

Sebastian Zander

List of Publications by Year in descending order

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Version: 2024-02-01

15
papers

1,323
citations

1478505

6
h-index

1872680

6
g-index

19
all docs

19
docs citations

19
times ranked

944
citing authors

#	ARTICLE	IF	CITATIONS
1	A preliminary performance comparison of five machine learning algorithms for practical IP traffic flow classification. <i>Computer Communication Review</i> , 2006, 36, 5-16.	1.8	538
2	A survey of covert channels and countermeasures in computer network protocols. <i>IEEE Communications Surveys and Tutorials</i> , 2007, 9, 44-57.	39.4	387
3	Timely and Continuous Machine-Learning-Based Classification for Interactive IP Traffic. <i>IEEE/ACM Transactions on Networking</i> , 2012, 20, 1880-1894.	3.8	123
4	Pattern-Based Survey and Categorization of Network Covert Channel Techniques. <i>ACM Computing Surveys</i> , 2015, 47, 1-26.	23.0	108
5	Covert channels and countermeasures in computer network protocols [Reprinted from <i>IEEE Communications Surveys and Tutorials</i>]. , 2007, 45, 136-142.		50
6	Detecting protocol switching covert channels. , 2012, , .		18
7	Stealthier Inter-packet Timing Covert Channels. <i>Lecture Notes in Computer Science</i> , 2011, , 458-470.	1.3	18
8	An Empirical Evaluation of IP Time To Live Covert Channels. <i>Networks, 2008 ICON 2008 16th IEEE International Conference on</i> , 2007, , .	0.0	17
9	Covert channels in multiplayer first person shooter online games. , 2008, , .		17
10	An Architecture for Automated Network Control of QoS over Consumer Broadband Links. , 2005, , .		15
11	Practical machine learning based multimedia traffic classification for distributed QoS management. , 2011, , .		12
12	Automated network games enhancement layer. , 2006, , .		6
13	Error probability analysis of IP Time To Live covert channels. , 2007, , .		4
14	Sub-flow packet sampling for scalable ML classification of interactive traffic. , 2012, , .		4
15	Reliable transmission over covert channels in first person shooter multiplayer games. , 2009, , .		3