

Ali C Begen

List of Publications by Year in descending order

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Version: 2024-02-01

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	Catching the Moment With LoL\$^+\$\$ in Twitch-Like Low-Latency Live Streaming Platforms. IEEE Transactions on Multimedia, 2022, 24, 2300-2314.	7.2	19
2	Marrying WebRTC and DASH for interactive streaming. , 2022, , .		0
3	The benefits of server hinting when DASHing or HLSing. , 2022, , .		3
4	Take the red pill for H3 and see how deep the rabbit hole goes. , 2022, , .		4
5	Adaptive Streaming of Content-Aware-Encoded Videos in dash.js. Smpte Motion Imaging Journal, 2022, 131, 30-38.	0.2	5
6	Data-Driven Bandwidth Prediction Models and Automated Model Selection for Low Latency. IEEE Transactions on Multimedia, 2021, 23, 2588-2601.	7.2	17
7	Content-Aware Playback Speed Control for Low-Latency Live Streaming of Sports. , 2021, , .		2
8	Manus manum lavat. , 2021, , .		4
9	Common media client data (CMCD). , 2021, , .		15
10	Road to Salvation: Streaming Clients and Content Delivery Networks Working Together. IEEE Communications Magazine, 2021, 59, 123-128.	6.1	9
11	Game of protocols: Is QUIC ready for prime time streaming?. International Journal of Network Management, 2020, 30, e2063.	2.2	5
12	From Capturing to Rendering: Volumetric Media Delivery with Six Degrees of Freedom. IEEE Communications Magazine, 2020, 58, 49-55.	6.1	22
13	Objective and Subjective QoE Evaluation for Adaptive Point Cloud Streaming. , 2020, , .		25
14	Evaluating the Performance of Apple's Low-Latency HLS. , 2020, , .		14
15	When they go high, we go low. , 2020, , .		30
16	Performance Analysis of ACTE. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-24.	4.3	13
17	Metadata-based user interface design for enhanced content access and viewing. , 2020, , .		0
18	HTTP adaptive streaming over multiple network interfaces. , 2020, , .		0

#	ARTICLE	IF	CITATIONS
19	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
20	A Survey on Bitrate Adaptation Schemes for Streaming Media Over HTTP. IEEE Communications Surveys and Tutorials, 2019, 21, 562-585.	39.4	288
21	Bandwidth prediction in low-latency chunked streaming. , 2019, , .		43
22	Game of Streaming Players. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-30.	4.3	3
23	A Journey Towards Fully Immersive Media Access. , 2019, , .		1
24	Guest Editorial Trustworthiness in Social Multimedia Analytics and Delivery. IEEE Transactions on Multimedia, 2019, 21, 537-538.	7.2	2
25	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
26	Implementation of SAND Architecture Using SDN. , 2018, , .		3
27	A Distributed Approach for Bitrate Selection in HTTP Adaptive Streaming. , 2018, , .		7
28	Automated Objective and Subjective Evaluation of HTTP Adaptive Streaming Systems. , 2018, , .		5
29	Are The Streamingformat Wars Over?. , 2018, , .		2
30	Adjusting Content Work Flow Infrastructures for HDR. , 2018, , .		0
31	Game Theory Based Bitrate Adaptation for Dash.js Reference Player. , 2018, , .		1
32	Optimum Encoding Approaches on Video Resolution Changes: A Comparative Study. , 2018, , .		2
33	Application of SAND Technology in DASH-Enabled Content Delivery Networks and Server Environments. Smppte Motion Imaging Journal, 2018, 127, 48-54.	0.2	5
34	Quickly Starting Media Streams Using QUIC. , 2018, , .		18
35	Want to play DASH?. , 2018, , .		27
36	ORL-SDN. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-28.	4.3	13

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37	A Framework for Adaptive Delivery of Omnidirectional Video. IS&T International Symposium on Electronic Imaging, 2018, 30, 1-6.	0.4	2
38	Enhancing MPEG DASH Performance via Server and Network Assistance. Smpte Motion Imaging Journal, 2017, 126, 22-27.	0.2	30
39	SDNHAS: An SDN-Enabled Architecture to Optimize QoE in HTTP Adaptive Streaming. IEEE Transactions on Multimedia, 2017, 19, 2136-2151.	7.2	88
40	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
41	Networking Standards. IEEE Communications Standards Magazine, 2017, 1, 70-70.	4.9	154
42	Consumer Communications and the Next Generation Broadcast Networks [Series editorial]. , 2016, 54, 140-140.		0
43	Spending "Quality" Time with the Web Video. IEEE Internet Computing, 2016, 20, 42-48.	3.3	5
44	Cloud mobile media. China Communications, 2016, 13, iv-vi.	3.2	1
45	SDNDASH. , 2016, , .		128
46	Consumer communications and networking [Series Editorial]. , 2016, 54, 87-87.		0
47	Quality-aware HTTP adaptive streaming. , 2015, , .		1
48	Caching in HTTP Adaptive Streaming. , 2014, , .		40
49	Over-the-Top Content Delivery. , 2014, , .		2
50	Trends in consumer communications [Series Editorial]. , 2014, 52, 142-142.		0
51	Trends in consumer communications: networked homes [Guest Editorial]. , 2014, 52, 184-184.		0
52	Streaming video over HTTP with consistent quality. , 2014, , .		57
53	Guest Editorial Adaptive Media Streaming. IEEE Journal on Selected Areas in Communications, 2014, 32, 681-683.	14.0	3
54	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

