Shervin Shirmohammadi

List of Publications by Year
in descending order

359 papers	4,951 citations	196777 29 h-index	198040 52 g-index
374 all docs	374 docs citations	374 times ranked	4772 citing authors

#	Article	IF	Citations
1	Using Compressive Sampling to Fill Interbatch Data Gap From Low-Cost IoT Vibration Sensor. IEEE Internet of Things Journal, 2022, 9, 9820-9830.	5.5	0
2	Editor-in-Chiefâ€™s Opening Message. , 2022, 1, 1-2.		0
3	InARMS: Individual Activity Recognition of Multiple Subjects with FMCW radar. , 2022, , .		3
4	Direction of Arrival Estimation of Moving Sound Sources using Deep Learning. , 2022, , .		1
5	A Novel Method to Estimate Measurement Error in AI-Assisted Measurements. , 2022, , .		1
6	Remote Operation Status Tracking for Manufacturing Machines via Sound Recognition using IoT. , 2022, , .		3
7	Editor-in-Chiefâ€™s Opening Message. IEEE Transactions on Instrumentation and Measurement, 2021, 70, 1-1.	2.4	1
8	A review of temporal video error concealment techniques and their suitability for HEVC and VVC. Multimedia Tools and Applications, 2021, 80, 12685-12730.	2.6	16
9	A Skill-Based Visual Attention Model for Cloud Gaming. IEEE Access, 2021, 9, 12332-12347.	2.6	9
10	Fair Server Selection in Edge Computing With Q-Value-Normalized Action-Suppressed Quadruple Q-Learning. IEEE Transactions on Artificial Intelligence, 2021, 2, 519-527.	3.4	12
11	A novel fast search method to find disparity vectors in multiview video coding. Multimedia Tools and Applications, 2021, 80, 10821-10837.	2.6	0
12	On the Commonly-Used Incorrect Visual Representation of Accuracy and Precision. IEEE Instrumentation and Measurement Magazine, 2021, 24, 45-49.	1.2	9
13	Machine Learning in Measurement Part 1: Error Contribution and Terminology Confusion. IEEE Instrumentation and Measurement Magazine, 2021, 24, 84-92.	1.2	18
14	Machine Learning in Measurement Part 2: Uncertainty Quantification. IEEE Instrumentation and Measurement Magazine, 2021, 24, 23-27.	1.2	24
15	Inter-Batch Gap Filling Using Compressive Sampling for Low-Cost IoT Vibration Sensors. , 2021, , .		1
16	Human Activity Recognition with Device-Free Sensors for Well-Being Assessment in Smart Homes. IEEE Instrumentation and Measurement Magazine, 2021, 24, 46-57.	1.2	17
17	A Machine-Learning-Based Action Recommender for Network Operation Centers. IEEE Transactions on Network and Service Management, 2021, 18, 2702-2713.	3.2	9
18	Machine Learning-Based Network Status Detection and Fault Localization. IEEE Transactions on Instrumentation and Measurement, 2021, 70, 1-10.	2.4	8

