Abdelhak Bentaleb

List of Publications by Year
in descending order

22 papers	788 citations	1040056 9 h-index	1281871 11 g-index
22 all docs	22 docs citations	22 times ranked	467 citing authors

#	Article	IF	Citations
1	A Survey on Bitrate Adaptation Schemes for Streaming Media Over HTTP. IEEE Communications Surveys and Tutorials, 2019, 21, 562-585.	39.4	288
2	SDNDASH. , 2016, , .		128
3	SDNHAS: An SDN-Enabled Architecture to Optimize QoE in HTTP Adaptive Streaming. IEEE Transactions on Multimedia, 2017, 19, 2136-2151.	7.2	88
4	Bandwidth prediction in low-latency chunked streaming. , 2019, , .		43
5	When they go high, we go low. , 2020, , .		30
6	Want to play DASH?. , 2018, , .		27
7	The ACM Multimedia 2019 Live Video Streaming Grand Challenge. , 2019, , .		26
8	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
9	Catching the Moment With LoL$^+$ in Twitch-Like Low-Latency Live Streaming Platforms. IEEE Transactions on Multimedia, 2022, 24, 2300-2314.	7.2	19
10	Data-Driven Bandwidth Prediction Models and Automated Model Selection for Low Latency. IEEE Transactions on Multimedia, 2021, 23, 2588-2601.	7.2	17
11	Common media client data (CMCD). , 2021, , .		15
12	ORL-SDN. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-28.	4.3	13
13	Understanding quality of experience of heuristic-based HTTP adaptive bitrate algorithms. , 2021, , .		13
14	Performance Analysis of ACTE. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-24.	4.3	13
15	DQ-DASH. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-24.	4.3	12
16	Playing chunk-transferred DASH segments at low latency with QLive. , 2021, , .		9
17	Road to Salvation: Streaming Clients and Content Delivery Networks Working Together. IEEE Communications Magazine, 2021, 59, 123-128.	6.1	9
18	Adaptive Streaming of Content-Aware-Encoded Videos in dash.js. Smpte Motion Imaging Journal, 2022, 131, 30-38.	0.2	5

#	Article	IF	Citations
19	Client-driven Adaptive Bitrate Techniques for Media Streaming over HTTP: Initial Findings. , 2020, , .		4
20	Game of Streaming Players. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-30.	4.3	3
21	Inferring Quality of Experience for Adaptive Video Streaming over HTTPS and QUIC. , 2020, , .		3
22	Scheduling in IEEE 802.15.4e Time Slotted Channel Hopping: A Survey. , 2020, , .		3