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55	Caching in HTTP Adaptive Streaming. , 2014, , .		20
56	Server-based traffic shaping for stabilizing oscillating adaptive streaming players. , 2013, , .		132
57	Trends in consumer communications: integration, integration, and integration [Series Editorial]. , 2013, 51, 142-142.		0
58	Trends in consumer communications [Series editorial]. , 2013, 51, 112-113.		0
59	What happens when HTTP adaptive streaming players compete for bandwidth?. , 2012, , .		261
60	Scaling server-based channel-change acceleration to millions of IPTV subscribers. , 2012, , .		3
61	Trends in consumer communications: Integration, integration and integration [Series Editorial]. , 2012, 50, 132-132.		0
62	IPTV Multicast With Peer-Assisted Lossy Error Control. IEEE Transactions on Circuits and Systems for Video Technology, 2012, 22, 434-449.	8.3	4
63	Trends in consumer communications [Series Editorial]. , 2012, 50, 130-130.		0
64	An experimental evaluation of rate-adaptive video players over HTTP. Signal Processing: Image Communication, 2012, 27, 271-287.	3.2	102
65	Delay-Optimal Burst Erasure Codes for Parallel Links. , 2011, , .		3
66	An experimental evaluation of rate-adaptation algorithms in adaptive streaming over HTTP. , 2011, , .		462
67	Consumer communication applications drive network integration [Series Editorial]. , 2011, 49, 164-165.		0
68	Watching Video over the Web: Part 1: Streaming Protocols. IEEE Internet Computing, 2011, 15, 54-63.	3.3	172
69	Watching Video over the Web: Part 2: Applications, Standardization, and Open Issues. IEEE Internet Computing, 2011, 15, 59-63.	3.3	34
70	Toward Lossless Video Transport. IEEE Internet Computing, 2011, 15, 48-57.	3.3	5
71	IPTV multicast with peer-assisted lossy error control. Proceedings of SPIE, 2010, , .	0.8	0
72	Optimizing Substream Scheduling for Peer-to-Peer Live Streaming. , 2010, , .		2

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73	Accelerated IPTV channel change with transcoded unicast bursting. , 2010, , .		1
74	On the use of RTP for monitoring and fault isolation in IPTV. IEEE Network, 2010, 24, 14-19.	6.9	14
75	On the Scalability of RTCP-Based Network Tomography for IPTV Services. , 2010, , .		4
76	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
77	SPANC: Optimizing Scheduling Delay for Peer-to-Peer Live Streaming. IEEE Transactions on Multimedia, 2010, 12, 743-753.	7.2	33
78	Pattern-Push: A low-delay mesh-push scheduling for live peer-to-peer streaming. , 2009, , .		10
79	Low-delay mesh with peer churns for peer-to-peer streaming. , 2009, , .		4
80	A Unified Approach for Repairing Packet Loss and Accelerating Channel Changes in Multicast IPTV. , 2009, , .		23
81	Peer-assisted packet loss repair for IPTV video multicast. , 2009, , .		8
82	Forward and retransmitted Systematic Lossy Error Protection for IPTV video multicast. , 2009, , .		3
83	Not All Packets Are Equal, Part I: Streaming Video Coding and SLA Requirements. IEEE Internet Computing, 2009, 13, 70-75.	3.3	51
84	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
85	Reducing Channel-Change Times with the Real-Time Transport Protocol. IEEE Internet Computing, 2009, 13, 40-47.	3.3	13
86	IPTV and video networks in the 2015 timeframe: The evolution to medianets. , 2009, 47, 68-74.		24
87	Error Control for IPTV over xDSL Networks. , 2008, , .		28
88	Media-Aware Retransmission Timeout Estimation. , 2007, , .		0
89	An Adaptive Media-Aware Retransmission Timeout Estimation Method for Low-Delay Packet Video. IEEE Transactions on Multimedia, 2007, 9, 332-347.	7.2	6
90	Proxy Selection for Interactive Video. , 2006, , .		1

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91	Redundancy-controllable adaptive retransmission timeout estimation for packet video. , 2006, , .		1
92	Predictive Modeling of Video Packet Delay in IP Networks. , 2006, , .		6
93	Multi-path selection for multiple description video streaming over overlay networks. Signal Processing: Image Communication, 2005, 20, 39-60.	3.2	70
94	Proxy-assisted interactive-video services over networks with large delays. Signal Processing: Image Communication, 2005, 20, 755-772.	3.2	3
95	High-resolution video streaming in mesh-networked homes. , 2005, , .		1
96	Packet scheduling for multiple description video streaming in multipoint-to-point networks. , 2004, , .		7
97	Fast heuristics for multi-path selection for multiple description encoded video streaming. , 2003, , .		22
98	Real-time multiple description and layered encoded video streaming with optimal diverse routing. , 0, , .		3
99	Videoconferencing over an intermediate-proxy. , 0, , .		3
100	Estimating Packet Arrival Times in Bursty Video Applications. , 0, , .		4