-Driven Statistical Modeling. IEEE Transactions on Wireless Communications, 2016, 15, 512-524.	9.2	5
126	An epidemic model for correlated information diffusion in crowd intelligence networks. International Journal of Crowd Science, 2019, 3, 168-183.	1.8	5

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127	A game theoretical approach for image denoising. , 2010, , .		4
128	Optimal contract design for ancillary services in vehicle-to-grid networks. , 2012, , .		4
129	Concealability-rate-distortion tradeoff in image compression anti-forensics. , 2013, , .		4
130	Spectrum trading in heterogeneous cognitive radio networks. , 2014, , .		4
131	Game theoretic Markov decision processes for optimal decision making in social systems. , 2014, , .		4
132	Incentive compatible demand response games for distributed load prediction in smart grids. APSIPA Transactions on Signal and Information Processing, 2014, 3, .	3.3	4
133	A Chinese restaurant game for learning and decision making in cognitive radio networks. Computer Networks, 2015, 91, 117-134.	5.1	4
134	Waveform Design for High-Order QAM Faster-Than-Nyquist Transmission in the Presence of Phase Noise. IEEE Transactions on Wireless Communications, 2022, 21, 2-17.	9.2	4
135	Pushing the Limit of Phase Offset for Contactless Sensing Using Commodity Wifi. , 2021, , .		4
136	Simultaneous RD-optimized rate control and video de-noising. Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing, 2008, , .	1.8	3
137	Cooperation stimulation in cooperative communications: An indirect reciprocity game. , 2012, , .		3
138	An indirect reciprocity game theoretic framework for dynamic spectrum access. , 2012, , .		3
139	Evolutionary social information diffusion analysis. , 2014, , .		3
140	An evolutionary game-theoretic modeling for heterogeneous information diffusion. , 2014, , .		3
141	An information theoretic framework for order of operations forensics. , 2016, , .		3
142	Hidden Chinese Restaurant Game: Grand Information Extraction for Stochastic Network Learning. IEEE Transactions on Signal and Information Processing Over Networks, 2017, 3, 330-345.	2.8	3
143	Waveforming Optimizations for Time-Reversal Cloud Radio Access Networks. IEEE Transactions on Communications, 2018, 66, 382-393.	7.8	3
144	Bidirectionally decodable Wyner-Ziv video coding. , 2008, , .		2

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145	Simultaneous MAP-Based Video Denoising and Rate-Distortion Optimized Video Encoding. IEEE Transactions on Circuits and Systems for Video Technology, 2009, 19, 15-26.	8.3	2
146	Evolutionary games for cooperative P2P video streaming. , 2010, , .		2
147	An auction-based framework for multimedia streaming over cognitive radio networks. , 2010, , .		2
148	Indian Buffet Game with non-Bayesian social learning. , 2013, , .		2
149	Cognitive femtocell market: How to price?. , 2014, , .		2
150	Radio shot: Through-the-wall human recognition. , 2016, , .		2
151	Transmission Policy of Two-Way Relay Networks With Multiple Stochastic Energy Harvesting Nodes. IEEE Access, 2019, 7, 76967-76984.	4.2	2
152	Controlling Information Diffusion with Irrational Users. , 2019, , .		2
153	Graphical Evolutionary Game Theoretic Analysis of Super Users in Information Diffusion. , 2020, , .		2
154	Wyner-Ziv Successive Refinement of Video and Rate Distortion Analysis. , 2007, , .		1
155	Cooperation Stimulation in Cognitive Networks Using Indirect Reciprocity Game Modelling. , 2010, , .		1
156	A cheat-proof game-theoretic framework for cooperative peer-to-peer video streaming. , 2012, , .		1
157	Distributed state estimation with lossy measurement compression in smart grid. , 2013, , .		1
158	Evolutionary game for joint spectrum sensing and access in cognitive radio networks. , 2013, , .		1
159	MIMO interference cancelation via network formation game. , 2013, , .		1
160	Data-driven stochastic scheduling for solar-powered sensor communications. , 2014, , .		1
161	Diversity analysis for two-way multi-relay networks with stochastic energy harvesting. , 2015, , .		1
162	Optimal pricing for interference control in time-reversal device-to-device uplinks. , 2015, , .		1

