Alejandro Buchmann

List of Publications by Year
in descending order

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	From In-Place Updates to In-Place Appends. , 2017, , .		13
2	On synthetic workloads for multiplayer online games: a methodology for generating representative shooter game workloads. Multimedia Systems, 2014, 20, 609-620.	4.7	1
3	Modeling and execution of event stream processing in business processes. Information Systems, 2014, 46, 140-156.	3.6	48
4	Performance modeling and analysis of message-oriented event-driven systems. Software and Systems Modeling, 2013, 12, 705-729.	2.7	20
5	NoFTL. Proceedings of the VLDB Endowment, 2013, 6, 1278-1281.	3.8	17
6	Event Stream Processing Units in Business Processes. Lecture Notes in Computer Science, 2013, , 187-202.	1.3	21
7	Implementing Federated Object Systems. Lecture Notes in Computer Science, 2013, , 230-254.	1.3	1
8	A3ME — generic middleware for information exchange in heterogeneous environments. , 2012, , .		1
9	From Calls to Events: Architecting Future BPM Systems. Lecture Notes in Computer Science, 2012, , 17-32.	1.3	9
10	Eventlets: Components for the integration of event streams with SOA. , 2012, , .		10
11	All-Weather Transport Essentials. IEEE Internet Computing, 2012, 16, 30-39.	3.3	1
12	An online gaming testbed for peer-to-peer architectures. Computer Communication Review, 2011, 41, 474-475.	1.8	2
13	Designing a testbed for large-scale distributed systems. Computer Communication Review, 2011, 41, 400-401.	1.8	0
14	An online gaming testbed for peer-to-peer architectures. , 2011, , .		6
15	Towards a comparative performance evaluation of overlays for Networked Virtual Environments. , 2011, , .		10
16	Towards benchmarking of AMQP. , 2010, , .		18
17	Benchmarking Publish/Subscribe-Based Messaging Systems. Lecture Notes in Computer Science, 2010, , 203-214.	1.3	11
18	Benchmarking of message-oriented middleware. , 2009, , .		13

#	Article	IF	Citations
19	Performance evaluation of message-oriented middleware using the SPECjms2007 benchmark. Performance Evaluation, 2009, 66, 410-434.	1.2	58
20	Event-based applications and enabling technologies. , 2009, , .		90
21	A Methodology for Performance Modeling of Distributed Event-Based Systems. , 2008, , .		25
22	pSense - Maintaining a Dynamic Localized Peer-to-Peer Structure for Position Based Multicast in Games. , 2008, , .		34
23	Surviving the Data Glut: The Management of Events Streams in Cyberphysical Systems. , 2008, , .		0
24	SimQPNâ€"A tool and methodology for analyzing queueing Petri net models by means of simulation. Performance Evaluation, 2006, 63, 364-394.	1.2	61
25	Improving Data Access of J2EE Applications by Exploiting Asynchronous Messaging and Caching Services. , 2002, , 574-585.		10
26	Exploiting main memory DBMS features to improve real-time concurrency control protocols. SIGMOD Record, 1996, 25, 23-25.	1.2	22