

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 | Detecting Bottleneck Use of PIE or FQ-CoDel Active Queue Management During DASH-like Content Streaming. , 2020, , . | | 5 |
| 2 | A Survey of Delay-Based and Hybrid TCP Congestion Control Algorithms. IEEE Communications Surveys and Tutorials, 2019, 21, 3609-3638. | 39.4 | 55 |
| 3 | Adaptive Chunklets and AQM for Higher-Performance Content Streaming. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-24. | 4.3 | 10 |
| 4 | A Survey of Round Trip Time Prediction Systems. IEEE Communications Surveys and Tutorials, 2018, 20, 1758-1776. | 39.4 | 30 |
| 5 | A Survey of Rate Adaptation Techniques for Dynamic Adaptive Streaming Over HTTP. IEEE Communications Surveys and Tutorials, 2017, 19, 1842-1866. | 39.4 | 198 |
| 6 | 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 |
| 7 | 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 |
| 8 | Guest Editorial: Open Source for Networking: Protocol Stacks. IEEE Network, 2014, 28, 2-5. | 6.9 | 1 |
| 9 | Guest editorial for special issue on network and systems support for games. Multimedia Systems, 2013, 19, 179-181. | 4.7 | 0 |
| 10 | Investigating the IPv6 teredo tunnelling capability and performance of internet clients. Computer Communication Review, 2012, 42, 13-20. | 1.8 | 33 |
| 11 | Timely and Continuous Machine-Learning-Based Classification for Interactive IP Traffic. IEEE/ACM Transactions on Networking, 2012, 20, 1880-1894. | 3.8 | 123 |
| 12 | The Effect of Violent Videogame Playtime on Anger. Australian Psychologist, 2012, 47, 98-107. | 1.6 | 16 |
| 13 | Capacity of Temperature-Based Covert Channels. IEEE Communications Letters, 2011, 15, 82-84. | 4.1 | 16 |
| 14 | 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 |
| 15 | A survey of techniques for internet traffic classification using machine learning. IEEE Communications Surveys and Tutorials, 2008, 10, 56-76. | 39.4 | 1,206 |
| 16 | Issues with network address translation for SCTP. Computer Communication Review, 2008, 39, 23-33. | 1.8 | 13 |
| 17 | Discovering First Person Shooter game servers online: techniques and challenges. International Journal of Advanced Media and Communication, 2008, 2, 402. | 0.2 | 1 |
| 18 | A survey of covert channels and countermeasures in computer network protocols. IEEE Communications Surveys and Tutorials, 2007, 9, 44-57. | 39.4 | 387 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Distribution of first person shooter online multiplayer games. International Journal of Advanced Media and Communication, 2005, 1, 59. | 0.2 | 1 |
| 20 | Maximising student exposure to networking using FreeBSD virtual hosts. Computer Communication Review, 2003, 33, 137-143. | 1.8 | 44 |