

# Ali C Begen

## List of Publications by Year in descending order

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100  
papers

3,209  
citations

471509

17  
h-index

345221

36  
g-index

100  
all docs

100  
docs citations

100  
times ranked

1703  
citing authors

#	ARTICLE	IF	CITATIONS
1	An experimental evaluation of rate-adaptation algorithms in adaptive streaming over HTTP. , 2011, , .		462
2	Probe and Adapt: Rate Adaptation for HTTP Video Streaming At Scale. IEEE Journal on Selected Areas in Communications, 2014, 32, 719-733.	14.0	443
3	A Survey on Bitrate Adaptation Schemes for Streaming Media Over HTTP. IEEE Communications Surveys and Tutorials, 2019, 21, 562-585.	39.4	288
4	What happens when HTTP adaptive streaming players compete for bandwidth?. , 2012, , .		261
5	Watching Video over the Web: Part 1: Streaming Protocols. IEEE Internet Computing, 2011, 15, 54-63.	3.3	172
6	Networking Standards. IEEE Communications Standards Magazine, 2017, 1, 70-70.	4.9	154
7	Server-based traffic shaping for stabilizing oscillating adaptive streaming players. , 2013, , .		132
8	SDNDASH. , 2016, , .		128
9	An experimental evaluation of rate-adaptive video players over HTTP. Signal Processing: Image Communication, 2012, 27, 271-287.	3.2	102
10	SDNHAS: An SDN-Enabled Architecture to Optimize QoE in HTTP Adaptive Streaming. IEEE Transactions on Multimedia, 2017, 19, 2136-2151.	7.2	88
11	Multi-path selection for multiple description video streaming over overlay networks. Signal Processing: Image Communication, 2005, 20, 39-60.	3.2	70
12	Not All Packets Are Equal, Part 2: The Impact of Network Packet Loss on Video Quality. IEEE Internet Computing, 2009, 13, 74-82.	3.3	61
13	Streaming video over HTTP with consistent quality. , 2014, , .		57
14	Not All Packets Are Equal, Part I: Streaming Video Coding and SLA Requirements. IEEE Internet Computing, 2009, 13, 70-75.	3.3	51
15	Bandwidth prediction in low-latency chunked streaming. , 2019, , .		43
16	Caching in HTTP Adaptive Streaming. , 2014, , .		40
17	Watching Video over the Web: Part 2: Applications, Standardization, and Open Issues. IEEE Internet Computing, 2011, 15, 59-63.	3.3	34
18	SPANC: Optimizing Scheduling Delay for Peer-to-Peer Live Streaming. IEEE Transactions on Multimedia, 2010, 12, 743-753.	7.2	33

#	ARTICLE	IF	CITATIONS
19	Enhancing MPEG DASH Performance via Server and Network Assistance. Smpte Motion Imaging Journal, 2017, 126, 22-27.	0.2	30
20	When they go high, we go low. , 2020, , .		30
21	Error Control for IPTV over xDSL Networks. , 2008, , .		28
22	Want to play DASH?. , 2018, , .		27
23	Objective and Subjective QoE Evaluation for Adaptive Point Cloud Streaming. , 2020, , .		25
24	IPTV and video networks in the 2015 timeframe: The evolution to medianets. , 2009, 47, 68-74.		24
25	A Unified Approach for Repairing Packet Loss and Accelerating Channel Changes in Multicast IPTV. , 2009, , .		23
26	Best Papers of the 2016 ACM Multimedia Systems (MMSys) Conference and Workshop on Network and Operating System Support for Digital Audio and Video (NOSSDAV) 2016. ACM Transactions on Multimedia Computing, Communications and Applications, 2017, 13, 1-2.	4.3	23
27	Fast heuristics for multi-path selection for multiple description encoded video streaming. , 2003, , .		22
28	From Capturing to Rendering: Volumetric Media Delivery with Six Degrees of Freedom. IEEE Communications Magazine, 2020, 58, 49-55.	6.1	22
29	QoE-Aware Bandwidth Broker for HTTP Adaptive Streaming Flows in an SDN-Enabled HFC Network. IEEE Transactions on Broadcasting, 2018, 64, 575-589.	3.2	20
30	Caching in HTTP Adaptive Streaming. , 2014, , .		20
31	Catching the Moment With LoL\$^+ in Twitch-Like Low-Latency Live Streaming Platforms. IEEE Transactions on Multimedia, 2022, 24, 2300-2314.	7.2	19
32	Quickly Starting Media Streams Using QUIC. , 2018, , .		18
33	Data-Driven Bandwidth Prediction Models and Automated Model Selection for Low Latency. IEEE Transactions on Multimedia, 2021, 23, 2588-2601.	7.2	17
34	Common media client data (CMCD). , 2021, , .		15
35	On the use of RTP for monitoring and fault isolation in IPTV. IEEE Network, 2010, 24, 14-19.	6.9	14
36	Evaluating the Performance of Apple™s Low-Latency HLS. , 2020, , .		14

