# Mahmoud Reza Hashemi

List of Publications by Year
in descending order

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|---|---|---|---|
| 99 papers | 579 citations | 1163117<br>8 h-index | 1199594<br>12 g-index |
| 101 all docs | 101 docs citations | 101 times ranked | 428 citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | Complexity Analysis Of Next-Generation VVC Encoding And Decoding. , 2020, , . | | 68 |
| 2 | A game attention model for efficient bit rate allocation in cloud gaming. Multimedia Systems, 2014, 20, 485-501. | 4.7 | 42 |
| 3 | A DCT based approach for detecting novelty and concept drift in data streams. , 2010, , . | | 28 |
| 4 | An adaptive profile based fraud detection framework for handling concept drift. , 2013, , . | | 28 |
| 5 | A Novel Adaptive Unequal Error Protection Method for Scalable Video over Wireless Networks. , 2007, , . | | 24 |
| 6 | Mining information from credit card time series for timelier fraud detection. , 2010, , . | | 24 |
| 7 | A Secure m-Payment Protocol for Mobile Devices. , 2006, , . | | 21 |
| 8 | A computationally scalable fast intra coding scheme for HEVC video encoder. Multimedia Tools and Applications, 2019, 78, 11607-11630. | 3.9 | 19 |
| 9 | Efficient bitrate reduction using a Game Attention Model in cloud gaming. , 2013, , . | | 18 |
| 10 | A new trust evaluation method based on reliability of customer feedback for cloud computing. , 2013, , . | | 13 |
| 11 | A new methodology to derive objective quality assessment metrics for scalable multiview 3D video coding. ACM Transactions on Multimedia Computing, Communications and Applications, 2012, 8, 1-25. | 4.3 | 12 |
| 12 | Tree€based scheme for reducing shared cache miss rate leveraging regional, statistical and temporal similarities. IET Computers and Digital Techniques, 2014, 8, 30-48. | 1.2 | 12 |
| 13 | Fast and efficient intra mode decision for HEVC, based on dual-tree complex wavelet. Multimedia Tools and Applications, 2017, 76, 9891-9906. | 3.9 | 11 |
| 14 | Rate-distortion modeling for scalable video coding. , 2010, , . | | 10 |
| 15 | Complexity Modeling of the Motion Compensation Process of the H.264/AVC Video Coding Standard. , 2012, , . | | 10 |
| 16 | Energy-aware ILP formulation for application mapping on NoC based MPSoCs. , 2013, , . | | 10 |
| 17 | GSET somi. , 2016, , . | | 10 |
| 18 | A View-Level Rate Distortion Model for Multi-View/3D Video. IEEE Transactions on Multimedia, 2016, 18, 14-24. | 7.2 | 10 |

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| 19 | An efficient data enrichment scheme for fraud detection using social network analysis. , 2012, , . | | 9 |
| 20 | A low complexity and computationally scalable fast motion estimation algorithm for HEVC. Multimedia Tools and Applications, 2020, 79, 11639-11666. | 3.9 | 9 |
| 21 | A Skill-Based Visual Attention Model for Cloud Gaming. IEEE Access, 2021, 9, 12332-12347. | 4.2 | 9 |
| 22 | A new compression ratio prediction algorithm for hardware implementations of LZW data compression. , 2010, , . | | 8 |
| 23 | Boosted Metaheuristic Algorithms for QoE-Aware Server Selection in Multiplayer Cloud Gaming. IEEE Access, 2020, 8, 60468-60483. | 4.2 | 8 |
| 24 | An Efficient Self-Transposing Memory Structure for 32-bit Video Processors. , 2006, , . | | 7 |
| 25 | Communication and congestion aware run-time task mapping on heterogeneous MPSoCs. , 2012, , . | | 7 |
| 26 | Juniper: A Jnd-Based Perceptual Video Coding Framework to Jointly Utilize Saliency and JND. , 2020, , . | | 7 |
| 27 | SVM based approach for complexity control of HEVC intra coding. Signal Processing: Image Communication, 2021, 93, 116177. | 3.2 | 7 |
| 28 | A Fast Two Dimensional Deblocking Filter for H.264/AVC Video Coding. , 2006, , . | | 6 |
| 29 | Fast Motion Estimation Algorithm with Efficient Memory Access for HEVC Hardware Encoders. , 2018, , . | | 6 |
| 30 | An adaptive rate control for faster bitrate shaping in x264 based video conferencing. , 2010, , . | | 5 |
| 31 | A fine-grain distortion and complexity aware parameter tuning model for the H.264/AVC encoder. Signal Processing: Image Communication, 2013, 28, 441-457. | 3.2 | 5 |
| 32 | Power-aware analysis of H.264/AVC encoding parameters for cloud gaming. , 2014, , . | | 5 |
| 33 | Estimating application workload using hardware performance counters in real-time video encoding. , 2014, , . | | 5 |
| 34 | A state-based game attention model for cloud gaming. , 2017, , . | | 5 |
| 35 | HPCgnature: a hardwareâ€based applicationâ€level intrusion detection system. IET Information Security, 2019, 13, 19-26. | 1.7 | 5 |
| 36 | Fine-grain complexity control of HEVC intra prediction in battery-powered video codecs. Journal of Real-Time Image Processing, 2021, 18, 603-618. | 3.5 | 5 |