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19	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
20	Forecasting Video QoE With Deep Learning From Multivariate Time-Series. IEEE Open Journal of Signal Processing, 2021, 2, 512-521.	2.3	10
21	Editor-in-Chief's Year-End Message: End-of-Term Report by the Outgoing Editor-in-Chief. IEEE Transactions on Instrumentation and Measurement, 2021, 70, 1-4.	2.4	0
22	Bandwidth On-Demand for Multimedia Big Data Transfer Across Geo-Distributed Cloud Data Centers. IEEE Transactions on Cloud Computing, 2020, 8, 1189-1198.	3.1	22
23	Cooperative Tile-Based 360Â° Panoramic Streaming in Heterogeneous Networks Using Scalable Video Coding. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 217-231.	5.6	21
24	Intra Coding Strategy for Video Error Resiliency: Behavioral Analysis. IEEE Transactions on Multimedia, 2020, 22, 2193-2206.	5.2	7
25	Improving Accuracy and Robustness in HF-RFID-Based Indoor Positioning With Kalman Filtering and Tukey Smoothing. IEEE Transactions on Instrumentation and Measurement, 2020, 69, 9190-9202.	2.4	32
26	The Effect of Room Complexity on Physical Object Selection Performance in 3-D Mobile User Interfaces. IEEE Transactions on Human-Machine Systems, 2020, 50, 349-357.	2.5	2
27	Editor-in-Chief's Year-End Message: 70th Anniversary and the Last Printed Issue. IEEE Transactions on Instrumentation and Measurement, 2020, 69, 9287-9305.	2.4	0
28	Applied AI in instrumentation and measurement: The deep learning revolution. IEEE Instrumentation and Measurement Magazine, 2020, 23, 10-17.	1.2	81
29	An Empirical Approach to Modeling User-System Interaction Conflicts in Smart Homes. IEEE Transactions on Human-Machine Systems, 2020, 50, 573-583.	2.5	13
30	The potential of IoT for instrumentation and measurement. IEEE Instrumentation and Measurement Magazine, 2020, 23, 21-26.	1.2	26
31	A Parameter-Free Vibration Analysis Solution for Legacy Manufacturing Machines' Operation Tracking. IEEE Internet of Things Journal, 2020, 7, 11092-11102.	5.5	13
32	The Performance of Quality Metrics in Assessing Error-Concealed Video Quality. IEEE Transactions on Image Processing, 2020, 29, 5937-5952.	6.0	16
33	A Multimodal Deep Learning-Based Distributed Network Latency Measurement System. IEEE Transactions on Instrumentation and Measurement, 2020, 69, 2487-2494.	2.4	13
34	Boosted Metaheuristic Algorithms for QoE-Aware Server Selection in Multiplayer Cloud Gaming. IEEE Access, 2020, 8, 60468-60483.	2.6	8
35	An Adaptive Two-Layer Light Field Compression Scheme Using GNN-Based Reconstruction. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-23.	3.0	20
36	Resource optimization through hierarchical SDN-enabled inter data center network for cloud gaming. , 2020, , .		5

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37	QoE-Fair DASH Video Streaming Using Server-side Reinforcement Learning. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-21.	3.0	17
38	Deep Learning-Based Fault Localization in Video Networks Using Only Client-Side QoE. IEEE Transactions on Artificial Intelligence, 2020, 1, 130-138.	3.4	7
39	QNetwork: AI-Assisted Networking for Hybrid Cloud Gaming. , 2019, , .		1
40	Machine Learning and Deep Learning Based Traffic Classification and Prediction in Software Defined Networking. , 2019, , .		32
41	Client-server cooperative and fair DASH video streaming. , 2019, , .		3
42	A Novel Rate Control Method for Free-viewpoint Video in MV-HEVC. , 2019, , .		1
43	Artificial Intelligence-Based Distributed Network Latency Measurement. , 2019, , .		4
44	A collaborative IoT-gateway architecture for reliable and cost effective measurements. IEEE Instrumentation and Measurement Magazine, 2019, 22, 11-17.	1.2	20
45	Using the Cloud to Improve Sensor Availability and Reliability in Remote Monitoring. IEEE Transactions on Instrumentation and Measurement, 2019, 68, 1522-1532.	2.4	13
46	False Alarm Reduction in Atrial Fibrillation Detection Using Deep Belief Networks. IEEE Transactions on Instrumentation and Measurement, 2018, 67, 1124-1131.	2.4	48
47	Joint Intra and Multiple Description Coding for Packet Loss Resilient Video Transmission. IEEE Transactions on Multimedia, 2018, 20, 781-795.	5.2	10
48	A 3D-printable instrument to improve force vector measurement in CPR training. IEEE Instrumentation and Measurement Magazine, 2018, 21, 25-33.	1.2	0
49	Effect of Pressure on Skin-Electrode Impedance in Wearable Biomedical Measurement Devices. IEEE Transactions on Instrumentation and Measurement, 2018, 67, 1900-1912.	2.4	72
50	Editor-in-Chief's Year-End Message. IEEE Transactions on Instrumentation and Measurement, 2018, 67, 2740-2741.	2.4	0
51	A Novel Objective Quality Assessment Method for Perceptually-Coded Cloud Gaming Video. , 2018, , .		3
52	Game-Aware and SDN-Assisted Bandwidth Allocation for Data Center Networks. , 2018, , .		6
53	Taxi-sharing: A wireless IoT-gateway selection scheme for delay-tolerant data. , 2018, , .		8
54	Designing Trainer's Manual for the ISG for Competence Project. Lecture Notes in Computer Science, 2018, , 284-288.	1.0	0

