

# Eliya Buyukkaya

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11480625/publications.pdf>

Version: 2024-02-01

11  
papers

93  
citations

1937685

4  
h-index

2053705

5  
g-index

11  
all docs

11  
docs citations

11  
times ranked

102  
citing authors

#	ARTICLE	IF	CITATIONS
1	A survey of peer-to-peer overlay approaches for networked virtual environments. Peer-to-Peer Networking and Applications, 2015, 8, 276-300.	3.9	25
2	Data Management in Voronoi-Based P2P Gaming. , 2008, , .		24
3	Peer-to-peer live video streaming with rateless codes for massively multiplayer online games. Peer-to-Peer Networking and Applications, 2018, 11, 44-62.	3.9	13
4	Efficient triangulation for P2P networked virtual environments. Multimedia Tools and Applications, 2009, 45, 291-312.	3.9	10
5	Peer-to-peer visualization of very large 3D landscape and city models using MPEG-4. Signal Processing: Image Communication, 2009, 24, 115-121.	3.2	7
6	Resource allocation in underprovisioned multioverlay peer-to-peer live video sharing services. Peer-to-Peer Networking and Applications, 2015, 8, 399-413.	3.9	5
7	Peer-to-peer live streaming for Massively Multiplayer Online Games. , 2012, , .		4
8	Level-Based Peer-to-Peer Live Streaming with Rateless Codes. , 2012, , .		2
9	TriCast: Triangulation with multicast support for P2P virtual environments. , 2010, , .		1
10	A flexible connectivity architecture for avatar management in P2P virtual environments. , 2011, , .		1
11	Routing over Relaxed Triangulation Structures for P2P-based Virtual Environments. , 2013, , .		1