#	ARTICLE	IF	CITATIONS
37	Reducing Channel-Change Times with the Real-Time Transport Protocol. IEEE Internet Computing, 2009, 13, 40-47.	3.3	13
38	ORL-SDN. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-28.	4.3	13
39	Performance Analysis of ACTE. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-24.	4.3	13
40	Pattern-Push: A low-delay mesh-push scheduling for live peer-to-peer streaming. , 2009, , .		10
41	Road to Salvation: Streaming Clients and Content Delivery Networks Working Together. IEEE Communications Magazine, 2021, 59, 123-128.	6.1	9
42	Peer-assisted packet loss repair for IPTV video multicast. , 2009, , .		8
43	Packet scheduling for multiple description video streaming in multipoint-to-point networks. , 2004, , .		7
44	A Distributed Approach for Bitrate Selection in HTTP Adaptive Streaming. , 2018, , .		7
45	Predictive Modeling of Video Packet Delay in IP Networks. , 2006, , .		6
46	An Adaptive Media-Aware Retransmission Timeout Estimation Method for Low-Delay Packet Video. IEEE Transactions on Multimedia, 2007, 9, 332-347.	7.2	6
47	Toward Lossless Video Transport. IEEE Internet Computing, 2011, 15, 48-57.	3.3	5
48	Spending "Quality" Time with the Web Video. IEEE Internet Computing, 2016, 20, 42-48.	3.3	5
49	Automated Objective and Subjective Evaluation of HTTP Adaptive Streaming Systems. , 2018, , .		5
50	Application of SAND Technology in DASH-Enabled Content Delivery Networks and Server Environments. Smpte Motion Imaging Journal, 2018, 127, 48-54.	0.2	5
51	Game of protocols: Is QUIC ready for prime time streaming?. International Journal of Network Management, 2020, 30, e2063.	2.2	5
52	Adaptive Streaming of Content-Aware-Encoded Videos in dash.js. Smpte Motion Imaging Journal, 2022, 131, 30-38.	0.2	5
53	Estimating Packet Arrival Times in Bursty Video Applications. , 0, , .		4
54	Low-delay mesh with peer churns for peer-to-peer streaming. , 2009, , .		4

