

# Bo Gu

## List of Publications by Year in descending order

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75  
papers

1,631  
citations

471509

17  
h-index

361022

35  
g-index

75  
all docs

75  
docs citations

75  
times ranked

2071  
citing authors

#	ARTICLE	IF	CITATIONS
1	Robust Mobile Crowd Sensing: When Deep Learning Meets Edge Computing. IEEE Network, 2018, 32, 54-60.	6.9	336
2	When Mobile Crowd Sensing Meets UAV: Energy-Efficient Task Assignment and Route Planning. IEEE Transactions on Communications, 2018, 66, 5526-5538.	7.8	221
3	Deep Learning-Based Traffic Safety Solution for a Mixture of Autonomous and Manual Vehicles in a 5G-Enabled Intelligent Transportation System. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 4337-4347.	8.0	171
4	Vehicular Communications: Standardization and Open Issues. IEEE Communications Standards Magazine, 2018, 2, 74-80.	4.9	90
5	Energy-Efficient Resource Allocation for Energy Harvesting-Based Cognitive Machine-to-Machine Communications. IEEE Transactions on Cognitive Communications and Networking, 2019, 5, 595-607.	7.9	82
6	Resource Sharing and Task Offloading in IoT Fog Computing: A Contract-Learning Approach. IEEE Transactions on Emerging Topics in Computational Intelligence, 2020, 4, 227-240.	4.9	56
7	Task Offloading in Vehicular Mobile Edge Computing: A Matching-Theoretic Framework. IEEE Vehicular Technology Magazine, 2019, 14, 100-106.	3.4	52
8	A Distributed and Context-Aware Task Assignment Mechanism for Collaborative Mobile Edge Computing. Sensors, 2018, 18, 2423.	3.8	49
9	A Deep Reinforcement Learning Based Approach for Cost- and Energy-Aware Multi-Flow Mobile Data Offloading. IEICE Transactions on Communications, 2018, E101.B, 1625-1634.	0.7	48
10	Deep Multiagent Reinforcement-Learning-Based Resource Allocation for Internet of Controllable Things. IEEE Internet of Things Journal, 2021, 8, 3066-3074.	8.7	40
11	Multiagent Actor-Critic Network-Based Incentive Mechanism for Mobile Crowdsensing in Industrial Systems. IEEE Transactions on Industrial Informatics, 2021, 17, 6182-6191.	11.3	37
12	Fast-Start Video Delivery in Future Internet Architectures with Intra-domain Caching. Mobile Networks and Applications, 2017, 22, 98-112.	3.3	32
13	Markov-Decision-Process-Assisted Consumer Scheduling in a Networked Smart Grid. IEEE Access, 2017, 5, 2448-2458.	4.2	32
14	Optimal Pricing and Service Selection in the Mobile Cloud Architectures. IEEE Access, 2019, 7, 43564-43572.	4.2	26
15	Bandwidth Slicing in Software-Defined 5G: A Stackelberg Game Approach. IEEE Vehicular Technology Magazine, 2018, 13, 102-109.	3.4	25
16	Context-Aware Task Offloading for Multi-Access Edge Computing: Matching with Externalities. , 2018, , .		23
17	Time-Dependent Pricing for Bandwidth Slicing Under Information Asymmetry and Price Discrimination. IEEE Transactions on Communications, 2020, 68, 6975-6989.	7.8	21
18	Duopoly Competition in Time-Dependent Pricing for Improving Revenue of Network Service Providers. IEICE Transactions on Communications, 2013, E96.B, 2964-2975.	0.7	20

#	ARTICLE	IF	CITATIONS
19	Cost- and Energy-Aware Multi-Flow Mobile Data Offloading Using Markov Decision Process. IEICE Transactions on Communications, 2018, E101.B, 657-666.	0.7	16
20	Multi-Scale Dynamic Allocation of Licensed and Unlicensed Spectrum in Software-Defined HetNets. IEEE Network, 2019, 33, 9-15.	6.9	16
21	A reinforcement learning approach for cost- and energy-aware mobile data offloading. , 2016, , .		15
22	A Low-Latency and Massive-Connectivity Vehicular Fog Computing Framework for 5G. , 2018, , .		13
23	AI-Enabled Task Offloading for Improving Quality of Computational Experience in Ultra Dense Networks. ACM Transactions on Internet Technology, 2022, 22, 1-17.	4.4	13
24	Real-time pricing for on-demand bandwidth reservation in SDN-enabled networks. , 2017, , .		12
25	Power Control for Cognitive M2M Communications Underlying Cellular With Fairness Concerns. IEEE Access, 2019, 7, 80789-80799.	4.2	12
26	Oligopoly Competition in Time-Dependent Pricing for Improving Revenue of Network Service Providers with Complete and Incomplete Information. IEICE Transactions on Communications, 2015, E98.B, 20-32.	0.7	12
27	Multiagent Reinforcement Learning-Based Semi-Persistent Scheduling Scheme in C-V2X Mode 4. IEEE Transactions on Vehicular Technology, 2022, 71, 12044-12056.	6.3	10
28	Impact of item popularity and chunk popularity in CCN caching management. , 2016, , .		9
29	Facilitating Incentive-Compatible Access Probability Selection in Wireless Random Access Networks. IEICE Transactions on Communications, 2015, E98.B, 2280-2290.	0.7	8
30	Time-Dependent Pricing for On-Demand Bandwidth Slicing in Software Defined Networks. , 2018, , .		8
31	ECPC-ICP: A 6D Vehicle Pose Estimation Method by Fusing the Roadside Lidar Point Cloud and Road Feature. Sensors, 2021, 21, 3489.	3.8	8
32	A Game Theoretic Framework for Bandwidth Allocation and Pricing in Federated Wireless Networks. IEICE Transactions on Communications, 2012, E95.B, 1109-1116.	0.7	8
33	A Stackelberg Game Based Pricing and User Association for Spectrum Splitting Macro-Femto HetNets. IEICE Transactions on Communications, 2018, E101.B, 154-162.	0.7	7
34	Inter-Domain Popularity-aware Video Caching in Future Internet Architectures. , 2015, , .		7
35	Deep Multi-Agent Reinforcement Learning for Resource Allocation in D2D Communication Underlying Cellular Networks. , 2020, , .		7
36	Resource Allocation for Energy Harvesting Based Cognitive Machine-to-Machine Communications. , 2019, , .		6

