

Ye Tian

List of Publications by Year in descending order

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59
papers

603
citations

840776

11
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839539

18
g-index

64
all docs

64
docs citations

64
times ranked

534
citing authors

#	ARTICLE	IF	CITATIONS
1	Where is the Traffic Going? A Comparative Study of Clouds Following Different Designs. IEEE Transactions on Services Computing, 2023, 16, 1473-1484.	4.6	2
2	Exploiting Danmu Interactions for Optimizing Crowdsourced Livestream Services. , 2022, , .		0
3	Task Scheduling for Probabilistic In-Band Network Telemetry. IEEE/ACM Transactions on Networking, 2022, 30, 2858-2869.	3.8	3
4	Collaborative Replication for Mobile Short Video Sharing Services. , 2021, , .		0
5	Po-Fi: Facilitating innovations on WiFi networks with an SDN approach. Computer Networks, 2021, 187, 107781.	5.1	11
6	Understanding commercial 5G and its implications to (Multipath) TCP. Computer Networks, 2021, 198, 108401.	5.1	13
7	A Unified Programming Model over Heterogeneous Data Planes. , 2021, , .		0
8	Orchestrating Probabilistic In-band Network Telemetry for Network Monitoring. , 2021, , .		1
9	Content to cash: Understanding and improving crowdsourced live video broadcasting services with monetary donations. Computer Networks, 2020, 178, 107281.	5.1	7
10	Detect the Bottleneck of Commercial 5G in China. , 2020, , .		7
11	A Novel and Efficient Link Discovery Mechanism in SDN. , 2020, , .		6
12	SPARC: Towards a Scalable Distributed Control Plane Architecture for Protocol-Oblivious SDN Networks. , 2019, , .		5
13	PSA: An Architecture for Proactively Securing Protocol-Oblivious SDN Networks. , 2019, , .		3
14	Design and Implementation of a Novel SDN-Based Architecture for Wi-Fi Networks. Communications in Computer and Information Science, 2019, , 41-49.	0.5	0
15	Beyond the Watching: Understanding Viewer Interactions in Crowdsourced Live Video Broadcasting Services. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 3454-3468.	8.3	27
16	Understanding E-Commerce Systems under Massive Flash Crowd: Measurement, Analysis, and Implications. IEEE Transactions on Services Computing, 2019, , 1-1.	4.6	4
17	Viewer-Oriented CDN Scheduling on Crowdsourced Live Video Stream. , 2019, , .		4
18	Peer-Assisted Video Streaming With RTMP Flash Player: A Measurement Study on PPTV. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 158-170.	8.3	10

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19	FlowWatcher: Adaptive Flow Counting for Source Routing Over Protocol Independent SDN Networks. , 2018, , .		3
20	PNPL: Simplifying programming for protocol-oblivious SDN networks. Computer Networks, 2018, 147, 64-80.	5.1	17
21	Lookup table allocation for approximate computing with memory under quality constraints. , 2018, , .		2
22	On efficient message passing in energy harvesting based distributed system. , 2017, , .		2
23	ApproxLUT: A novel approximate lookup table-based accelerator. , 2017, , .		10
24	Energy Management. SpringerBriefs in Computer Science, 2017, , 19-23.	0.2	0
25	Content Delivery Networks and Its Interplay with ISPs. SpringerBriefs in Computer Science, 2017, , 9-17.	0.2	0
26	Cost Measurement for Internet Video Streaming. SpringerBriefs in Computer Science, 2017, , 25-34.	0.2	0
27	Capacity Provisioning for Video Content Delivery. SpringerBriefs in Computer Science, 2017, , 35-43.	0.2	0
28	Exploiting Path Diversity for Thwarting Pollution Attacks in Named Data Networking. IEEE Transactions on Information Forensics and Security, 2016, 11, 2077-2090.	6.9	39
29	POFOX: Towards Controlling the Protocol Oblivious Forwarding Network. Lecture Notes in Electrical Engineering, 2016, , 21-30.	0.4	4
30	ApproxEigen: An approximate computing technique for large-scale eigen-decomposition. , 2015, , .		3
31	ApproxANN: An Approximate Computing Framework for Artificial Neural Network. , 2015, , .		114
32	Extracting viewer interests for automated bookmarking in video-on-demand services. Frontiers of Computer Science, 2015, 9, 415-430.	2.4	4
33	Design and evaluation of a utility-based caching mechanism for information-centric networks. , 2015, , .		2
34	Cost-Aware Capacity Provisioning for Internet Video Streaming CDNs. Computer Journal, 2015, 58, 3255-3270.	2.4	14
35	Revealing, characterizing, and detecting crowdsourcing spammers: A case study in community Q&A. , 2015, , .		16
36	Datacast: A Scalable and Efficient Reliable Group Data Delivery Service for Data Centers. IEEE Journal on Selected Areas in Communications, 2013, 31, 2632-2645.	14.0	27

