Wu-Chang Feng

List of Publications by Year
in descending order

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