#	ARTICLE	IF	CITATIONS
55	On the Scalability of RTCP-Based Network Tomography for IPTV Services. , 2010, , .		4
56	IPTV Multicast With Peer-Assisted Lossy Error Control. IEEE Transactions on Circuits and Systems for Video Technology, 2012, 22, 434-449.	8.3	4
57	Manus manum lavat. , 2021, , .		4
58	Take the red pill for H3 and see how deep the rabbit hole goes. , 2022, , .		4
59	Real-time multiple description and layered encoded video streaming with optimal diverse routing. , 0, , .		3
60	Videoconferencing over an intermediate-proxy. , 0, , .		3
61	Proxy-assisted interactive-video services over networks with large delays. Signal Processing: Image Communication, 2005, 20, 755-772.	3.2	3
62	Forward and retransmitted Systematic Lossy Error Protection for IPTV video multicast. , 2009, , .		3
63	Delay-Optimal Burst Erasure Codes for Parallel Links. , 2011, , .		3
64	Scaling server-based channel-change acceleration to millions of IPTV subscribers. , 2012, , .		3
65	Guest Editorial Adaptive Media Streaming. IEEE Journal on Selected Areas in Communications, 2014, 32, 681-683.	14.0	3
66	Implementation of SAND Architecture Using SDN. , 2018, , .		3
67	Game of Streaming Players. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-30.	4.3	3
68	The benefits of server hinting when DASHing or HLSing. , 2022, , .		3
69	Optimizing Substream Scheduling for Peer-to-Peer Live Streaming. , 2010, , .		2
70	Over-the-Top Content Delivery. , 2014, , .		2
71	Are The Streamingformat Wars Over?. , 2018, , .		2
72	Optimum Encoding Approaches on Video Resolution Changes: A Comparative Study. , 2018, , .		2

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73	Guest Editorial Trustworthiness in Social Multimedia Analytics and Delivery. IEEE Transactions on Multimedia, 2019, 21, 537-538.	7.2	2
74	Content-Aware Playback Speed Control for Low-Latency Live Streaming of Sports. , 2021, , .		2
75	A Framework for Adaptive Delivery of Omnidirectional Video. IS&T International Symposium on Electronic Imaging, 2018, 30, 1-6.	0.4	2
76	High-resolution video streaming in mesh-networked homes. , 2005, , .		1
77	Proxy Selection for Interactive Video. , 2006, , .		1
78	Redundancy-controllable adaptive retransmission timeout estimation for packet video. , 2006, , .		1
79	Accelerated IPTV channel change with transcoded unicast bursting. , 2010, , .		1
80	A Distributed Protocol to Serve Dynamic Groups for Peer-to-Peer Streaming. IEEE Transactions on Parallel and Distributed Systems, 2010, 21, 216-228.	5.6	1
81	Cloud mobile media. China Communications, 2016, 13, iv-vi.	3.2	1
82	Game Theory Based Bitrate Adaptation for Dash.js Reference Player. , 2018, , .		1
83	A Journey Towards Fully Immersive Media Access. , 2019, , .		1
84	Quality-aware HTTP adaptive streaming. , 2015, , .		1
85	Media-Aware Retransmission Timeout Estimation. , 2007, , .		0
86	IPTV multicast with peer-assisted lossy error control. Proceedings of SPIE, 2010, , .	0.8	0
87	Consumer communication applications drive network integration [Series Editorial]. , 2011, 49, 164-165.		0
88	Trends in consumer communications: Integration, integration and integration [Series Editorial]. , 2012, 50, 132-132.		0
89	Trends in consumer communications [Series Editorial]. , 2012, 50, 130-130.		0
90	Trends in consumer communications: integration, integration, and integration [Series Editorial]. , 2013, 51, 142-142.		0

#	ARTICLE	IF	CITATIONS
91	Trends in consumer communications [Series editorial]. , 2013, 51, 112-113.		0
92	Trends in consumer communications [Series Editorial]. , 2014, 52, 142-142.		0
93	Trends in consumer communications: networked homes [Guest Editorial]. , 2014, 52, 184-184.		0
94	Consumer Communications and the Next Generation Broadcast Networks [Series editorial]. , 2016, 54, 140-140.		0
95	Consumer communications and networking [Series Editorial]. , 2016, 54, 87-87.		0
96	Adjusting Content Work Flow Infrastructures for HDR. , 2018, , .		0
97	Metadata-based user interface design for enhanced content access and viewing. , 2020, , .		0
98	HTTP adaptive streaming over multiple network interfaces. , 2020, , .		0
99	Introduction to the Best Papers from the ACM Multimedia Systems (MMSys) 2019 and Co-Located Workshops. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-2.	4.3	0
100	Marrying WebRTC and DASH for interactive streaming. , 2022, , .		0