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| 37 | Unequal Error Protection for the Scalable Extension of H.264/AVC Using Genetic Algorithm. Communications in Computer and Information Science, 2008, , 194-202. | 0.5 | 4 |
| 38 | Low complexity hardware implementation of reciprocal fractional motion estimation for H.264/AVC in mobile applications. , 2009, , . | | 4 |
| 39 | A new rate distortion model for multi-view/3D video coding. , 2013, , . | | 4 |
| 40 | Configuration strategies for collaborative IDS using game theory. , 2016, , . | | 4 |
| 41 | A New Multi-Layered Coding Sequence for JPEG2000 with Reduced Memory Requirement. , 2006, , . | | 3 |
| 42 | A novel arbitration scheme for bandwidth and jitter guarantees in asynchronous NoCs. , 2009, , . | | 3 |
| 43 | An object-based framework for cloud gaming using player's visual attention. , 2015, , . | | 3 |
| 44 | New R-D Optimization Criterion for Fast Mode Decision Algorithms in Video Coding and Transrating. IEEE Transactions on Circuits and Systems for Video Technology, 2016, 26, 696-710. | 8.3 | 3 |
| 45 | A Novel Objective Quality Assessment Method for Perceptually-Coded Cloud Gaming Video. , 2018, , . | | 3 |
| 46 | A hybrid graphics/video rate control method based on graphical assets for cloud gaming. Journal of Real-Time Image Processing, 2022, 19, 41-59. | 3.5 | 3 |
| 47 | An Improved Distributed Intrusion Detection Architecture for Cloud Computing. Communications in Computer and Information Science, 2014, , 105-116. | 0.5 | 3 |
| 48 | A Frame Layer Bit Allocation for H.264 Based on Frame Complexity. , 2006, , . | | 2 |
| 49 | A Non-Iterative R-D Optimization Algorithm for Rate-Constraint Problems. , 2006, , . | | 2 |
| 50 | An Adaptive Unequal Error Protection Method for Error Resilient Scalable Video Coding Using Particle Swarm. , 2007, , . | | 2 |
| 51 | E2E-PACK: A Cross-Layer Design for Multipath Routing over Mobile Ad Hoc Networks. , 2007, , . | | 2 |
| 52 | QoS Aspects in Web Services Compositions. , 2008, , . | | 2 |
| 53 | An improved R-D optimized motion estimation method for video coding. , 2009, , . | | 2 |
| 54 | A new Scalable Multi-View Video Coding configuration for mobile applications. , 2011, , . | | 2 |

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| 55 | Rate-distortion-complexity optimization for VLSI implementation of integer motion estimation in H.264/AVC encoder. , 2011, , . | | 2 |
| 56 | Low-complexity unbalanced multiple description coding based on balanced clusters for adaptive peer-to-peer video streaming. Signal Processing: Image Communication, 2011, 26, 143-161. | 3.2 | 2 |
| 57 | New scalable modalities in multi-view 3D video. , 2013, , . | | 2 |
| 58 | Rate-distortion optimization for scalable multi-view video coding. , 2014, , . | | 2 |
| 59 | A generic, comprehensive and granular decoder complexity model for the H.264/AVC standard. Journal of Visual Communication and Image Representation, 2014, 25, 1686-1703. | 2.8 | 2 |
| 60 | An Open Source Cloud Gaming Testbed Using DirectShow. , 2015, , . | | 2 |
| 61 | Toward a Unified Characterization of Mapping Algorithms in Cloud and MPSoC Environments Using a Literature-Based Approach. Canadian Journal of Electrical and Computer Engineering, 2015, 38, 204-218. | 2.0 | 2 |
| 62 | A Testing Apparatus for Faster and More Accurate Subjective Assessment of Quality of Experience in Cloud Gaming. , 2016, , . | | 2 |
| 63 | Extended grounded theory: a methodology to combine multiple disciplines. Information Systems and E-Business Management, 2020, 18, 89-120. | 3.7 | 2 |
| 64 | SARA-SDN. , 2020, , . | | 2 |
| 65 | Efficient Hardware Implementation for H.264/AVC Motion Estimation. , 2006, , . | | 1 |
| 66 | A Split Method for Optimized Cost-Quality Hardware Implementation of Lifting-Based Discrete Wavelet Transform. , 2007, , . | | 1 |
| 67 | Pattern-Based Error Recovery of Low Resolution Subbands in JPEG2000. , 2007, , . | | 1 |
| 68 | An improved low-complexity multiple description coding for peer-to-peer video streaming. , 2010, , . | | 1 |
| 69 | Low cost error tolerant motion estimation for H.264/AVC standard. , 2010, , . | | 1 |
| 70 | A joint multi rate optimization framework for video adaptation in H.264/AVC. , 2010, , . | | 1 |
| 71 | Power aware mapping of an RVC encoder on a many-core platform. , 2011, , . | | 1 |
| 72 | Edge-oriented interpolation for fractional motion estimation in hybrid video coding. , 2011, , . | | 1 |

