

Mahmoud Reza Hashemi

List of Publications by Year in descending order

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99
papers

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citations

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101
all docs

101
docs citations

101
times ranked

428
citing authors

#	ARTICLE	IF	CITATIONS
1	A hybrid graphics/video rate control method based on graphical assets for cloud gaming. Journal of Real-Time Image Processing, 2022, 19, 41-59.	2.2	3
2	GAMORRA: An API-level workload model for rasterization-based graphics pipeline architecture. Computers and Graphics, 2022, , .	1.4	1
3	Game Audio Impacts on Playersâ€™ Visual Attention, Model Performance for Cloud Gaming. , 2022, , .		0
4	Fine-grain complexity control of HEVC intra prediction in battery-powered video codecs. Journal of Real-Time Image Processing, 2021, 18, 603-618.	2.2	5
5	A Skill-Based Visual Attention Model for Cloud Gaming. IEEE Access, 2021, 9, 12332-12347.	2.6	9
6	SVM based approach for complexity control of HEVC intra coding. Signal Processing: Image Communication, 2021, 93, 116177.	1.8	7
7	Editorial Applied Artificial Intelligence and Machine Learning for Video Coding and Streaming. IEEE Open Journal of Signal Processing, 2021, 2, 410-412.	2.3	0
8	A low complexity and computationally scalable fast motion estimation algorithm for HEVC. Multimedia Tools and Applications, 2020, 79, 11639-11666.	2.6	9
9	Complexity Analysis Of Next-Generation VVC Encoding And Decoding. , 2020, , .		68
10	Juniper: A Jnd-Based Perceptual Video Coding Framework to Jointly Utilize Saliency and JND. , 2020, , .		7
11	Extended grounded theory: a methodology to combine multiple disciplines. Information Systems and E-Business Management, 2020, 18, 89-120.	2.2	2
12	Boosted Metaheuristic Algorithms for QoE-Aware Server Selection in Multiplayer Cloud Gaming. IEEE Access, 2020, 8, 60468-60483.	2.6	8
13	SARA-SDN. , 2020, , .		2
14	An Ontology-Based Method for HW/SW Architecture Reconstruction. IEEE Transactions on Computers, 2019, 68, 1007-1018.	2.4	1
15	HPCgnature: a hardwareâ€based applicationâ€level intrusion detection system. IET Information Security, 2019, 13, 19-26.	1.1	5
16	A computationally scalable fast intra coding scheme for HEVC video encoder. Multimedia Tools and Applications, 2019, 78, 11607-11630.	2.6	19
17	Fast Motion Estimation Algorithm with Efficient Memory Access for HEVC Hardware Encoders. , 2018, , .		6
18	A Novel Objective Quality Assessment Method for Perceptually-Coded Cloud Gaming Video. , 2018, , .		3

#	ARTICLE	IF	CITATIONS
19	Fast and efficient intra mode decision for HEVC, based on dual-tree complex wavelet. Multimedia Tools and Applications, 2017, 76, 9891-9906.	2.6	11
20	A state-based game attention model for cloud gaming. , 2017, , .		5
21	A receiver aware H.264/AVC encoder for decoder complexity control in mobile applications. Signal, Image and Video Processing, 2017, 11, 431-438.	1.7	1
22	A Testing Apparatus for Faster and More Accurate Subjective Assessment of Quality of Experience in Cloud Gaming. , 2016, , .		2
23	GSET somi. , 2016, , .		10
24	Configuration strategies for collaborative IDS using game theory. , 2016, , .		4
25	Joint application-architecture design space exploration of multimedia applications on many-core platforms - an experimental analysis. Multimedia Tools and Applications, 2016, 75, 11291-11310.	2.6	0
26	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.	5.6	3
27	A View-Level Rate Distortion Model for Multi-View/3D Video. IEEE Transactions on Multimedia, 2016, 18, 14-24.	5.2	10
28	An Open Source Cloud Gaming Testbed Using DirectShow. , 2015, , .		2
29	Networked IDS configuration in heterogeneous networks — A game theory approach. , 2015, , .		1
30	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.	1.5	2
31	An object-based framework for cloud gaming using player's visual attention. , 2015, , .		3
32	An efficient parameter selection scheme for view level rate-distortion control in multi-view/3D video coding. , 2014, , .		1
33	Unified energy aware mapping of multimedia applications on media cloud infrastructure. , 2014, , .		1
34	Power-aware analysis of H.264/AVC encoding parameters for cloud gaming. , 2014, , .		5
35	Rate-distortion optimization for scalable multi-view video coding. , 2014, , .		2
36	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.	1.7	2

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37	A game attention model for efficient bit rate allocation in cloud gaming. Multimedia Systems, 2014, 20, 485-501.	3.0	42
38	Tree-based scheme for reducing shared cache miss rate leveraging regional, statistical and temporal similarities. IET Computers and Digital Techniques, 2014, 8, 30-48.	0.9	12
39	Estimating application workload using hardware performance counters in real-time video encoding. , 2014, , .		5
40	An Improved Distributed Intrusion Detection Architecture for Cloud Computing. Communications in Computer and Information Science, 2014, , 105-116.	0.4	3
41	A Two-Level Energy-Aware ILP Formulation for Application Mapping on a Mobile Cloud Infrastructure. Communications in Computer and Information Science, 2014, , 131-144.	0.4	1
42	A fine-grain distortion and complexity aware parameter tuning model for the H.264/AVC encoder. Signal Processing: Image Communication, 2013, 28, 441-457.	1.8	5
43	Efficient bitrate reduction using a Game Attention Model in cloud gaming. , 2013, , .		18
44	A new rate distortion model for multi-view/3D video coding. , 2013, , .		4
45	An adaptive profile based fraud detection framework for handling concept drift. , 2013, , .		28
46	New scalable modalities in multi-view 3D video. , 2013, , .		2
47	A new trust evaluation method based on reliability of customer feedback for cloud computing. , 2013, , .		13
48	Energy-aware ILP formulation for application mapping on NoC based MPSoCs. , 2013, , .		10
49	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.	3.0	12
50	An adaptive fast bitrate shaping scheme for H.264/AVC rate control. , 2012, , .		1
51	A new DCT based scalable distributed fraud detection architecture. , 2012, , .		1
52	A Two-Piece R-D Model for Hybrid Video Coding and Its Application in Fast Mode Decision. , 2012, , .		1
53	Communication and congestion aware run-time task mapping on heterogeneous MPSoCs. , 2012, , .		7
54	An efficient data enrichment scheme for fraud detection using social network analysis. , 2012, , .		9

