

Grenville Armitage

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3738904/publications.pdf>

Version: 2024-02-01

20
papers

2,200
citations

687363

13
h-index

839539

18
g-index

20
all docs

20
docs citations

20
times ranked

1986
citing authors

#	ARTICLE	IF	CITATIONS
1	A survey of techniques for internet traffic classification using machine learning. IEEE Communications Surveys and Tutorials, 2008, 10, 56-76.	39.4	1,206
2	A survey of covert channels and countermeasures in computer network protocols. IEEE Communications Surveys and Tutorials, 2007, 9, 44-57.	39.4	387
3	A Survey of Rate Adaptation Techniques for Dynamic Adaptive Streaming Over HTTP. IEEE Communications Surveys and Tutorials, 2017, 19, 1842-1866.	39.4	198
4	Timely and Continuous Machine-Learning-Based Classification for Interactive IP Traffic. IEEE/ACM Transactions on Networking, 2012, 20, 1880-1894.	3.8	123
5	A Survey of Delay-Based and Hybrid TCP Congestion Control Algorithms. IEEE Communications Surveys and Tutorials, 2019, 21, 3609-3638.	39.4	55
6	Maximising student exposure to networking using FreeBSD virtual hosts. Computer Communication Review, 2003, 33, 137-143.	1.8	44
7	Investigating the IPv6 teredo tunnelling capability and performance of internet clients. Computer Communication Review, 2012, 42, 13-20.	1.8	33
8	Using Active Queue Management to Assist IoT Application Flows in Home Broadband Networks. IEEE Internet of Things Journal, 2017, 4, 1399-1407.	8.7	33
9	A Survey of Round Trip Time Prediction Systems. IEEE Communications Surveys and Tutorials, 2018, 20, 1758-1776.	39.4	30
10	A Technique for Reducing BGP Update Announcements through Path Exploration Damping. IEEE Journal on Selected Areas in Communications, 2010, 28, 1271-1286.	14.0	22
11	Capacity of Temperature-Based Covert Channels. IEEE Communications Letters, 2011, 15, 82-84.	4.1	16
12	The Effect of Violent Videogame Playtime on Anger. Australian Psychologist, 2012, 47, 98-107.	1.6	16
13	Issues with network address translation for SCTP. Computer Communication Review, 2008, 39, 23-33.	1.8	13
14	Adaptive Chunklets and AQM for Higher-Performance Content Streaming. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-24.	4.3	10
15	Household bandwidth and the "need for speed": Evaluating the impact of active queue management for home internet traffic. Journal of Telecommunications and the Digital Economy, 2017, 5, 113-130.	0.6	6
16	Detecting Bottleneck Use of PIE or FQ-CoDel Active Queue Management During DASH-like Content Streaming. , 2020, , .		5
17	Distribution of first person shooter online multiplayer games. International Journal of Advanced Media and Communication, 2005, 1, 59.	0.2	1
18	Discovering First Person Shooter game servers online: techniques and challenges. International Journal of Advanced Media and Communication, 2008, 2, 402.	0.2	1

#	ARTICLE	IF	CITATIONS
19	Guest Editorial: Open Source for Networking: Protocol Stacks. IEEE Network, 2014, 28, 2-5.	6.9	1
20	Guest editorial for special issue on network and systems support for games. Multimedia Systems, 2013, 19, 179-181.	4.7	0