

Wu-Chang Feng

List of Publications by Year in descending order

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14
papers

1,010
citations

1478505

6
h-index

1720034

7
g-index

14
all docs

14
docs citations

14
times ranked

547
citing authors

#	ARTICLE	IF	CITATIONS
1	The BLUE active queue management algorithms. IEEE/ACM Transactions on Networking, 2002, 10, 513-528.	3.8	416
2	A traffic characterization of popular on-line games. IEEE/ACM Transactions on Networking, 2005, 13, 488-500.	3.8	142
3	Stochastic fair blue: a queue management algorithm for enforcing fairness. , 0, , .		131
4	Maintaining end-to-end throughput in a differentiated-services Internet. IEEE/ACM Transactions on Networking, 1999, 7, 685-697.	3.8	89
5	Provisioning on-line games. , 2002, , .		66
6	On the geographic distribution of on-line game servers and players. , 2003, , .		44
7	Forensix: A Robust, High-Performance Reconstruction System. , 0, , .		42
8	Characterizing Online Games. IEEE/ACM Transactions on Networking, 2010, 18, 899-910.	3.8	31
9	Automatic high-performance reconstruction and recovery. Computer Networks, 2007, 51, 1361-1377.	5.1	16
10	Architectures for packet classification caching. , 0, , .		11
11	Reconstructing system state for intrusion analysis. Operating Systems Review (ACM), 2008, 42, 21-28.	1.9	10
12	PlayerRating: A reputation system for multiplayer online games. , 2009, , .		7
13	The case for TCP/IP puzzles. Computer Communication Review, 2003, 33, 322-327.	1.8	4
14	MetaCAPTCHA: A Metamorphic Throttling Service for the Web. , 2014, , .		1