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| 73 | An adaptive fast bitrate shaping scheme for H.264/AVC rate control. , 2012, , . | | 1 |
| 74 | A new DCT based scalable distributed fraud detection architecture. , 2012, , . | | 1 |
| 75 | A Two-Piece R-D Model for Hybrid Video Coding and Its Application in Fast Mode Decision. , 2012, , . | | 1 |
| 76 | An efficient parameter selection scheme for view level rate-distortion control in multi-view/3D video coding. , 2014, , . | | 1 |
| 77 | Unified energy aware mapping of multimedia applications on media cloud infrastructure. , 2014, , . | | 1 |
| 78 | Networked IDS configuration in heterogeneous networks &#x2014; A game theory approach. , 2015, , . | | 1 |
| 79 | A receiver aware H.264/AVC encoder for decoder complexity control in mobile applications. Signal, Image and Video Processing, 2017, 11, 431-438. | 2.7 | 1 |
| 80 | An Ontology-Based Method for HW/SW Architecture Reconstruction. IEEE Transactions on Computers, 2019, 68, 1007-1018. | 3.4 | 1 |
| 81 | An Improved Motion JPEG2000 Decoder for Error Concealment of Segmentation Symbol Faults. Eurasip Journal on Advances in Signal Processing, 2008, 2008, 192859. | 1.7 | 1 |
| 82 | A Two-Level Energy-Aware ILP Formulation for Application Mapping on a Mobile Cloud Infrastructure. Communications in Computer and Information Science, 2014, , 131-144. | 0.5 | 1 |
| 83 | GAMORRA: An API-level workload model for rasterization-based graphics pipeline architecture. Computers and Graphics, 2022, , . | 2.5 | 1 |
| 84 | Compressed domain spatial scaling of MPEG video sequences. , 0, , . | | 0 |
| 85 | A framework for a distributed protocol set to provide better quality of service for multimedia delivery on IP networks. , 0, , . | | 0 |
| 86 | A Novel Two Tiered Proxy Caching Scheme for Video on Demand Applications. , 0, , . | | 0 |
| 87 | A New Discrete Wavelet Transform Architecture with Minimum Resource Requirements. , 2006, , . | | 0 |
| 88 | A Slice-Based Automatic Hardware/Software Partitioning Heuristic. , 2006, , . | | 0 |
| 89 | Dual Mode Architecture for Deblocking Filtering in H.264/AVC Video Coding. , 2006, , . | | 0 |
| 90 | A Rate-Constrained Pre-Compression Bit Allocation Algorithm for Memory Constrained Embedded Applications of JPEG2000. , 2007, , . | | 0 |

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| 91 | Two Level Cost-Quality Optimization of 9-7 Lifting-Based Discrete Wavelet Transform. , 2007, , . | | 0 |
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| 93 | Bit-plane error recovery of low frequency subbands in JPEG2000. , 2009, , . | | 0 |
| 94 | Lagrange multiplier selection for video coding with varying quantization. , 2011, , . | | 0 |
| 95 | Joint application-architeture design space exploration of multimedia applications on many-core platforms - an experimental analysis. Multimedia Tools and Applications, 2016, 75, 11291-11310. | 3.9 | 0 |
| 96 | Editorial Applied Artificial Intelligence and Machine Learning for Video Coding and Streaming. IEEE Open Journal of Signal Processing, 2021, 2, 410-412. | 3.5 | 0 |
| 97 | High Performance Mathematical Quarter-Pixel Motion Estimation with Novel Rate Distortion Metric for H.264/AVC. Communications in Computer and Information Science, 2008, , 219-226. | 0.5 | 0 |
| 98 | Game Audio Impacts on Playersâ€™ Visual Attention, Model Performance for Cloud Gaming. , 2022, , . | | 0 |
| 99 | BLINC: lightweight bimodal learning for low-complexity VVC intra-coding. Journal of Real-Time Image Processing, 0, , . | 3.5 | 0 |