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55	FOCUS: Detecting ADHD Patients by an EEG-Based Serious Game. IEEE Transactions on Instrumentation and Measurement, 2018, 67, 1512-1520.	2.4	72
56	An intelligent cloud-based data processing broker for mobile e-health multimedia applications. Future Generation Computer Systems, 2017, 66, 71-86.	4.9	38
57	Metrological Characterization of a Method for Blood Pressure Estimation Based on Arterial Lumen Area Model. IEEE Transactions on Instrumentation and Measurement, 2017, 66, 734-745.	2.4	9
58	A Video Bitrate Adaptation and Prediction Mechanism for HTTP Adaptive Streaming. ACM Transactions on Multimedia Computing, Communications and Applications, 2017, 13, 1-25.	3.0	16
59	A serious game for children with speech disorders and hearing problems. , 2017, , .		16
60	The Latest Multimedia Research from ISM 2016. IEEE MultiMedia, 2017, 24, 18-19.	1.5	1
61	More attention, less deficit: Wearable EEG-based serious game for focus improvement. , 2017, , .		34
62	A Serious Game for children with Autism Spectrum Disorder as a tool for play therapy. , 2017, , .		27
63	SDN-Enabled Game-Aware Routing for Cloud Gaming Datacenter Network. IEEE Access, 2017, 5, 18633-18645.	2.6	24
64	A synthetic instrument for diagnosis and performance measurement of Individuals with Visual Sequential Memory Deficit. , 2017, , .		0
65	Measuring performance of children with speech and language disorders using a serious game. , 2017, , .		4
66	Feasibility of detecting ADHD patients' attention levels by classifying their EEG signals. , 2017, , .		10
67	A state-based game attention model for cloud gaming. , 2017, , .		5
68	Game-aware bandwidth allocation for home gateways. , 2017, , .		4
69	Mobile Multi-Food Recognition Using Deep Learning. ACM Transactions on Multimedia Computing, Communications and Applications, 2017, 13, 1-21.	3.0	44
70	Memori: A Serious Game for diagnosing and treating Visual Sequential Memory Deficit. , 2017, , .		2
71	Classifying measured electrocardiogram signal quality using deep belief networks. , 2017, , .		19
72	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

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73	Redundancy Allocation Based on the Weighted Mismatch-Rate Slope for Multiple Description Video Coding. IEEE Transactions on Multimedia, 2017, 19, 54-66.	5.2	13
74	SDN-enabled Game-Aware Network Management for Residential Gateways. , 2017, , .		5
75	Editor-in-Chiefâ€™s Year-End Message. IEEE Transactions on Instrumentation and Measurement, 2017, 66, 3106-3107.	2.4	0
76	Priced-Based Fair Bandwidth Allocation for Networked Multimedia. , 2017, , .		0
77	Sports VR Content Generation from Regular Camera Feeds. , 2017, , .		3
78	QoE-Aware Bandwidth Allocation for Video Traffic Using Sigmoidal Programming. IEEE MultiMedia, 2017, 24, 80-90.	1.5	19
79	Guest Editorial Special Section on the Conference on Precision Electromagnetic Measurements (CPEM) 2016. IEEE Transactions on Instrumentation and Measurement, 2017, 66, 1080-1082.	2.4	0
80	A Cloud-Based Multi-threaded Implementation of View Synthesis System. , 2017, , .		0
81	A Bitrate-Conservative Fast-Adjusting Rate Controller for Video Conferencing. , 2017, , .		0
82	Towards QoE-aware HAS video streaming over LTE. , 2017, , .		0
83	An instrument for measuring force vector and frequency of CPR compressions. , 2017, , .		1
84	A Dynamic Approach to Estimate Receiving Bandwidth for WebRTC. International Journal of Multimedia Data Engineering and Management, 2016, 7, 17-33.	0.3	0
85	Game-Aware Resource Manager for Home Gateways. , 2016, , .		4
86	QoE-Driven Optimization for DASH Service in Wireless Networks. , 2016, , .		3
87	Incremental mining of frequent power consumption patterns from smart meters big data. , 2016, , .		8
88	Scalable multiview video coding for immersive video streaming systems. , 2016, , .		2
89	A Selective Intra-Coding Approach for Multiple Description Video Coding. , 2016, , .		1
90	Datacenter Traffic Shaping for Delay Reduction in Cloud Gaming. , 2016, , .		6