#	ARTICLE	IF	CITATIONS
55	Complexity Modeling of the Motion Compensation Process of the H.264/AVC Video Coding Standard. , 2012, , .		10
56	Power aware mapping of an RVC encoder on a many-core platform. , 2011, , .		1
57	A new Scalable Multi-View Video Coding configuration for mobile applications. , 2011, , .		2
58	Rate-distortion-complexity optimization for VLSI implementation of integer motion estimation in H.264/AVC encoder. , 2011, , .		2
59	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.	1.8	2
60	Edge-oriented interpolation for fractional motion estimation in hybrid video coding. , 2011, , .		1
61	Lagrange multiplier selection for video coding with varying quantization. , 2011, , .		0
62	An adaptive rate control for faster bitrate shaping in x264 based video conferencing. , 2010, , .		5
63	Rate-distortion modeling for scalable video coding. , 2010, , .		10
64	An improved low-complexity multiple description coding for peer-to-peer video streaming. , 2010, , .		1
65	A new compression ratio prediction algorithm for hardware implementations of LZW data compression. , 2010, , .		8
66	A DCT based approach for detecting novelty and concept drift in data streams. , 2010, , .		28
67	Mining information from credit card time series for timelier fraud detection. , 2010, , .		24
68	Low cost error tolerant motion estimation for H.264/AVC standard. , 2010, , .		1
69	A joint multi rate optimization framework for video adaptation in H.264/AVC. , 2010, , .		1
70	An improved R-D optimized motion estimation method for video coding. , 2009, , .		2
71	Low complexity hardware implementation of reciprocal fractional motion estimation for H.264/AVC in mobile applications. , 2009, , .		4
72	Bit-plane error recovery of low frequency subbands in JPEG2000. , 2009, , .		0

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73	A novel arbitration scheme for bandwidth and jitter guarantees in asynchronous NoCs. , 2009, , .		3
74	Unequal Error Protection for the Scalable Extension of H.264/AVC Using Genetic Algorithm. Communications in Computer and Information Science, 2008, , 194-202.	0.4	4
75	QoS Aspects in Web Services Compositions. , 2008, , .		2
76	An Improved Motion JPEG2000 Decoder for Error Concealment of Segmentation Symbol Faults. Eurasip Journal on Advances in Signal Processing, 2008, 2008, 192859.	1.0	1
77	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.	0.4	0
78	A Split Method for Optimized Cost-Quality Hardware Implementation of Lifting-Based Discrete Wavelet Transform. , 2007, , .		1
79	Pattern-Based Error Recovery of Low Resolution Subbands in JPEG2000. , 2007, , .		1
80	A Rate-Constrained Pre-Compression Bit Allocation Algorithm for Memory Constrained Embedded Applications of JPEG2000. , 2007, , .		0
81	An Adaptive Unequal Error Protection Method for Error Resilient Scalable Video Coding Using Particle Swarm. , 2007, , .		2
82	Two Level Cost-Quality Optimization of 9-7 Lifting-Based Discrete Wavelet Transform. , 2007, , .		0
83	A Novel Adaptive Unequal Error Protection Method for Scalable Video over Wireless Networks. , 2007, , .		24
84	A Frame Layer Bit Allocation for H.264 based on Mode Decision. , 2007, , .		0
85	E2E-PACK: A Cross-Layer Design for Multipath Routing over Mobile Ad Hoc Networks. , 2007, , .		2
86	A New Discrete Wavelet Transform Architecture with Minimum Resource Requirements. , 2006, , .		0
87	A Slice-Based Automatic Hardware/Software Partitioning Heuristic. , 2006, , .		0
88	An Efficient Self-Transposing Memory Structure for 32-bit Video Processors. , 2006, , .		7
89	Efficient Hardware Implementation for H.264/AVC Motion Estimation. , 2006, , .		1
90	A Secure m-Payment Protocol for Mobile Devices. , 2006, , .		21

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91	A Fast Two Dimensional Deblocking Filter for H.264/AVC Video Coding. , 2006, , .		6
92	A New Multi-Layered Coding Sequence for JPEG2000 with Reduced Memory Requirement. , 2006, , .		3
93	A Frame Layer Bit Allocation for H.264 Based on Frame Complexity. , 2006, , .		2
94	Dual Mode Architecture for Deblocking Filtering in H.264/AVC Video Coding. , 2006, , .		0
95	A Non-Iterative R-D Optimization Algorithm for Rate-Constraint Problems. , 2006, , .		2
96	Compressed domain spatial scaling of MPEG video sequences. , 0, , .		0
97	A framework for a distributed protocol set to provide better quality of service for multimedia delivery on IP networks. , 0, , .		0
98	A Novel Two Tiered Proxy Caching Scheme for Video on Demand Applications. , 0, , .		0
99	BLINC: lightweight bimodal learning for low-complexity VVC intra-coding. Journal of Real-Time Image Processing, 0, , .	2.2	0