

Alejandro Buchmann

List of Publications by Year in descending order

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Version: 2024-02-01

26
papers

502
citations

1040056

9
h-index

1125743

13
g-index

26
all docs

26
docs citations

26
times ranked

304
citing authors

#	ARTICLE	IF	CITATIONS
1	Event-based applications and enabling technologies. , 2009, , .		90
2	SimQPNâ€”A tool and methodology for analyzing queueing Petri net models by means of simulation. Performance Evaluation, 2006, 63, 364-394.	1.2	61
3	Performance evaluation of message-oriented middleware using the SPECjms2007 benchmark. Performance Evaluation, 2009, 66, 410-434.	1.2	58
4	Modeling and execution of event stream processing in business processes. Information Systems, 2014, 46, 140-156.	3.6	48
5	pSense - Maintaining a Dynamic Localized Peer-to-Peer Structure for Position Based Multicast in Games. , 2008, , .		34
6	A Methodology for Performance Modeling of Distributed Event-Based Systems. , 2008, , .		25
7	Exploiting main memory DBMS features to improve real-time concurrency control protocols. SIGMOD Record, 1996, 25, 23-25.	1.2	22
8	Event Stream Processing Units in Business Processes. Lecture Notes in Computer Science, 2013, , 187-202.	1.3	21
9	Performance modeling and analysis of message-oriented event-driven systems. Software and Systems Modeling, 2013, 12, 705-729.	2.7	20
10	Towards benchmarking of AMQP. , 2010, , .		18
11	NoFTL. Proceedings of the VLDB Endowment, 2013, 6, 1278-1281.	3.8	17
12	Benchmarking of message-oriented middleware. , 2009, , .		13
13	From In-Place Updates to In-Place Appends. , 2017, , .		13
14	Benchmarking Publish/Subscribe-Based Messaging Systems. Lecture Notes in Computer Science, 2010, , 203-214.	1.3	11
15	Towards a comparative performance evaluation of overlays for Networked Virtual Environments. , 2011, , .		10
16	Eventlets: Components for the integration of event streams with SOA. , 2012, , .		10
17	Improving Data Access of J2EE Applications by Exploiting Asynchronous Messaging and Caching Services. , 2002, , 574-585.		10
18	From Calls to Events: Architecting Future BPM Systems. Lecture Notes in Computer Science, 2012, , 17-32.	1.3	9

#	ARTICLE	IF	CITATIONS
19	An online gaming testbed for peer-to-peer architectures. , 2011, , .		6
20	An online gaming testbed for peer-to-peer architectures. Computer Communication Review, 2011, 41, 474-475.	1.8	2
21	A3ME — generic middleware for information exchange in heterogeneous environments. , 2012, , .		1
22	All-Weather Transport Essentials. IEEE Internet Computing, 2012, 16, 30-39.	3.3	1
23	On synthetic workloads for multiplayer online games: a methodology for generating representative shooter game workloads. Multimedia Systems, 2014, 20, 609-620.	4.7	1
24	Implementing Federated Object Systems. Lecture Notes in Computer Science, 2013, , 230-254.	1.3	1
25	Surviving the Data Glut: The Management of Events Streams in Cyberphysical Systems. , 2008, , .		0
26	Designing a testbed for large-scale distributed systems. Computer Communication Review, 2011, 41, 400-401.	1.8	0