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163	Community detection game. , 2016, , .		1
164	Understanding Popularity Dynamics: Decision-Making With Long-Term Incentives. IEEE Transactions on Signal and Information Processing Over Networks, 2017, 3, 91-103.	2.8	1
165	Outage Probability for Two-Way Relay Networks with Stochastic Energy Harvesting Source Nodes. , 2018, , .		1
166	Community detection in networks: a game-theoretic framework. Eurasip Journal on Advances in Signal Processing, 2019, 2019, .	1.7	1
167	Evolutionary information dynamics over social networks: a review. International Journal of Crowd Science, 2020, 4, 45-59.	1.8	1
168	Analysis of Super Users in Information Diffusion. Lecture Notes in Social Networks, 2020, , 107-130.	0.1	1
169	Estimating Indoor Human Speed via Radio Signals. , 2020, , .		1
170	Risk-distortion analysis for video collusion attack. , 2009, , .		0
171	Coalition formation games for energy-efficient wireless network cocast. , 2011, , .		0
172	Diffusion analysis of distributed adaptive networks with graphical evolutionary game. , 2013, , .		0
173	Graphical evolutionary game theoretic framework for distributed adaptive filter networks. , 2013, , .		0
174	Time-reversal with limited signature precision: Tradeoff between complexity and performance. , 2014, , .		0
175	Sequential multi-channel access game in distributed cognitive radio networks. , 2014, , .		0
176	Joint power control and signature design for time-reversal uplinks. , 2015, , .		0
177	Accurate carrier frequency offset estimation in time-reversal communications. , 2015, , .		0
178	Interference model and analysis on device-to-device cellular coexist networks. , 2015, , .		0
179	Outage probability for two-way solar-powered relay networks with stochastic scheduling. , 2015, , .		0
180	Interference Alleviation for Time-Reversal Cloud Radio Access Network. , 2016, , .		0

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181	A game-theoretic modeling of popularity dynamics. , 2016, , .		0
182	Time reversal based wireless events detection. , 2017, , .		0
183	Exploiting Channel Assignment and Power Allocation for Linear Uncoded Multiuser Video Streaming. , 2019, , .		0
184	RESOURCE ALLOCATION FOR MULTIUSER VIDEO STREAMING IN UAV RELAY NETWORKS. , 2019, , .		0
185	Measuring the Hazard of Malicious Nodes in Information Diffusion over Social Networks. , 2019, , .		0
186	Modeling Content Interaction in Information Diffusion with Pre-trained Sentence Embedding. , 2019, , .		0
187	Modeling Multi-source Information Diffusion: A Graphical Evolutionary Game Approach. , 2019, , .		0
188	Behavior and Evolutionary Dynamics in Crowd Networks. Lecture Notes in Social Networks, 2020, , .	0.1	0
189	Heegard-Berger Video Coding Using LMMSE Estimator. Lecture Notes in Computer Science, 2006, , 122-130.	1.3	0
190	Diffusion of Multi-source Correlated Information. Lecture Notes in Social Networks, 2020, , 85-105.	0.1	0
191	Evolutionary Dynamics with Rational Users. Lecture Notes in Social Networks, 2020, , 7-30.	0.1	0
192	â€œIrrationalâ€•Behavior Analysis. Lecture Notes in Social Networks, 2020, , 31-56.	0.1	0
193	â€œSmartâ€•Evolution with Indirect Reciprocity. Lecture Notes in Social Networks, 2020, , 57-84.	0.1	0
194	Personalized Fashion Recommendation with Discrete Content-based Tensor Factorization. IEEE Transactions on Multimedia, 2022, , 1-12.	7.2	0