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37	Topology Mapping and Geolocating for China's Internet. IEEE Transactions on Parallel and Distributed Systems, 2013, 24, 1908-1917.	5.6	44
38	Design, Conduct and Analysis of a Biased Voting Experiment on Human Behavior. Lecture Notes in Computer Science, 2013, , 20-29.	1.3	0
39	China's Internet: Topology mapping and geolocating. , 2012, , .		18
40	Dynamic Thread Partition Algorithm Based on Sharing Data on CMP. , 2011, , .		0
41	A Fast Incremental Spectral Clustering for Large Data Sets. , 2011, , .		10
42	PopCap: popularity oriented proxy caching for peer-assisted Internet video-on-demand streaming services. Frontiers of Computer Science, 2010, 4, 500-515.	0.6	4
43	Improving Reliability for Application-Layer Multicast Overlays. IEEE Transactions on Parallel and Distributed Systems, 2010, 21, 1103-1116.	5.6	6
44	Heterogeneity of Device Contact Process in Pocket Switched Networks. Lecture Notes in Computer Science, 2010, , 157-166.	1.3	1
45	Location-aware routing for Delay Tolerant Networks. , 2010, , .		6
46	Modeling Contacts and Mobility for Wireless Mobile Networks. Lecture Notes in Computer Science, 2010, , 489-503.	1.3	1
47	Resilient and efficient load balancing in distributed hash tables. Journal of Network and Computer Applications, 2009, 32, 45-60.	9.1	9
48	Stochastic analysis of the interplay between object maintenance and churn. Computer Communications, 2008, 31, 220-239.	5.1	21
49	A novel caching mechanism for peer-to-peer based media-on-demand streaming. Journal of Systems Architecture, 2008, 54, 55-69.	4.3	15
50	Improving stability for peer-to-peer multicast overlays by active measurements. Journal of Systems Architecture, 2008, 54, 305-323.	4.3	17
51	A practical routing strategy in Delay Tolerant Networks using multiple pigeons. , 2008, , .		7
52	An analytical study on optimizing the lookup performance of distributed hash table systems under churn. Concurrency Computation Practice and Experience, 2007, 19, 543-569.	2.2	8
53	Performance analysis and improvement for BitTorrent-like file sharing systems. Concurrency Computation Practice and Experience, 2007, 19, 1811-1835.	2.2	3
54	On Distributed Rating Systems for Peer-to-Peer Networks. Computer Journal, 2007, 51, 162-180.	2.4	1

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55	On the Effectiveness of Migration-based Load Balancing Strategies in DHT Systems. Computer Communications and Networks (IC3N), Proceedings of the IEEE International Conference on, 2006, , .	0.0	4
56	Achieving Resilient and Efficient Load Balancing in DHT-based P2P Systems. Local Computer Networks (LCN), Proceedings of the IEEE Conference on, 2006, , .	0.0	2
57	Analytical Study on Improving DHT Lookup Performance under Churn. , 2006, , .		32
58	Analyzing Multiple File Downloading in BitTorrent. , 2006, , .		18
59	Roogle: Supporting Efficient High-Dimensional Range Queries in P2P Systems. Lecture Notes in Computer Science, 2006, , 1005-1014.	1.3	1