#	ARTICLE	IF	CITATIONS
37	LDR Image to HDR Image Mapping with Overexposure Preprocessing. IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences, 2013, E96.A, 1185-1194.	0.3	5
38	Price competition in a duopoly IaaS cloud market. , 2014, , .		5
39	Combined centralized and distributed resource allocation for green D2D communications. , 2015, , .		5
40	Integrating Multihub Driven Attention Mechanism and Big Data Analytics for Virtual Representation of Visual Scenes. IEEE Transactions on Industrial Informatics, 2022, 18, 1435-1444.	11.3	5
41	Stackelberg-game based distributed energy-aware resource allocation in device-to-device communications. , 2014, , .		4
42	Pricing and revenue optimization strategy in macro-femto heterogeneous networks. , 2016, , .		4
43	Duopoly price competition in secondary spectrum markets. , 2017, , .		4
44	DQN-based Computation-Intensive Graph Task Offloading for Internet of Vehicles. , 2022, , .		4
45	Integration of time-dependent pricing with transmission rate control for flattening out peak-time demand. , 2014, , .		3
46	A stackelberg game based analysis for interactions among Internet service provider, content provider, and advertisers. , 2017, , .		3
47	Cost- and energy-aware multi-flow mobile data offloading under time dependent pricing. , 2017, , .		3
48	Water-Filling Power Allocation Algorithm for Joint Utility Optimization in Femtocell Networks. , 2017, , .		3
49	Reliable Fully Homomorphic Disguising Matrix Computation Outsourcing Scheme. , 2018, , .		3
50	Duopoly Price Competition in Wireless Sensor Network-Based Service Provision. Sensors, 2018, 18, 4422.	3.8	3
51	A V2X Task Offloading Method Considering Automobiles' Behavior in Urban Area. , 2019, , .		3
52	Multi-Stage Non-cooperative Game for Pricing and Connection Admission Control in Wireless Local Area Networks. IEICE Transactions on Communications, 2013, E96.B, 1986-1996.	0.7	3
53	Online Task Offloading in UDN: A Deep Reinforcement Learning Approach with Incomplete Information. , 2022, , .		3
54	An Incentive-Compatible Load Distribution Approach for Wireless Local Area Networks with Usage-Based Pricing. IEICE Transactions on Communications, 2013, E96.B, 451-458.	0.7	2

#	ARTICLE	IF	CITATIONS
55	Wireless LAN access point deployment and pricing with location-based advertising. , 2017, , .		2
56	Topology Mapping for Popularity-Aware Video Caching in Content-Centric Network. , 2018, , .		2
57	A Routing Protocol Considering Turning Behavior of Vehicles in VANETs. , 2018, , .		2
58	Optimal Pricing for Service Provision in Heterogeneous Cloud Market. IEICE Transactions on Communications, 2019, E102.B, 1148-1159.	0.7	2
59	Utility-based load distribution for QoS provisioning and utility maximization in wireless random access networks. , 2012, , .		1
60	A greedy algorithm for connection admission control in wireless random access networks. , 2013, , .		1
61	Oligopoly competition in time-dependent pricing for improving revenue of network service providers considering different QoS functions. , 2015, , .		1
62	Regulating network traffic by exploiting the price elasticity of demand in wireless random access networks. , 2015, , .		1
63	Optimal pricing strategy for resource allocation in 5G heterogeneous cellular networks. Transactions on Emerging Telecommunications Technologies, 2018, 29, e3437.	3.9	1
64	Intelligent Network Selection Mechanism in Macro-Femto HetNets Considering Network Connectivity and Users' Preference. , 2019, , .		1
65	Multiple Hub-Driven Attention Graph Network for Scene Graph Generation. , 2021, , .		1
66	Interference Coordination Mechanisms for Device-to-Device Multicast Uplink Underlying Cellular Networks. IEICE Transactions on Communications, 2014, E97.B, 56-65.	0.7	1
67	A Novel Stackelberg-Bertrand Game Model for Pricing Content Provider. , 2015, , .		1
68	Stackelberg Game Modeling of Pricing for Mobile Virtual Network Operators. , 2015, , .		1
69	Financial benefit analysis of macro-femto network structures based on TCO approach. , 2016, , .		0
70	Building a policy simulation platform for future smart grid in China. , 2017, , .		0
71	QoE Evaluation of Adaptive Video Streaming Algorithms in Multi-user Networks. , 2019, , .		0
72	Design of a Reconfigurable Acoustic Modem for Underwater Sensor Networks. IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences, 2013, E96.A, 821-823.	0.3	0

#	ARTICLE	IF	CITATIONS
73	Application of Game Theory for Network Recovery After Large-Scale Disasters. <i>Advances in Public Policy and Administration</i> , 2018, , 223-242.	0.1	0
74	A Fine-Grained Video Traffic Control Mechanism in Software-Defined Networks. <i>IEEE Transactions on Network and Service Management</i> , 2022, , 1-1.	4.9	0
75	Channel-Occupation-Aware Resource Allocation in LoRa Networks: a DQN-and-Optimization-Aided Approach. , 2022, , .		0