Claudio Fiandrino

List of Publications by Year
in descending order

48	1,140	840776	839539
papers	citations	11 h-index	18 g-index

48	48	48	1175
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	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
2	A mobility-based deployment strategy for edge data centers. Journal of Parallel and Distributed Computing, 2022, 164, 133-141.	4.1	5
3	Toward native explainable and robust AI in 6G networks: Current state, challenges and road ahead. Computer Communications, 2022, 193, 47-52.	5.1	8
4	The Impact of SARS-COVID-19 Outbreak on European Cities Urban Mobility. Frontiers in Future Transportation, 2021, 2, .	1.8	5
5	On blockchain integration into mobile crowdsensing via smart embedded devices: A comprehensive survey. Journal of Systems Architecture, 2021, 115, 102011.	4.3	31
6	OctoMap: Supporting Service Function Chaining via Supervised Learning and Online Contextual Bandit. , 2021, , .		1
7	Traffic-Driven Sounding Reference Signal Resource Allocation in (Beyond) 5G Networks. , 2021, , .		2
8	Characterizing RNTI Allocation and Management in Mobile Networks. , 2021, , .		3
9	On the Efficiency of Service and Data Handoff Protocols in Edge Computing Systems. , 2021, , .		3
10	A Machine-Learning-Based Framework for Optimizing the Operation of Future Networks. IEEE Communications Magazine, 2020, 58, 20-25.	6.1	23
11	Crowdsensing architectures for smart cities. , 2020, , 527-542.		1
12	Performance evaluation of hybrid crowdsensing systems with stateful CrowdSenSim 2.0 simulator. Computer Communications, 2020, 161, 225-237.	5.1	2
13	Event-Based Vision: Understanding Network Traffic Characteristics. , 2020, , .		1
14	The CORONA business in modern cities. , 2020, , .		0
15	Analysis of TCP Performance in 5G mm-Wave Mobile Networks. , 2019, , .		31
16	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
17	Profiling Performance of Application Partitioning for Wearable Devices in Mobile Cloud and Fog Computing. IEEE Access, 2019, 7, 12156-12166.	4.2	28
18	A Survey on Mobile Crowdsensing Systems: Challenges, Solutions, and Opportunities. IEEE Communications Surveys and Tutorials, 2019, 21, 2419-2465.	39.4	334

#	Article	IF	Citations
19	pDCell. , 2019, , .		0
20	Scaling Millimeter-Wave Networks to Dense Deployments and Dynamic Environments. Proceedings of the IEEE, 2019, 107, 732-745.	21.3	25
21	Crowdsensed Data Learning-Driven Prediction of Local Businesses Attractiveness in Smart Cities. , 2019, , .		6
22	The Impact of Human Mobility on Edge Data Center Deployment in Urban Environments. , 2019, , .		7
23	CrowdSenSim 2.0. , 2019, , .		8
24	Collaborative Data Delivery for Smart City-Oriented Mobile Crowdsensing Systems. , 2018, , .		7
25	OpenLEON. , 2018, , .		1
26	High-Precision Design of Pedestrian Mobility for Smart City Simulators. , 2018, , .		15
27	Why energy matters? Profiling energy consumption of mobile crowdsensing dataÂcollection frameworks. Pervasive and Mobile Computing, 2018, 51, 193-208.	3.3	20
28	Profiling Energy Efficiency of Mobile Crowdsensing Data Collection Frameworks for Smart City Applications. , 2018, , .		13
29	Enriching Remote Control Applications with Fog Computing. Advances in Intelligent Systems and Computing, 2018, , 475-486.	0.6	0
30	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
31	CrowdSenSim: a Simulation Platform for Mobile Crowdsensing in Realistic Urban Environments. IEEE Access, 2017, 5, 3490-3503.	4.2	92
32	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
33	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
34	Cost analysis of smart lighting solutions for smart cities. , 2017, , .		27
35	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
36	Energy efficient data collection in opportunistic mobile crowdsensing architectures for smart cities. , 2017, , .		17

#	Article	IF	Citations
37	On the Energy-Proportionality ofÂDataÂCenterÂNetworks. IEEE Transactions on Sustainable Computing, 2017, 2, 197-210.	3.1	11
38	Game-Theoretic Recruitment of Sensing Service Providers for Trustworthy Cloud-Centric Internet-of-Things (IoT) Applications. , 2016, , .		21
39	Sociability-Driven User Recruitment in Mobile Crowdsensing Internet of Things Platforms. , 2016, , .		24
40	Smart Probabilistic Fingerprinting for Indoor Localization over Fog Computing Platforms. , 2016, , .		33
41	Assessing Performance of Internet of Things-Based Mobile Crowdsensing Systems for Sensing as a Service Applications in Smart Cities. , 2016, , .		11
42	Power comparison of cloud data center architectures. , 2016, , .		13
43	Network coding-based content distribution in cellular access networks. , 2016, , .		0
44	Performance Metrics for Data Center Communication Systems. , 2015, , .		3
45	Energy-Efficient Computation Offloading for Wearable Devices and Smartphones in Mobile Cloud Computing. , 2015, , .		32
46	Network-assisted offloading for mobile cloud applications. , 2015, , .		18
47	NC-CELL: Network coding-based content distribution in cellular networks for cloud applications. , 2014, , .		4
48	Energy-Efficient Computation Offloading for Wearable Devices and Smartphones in Mobile Cloud Computing. , 2014, , .		1