## **Claudio Fiandrino**

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	A Survey on Mobile Crowdsensing Systems: Challenges, Solutions, and Opportunities. IEEE Communications Surveys and Tutorials, 2019, 21, 2419-2465.	39.4	334
2	CrowdSenSim: a Simulation Platform for Mobile Crowdsensing in Realistic Urban Environments. IEEE Access, 2017, 5, 3490-3503.	4.2	92
3	Performance and Energy Efficiency Metrics for Communication Systems of Cloud Computing Data Centers. IEEE Transactions on Cloud Computing, 2017, 5, 738-750.	4.4	71
4	Intelligent Gaming for Mobile Crowd-Sensing Participants to Acquire Trustworthy Big Data in the Internet of Things. IEEE Access, 2017, 5, 22209-22223.	4.2	63
5	A Cost-Effective Distributed Framework for Data Collection in Cloud-Based Mobile Crowd Sensing Architectures. IEEE Transactions on Sustainable Computing, 2017, 2, 3-16.	3.1	62
6	Sociability-Driven Framework for Data Acquisition in Mobile Crowdsensing Over FogÂComputing Platforms for Smart Cities. IEEE Transactions on Sustainable Computing, 2017, 2, 345-358.	3.1	38
7	Smart Probabilistic Fingerprinting for Indoor Localization over Fog Computing Platforms. , 2016, , .		33
8	Energy-Efficient Computation Offloading for Wearable Devices and Smartphones in Mobile Cloud Computing. , 2015, , .		32
9	Analysis of TCP Performance in 5G mm-Wave Mobile Networks. , 2019, , .		31
10	On blockchain integration into mobile crowdsensing via smart embedded devices: A comprehensive survey. Journal of Systems Architecture, 2021, 115, 102011.	4.3	31
11	Profiling Performance of Application Partitioning for Wearable Devices in Mobile Cloud and Fog Computing. IEEE Access, 2019, 7, 12156-12166.	4.2	28
12	Cost analysis of smart lighting solutions for smart cities. , 2017, , .		27
13	Scaling Millimeter-Wave Networks to Dense Deployments and Dynamic Environments. Proceedings of the IEEE, 2019, 107, 732-745.	21.3	25
14	Sociability-Driven User Recruitment in Mobile Crowdsensing Internet of Things Platforms. , 2016, , .		24
15	A Machine-Learning-Based Framework for Optimizing the Operation of Future Networks. IEEE Communications Magazine, 2020, 58, 20-25.	6.1	23
16	Game-Theoretic Recruitment of Sensing Service Providers for Trustworthy Cloud-Centric Internet-of-Things (IoT) Applications. , 2016, , .		21
17	Why energy matters? Profiling energy consumption of mobile crowdsensing dataÂcollection frameworks. Pervasive and Mobile Computing, 2018, 51, 193-208.	3.3	20

18 Network-assisted offloading for mobile cloud applications. , 2015, , .

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#	Article	IF	CITATIONS
19	Energy efficient data collection in opportunistic mobile crowdsensing architectures for smart cities. , 2017, , .		17
20	High-Precision Design of Pedestrian Mobility for Smart City Simulators. , 2018, , .		15
21	Power comparison of cloud data center architectures. , 2016, , .		13
22	Profiling Energy Efficiency of Mobile Crowdsensing Data Collection Frameworks for Smart City Applications. , 2018, , .		13
23	openLEON: An end-to-end emulation platform from the edge data center to the mobile user. Computer Communications, 2019, 148, 17-26.	5.1	12
24	Assessing Performance of Internet of Things-Based Mobile Crowdsensing Systems for Sensing as a Service Applications in Smart Cities. , 2016, , .		11
25	On the Energy-Proportionality ofÂDataÂCenterÂNetworks. IEEE Transactions on Sustainable Computing, 2017, 2, 197-210.	3.1	11
26	CrowdSenSim 2.0. , 2019, , .		8
27	Toward native explainable and robust AI in 6G networks: Current state, challenges and road ahead. Computer Communications, 2022, 193, 47-52.	5.1	8
28	Collaborative Data Delivery for Smart City-Oriented Mobile Crowdsensing Systems. , 2018, , .		7
29	The Impact of Human Mobility on Edge Data Center Deployment in Urban Environments. , 2019, , .		7
30	Mobility-Driven and Energy-Efficient Deployment of Edge Data Centers in Urban Environments. IEEE Transactions on Sustainable Computing, 2022, 7, 736-748.	3.1	7
31	Crowdsensed Data Learning-Driven Prediction of Local Businesses Attractiveness in Smart Cities. , 2019, , .		6
32	The Impact of SARS-COVID-19 Outbreak on European Cities Urban Mobility. Frontiers in Future Transportation, 2021, 2, .	1.8	5
33	A mobility-based deployment strategy for edge data centers. Journal of Parallel and Distributed Computing, 2022, 164, 133-141.	4.1	5
34	NC-CELL: Network coding-based content distribution in cellular networks for cloud applications. , 2014, , .		4
35	Performance Metrics for Data Center Communication Systems. , 2015, , .		3
36	Characterizing RNTI Allocation and Management in Mobile Networks. , 2021, , .		3

#	Article	IF	CITATIONS
37	On the Efficiency of Service and Data Handoff Protocols in Edge Computing Systems. , 2021, , .		3
38	Performance evaluation of hybrid crowdsensing systems with stateful CrowdSenSim 2.0 simulator. Computer Communications, 2020, 161, 225-237.	5.1	2
39	Traffic-Driven Sounding Reference Signal Resource Allocation in (Beyond) 5G Networks. , 2021, , .		2
40	Energy-Efficient Computation Offloading for Wearable Devices and Smartphones in Mobile Cloud Computing. , 2014, , .		1
41	OpenLEON. , 2018, , .		1
42	Crowdsensing architectures for smart cities. , 2020, , 527-542.		1
43	Event-Based Vision: Understanding Network Traffic Characteristics. , 2020, , .		1
44	OctoMap: Supporting Service Function Chaining via Supervised Learning and Online Contextual Bandit. , 2021, , .		1
45	Network coding-based content distribution in cellular access networks. , 2016, , .		0
46	pDCell. , 2019, , .		0
47	Enriching Remote Control Applications with Fog Computing. Advances in Intelligent Systems and Computing, 2018, , 475-486.	0.6	0
48	The CORONA business in modern cities. , 2020, , .		0