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91	Guest Editorial Special Issue on the 2015 IEEE International Instrumentation and Measurement Technology Conference Pisa, Italy, May 11â€"14, 2015. IEEE Transactions on Instrumentation and Measurement, 2016, 65, 958-959.	2.4	0
92	Instrumentation and measurement in medical, biomedical, and healthcare systems. IEEE Instrumentation and Measurement Magazine, 2016, 19, 6-12.	1.2	54
93	GSET somi. , 2016, , .		10
94	Food calorie measurement using deep learning neural network. , 2016, , .		71
95	Toward Delay-Efficient Game-Aware Data Centers for Cloud Gaming. ACM Transactions on Multimedia Computing, Communications and Applications, 2016, 12, 1-19.	3.0	31
96	Dynamic threshold algorithm to evaluate trustworthiness of the estimated blood pressure in oscillometry. IEEE Instrumentation and Measurement Magazine, 2016, 19, 26-35.	1.2	6
97	Message From the Incoming Editor-in-Chief. IEEE Transactions on Instrumentation and Measurement, 2016, 65, 2660-2661.	2.4	0
98	Effects of serious games on perceived team cohesiveness in a multi-user virtual environment. Computers in Human Behavior, 2016, 59, 380-388.	5.1	22
99	You are what you eat: So measure what you eat!. IEEE Instrumentation and Measurement Magazine, 2016, 19, 9-15.	1.2	24
100	A View-Level Rate Distortion Model for Multi-View/3D Video. IEEE Transactions on Multimedia, 2016, 18, 14-24.	5.2	10
101	Yawning Detection Using Embedded Smart Cameras. IEEE Transactions on Instrumentation and Measurement, 2016, 65, 570-582.	2.4	88
102	A DASH-based HEVC multi-view video streaming system. Journal of Real-Time Image Processing, 2016, 12, 329-342.	2.2	14
103	Mental Model Development Using Collaborative 3D Virtual Environments. Lecture Notes in Computer Science, 2016, , 279-290.	1.0	3
104	Cloud Assisted IOT Based Social Door to Boost Student-Professor Interaction. Communications in Computer and Information Science, 2016, , 426-432.	0.4	2
105	A Dynamic Alpha Congestion Controller for WebRTC. , 2015, , .		1
106	A high capacity data hiding algorithm for H.264/AVC video. Security and Communication Networks, 2015, 8, 2947-2955.	1.0	18
107	Towards an â€œInternet of Foodâ€: Food Ontologies for the Internet of Things. Future Internet, 2015, 7, 372-392.	2.4	58
108	Guest Editorial: Special Section on the 2014 IEEE International Symposium on Medical Measurements and Applications. IEEE Transactions on Instrumentation and Measurement, 2015, 64, 2108-2109.	2.4	1

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109	A meta user interface for interaction with mixed reality environments. , 2015, , .		1
110	IEEE CIVEMSA 2015-Computational Intelligence and Virtual Environments for Measurement Systems and Applications [Conference Reports]. IEEE Computational Intelligence Magazine, 2015, 10, 5-6.	3.4	0
111	SDN-based game-aware network management for cloud gaming. , 2015, , .		8
112	Message from the DSVCC Workshop Chairs. , 2015, , .		0
113	A Dec-POMDP Model for Congestion Avoidance and Fair Allocation of Network Bandwidth in Rate-Adaptive Video Streaming. , 2015, , .		4
114	The clutch: two-handed mobile multi-touch 3D object translation and manipulation. , 2015, , .		1
115	Introduction to the Special Section on Visual Computing in the Cloud: Cloud Gaming and Virtualization. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 1955-1959.	5.6	15
116	An Open Source Cloud Gaming Testbed Using DirectShow. , 2015, , .		2
117	Smart Meters Big Data: Game Theoretic Model for Fair Data Sharing in Deregulated Smart Grids. IEEE Access, 2015, 3, 2743-2754.	2.6	58
118	A virtualization mechanism for real-time multimedia-assisted mobile food recognition application in cloud computing. Cluster Computing, 2015, 18, 1099-1110.	3.5	5
119	ALP. ACM Transactions on Multimedia Computing, Communications and Applications, 2015, 11, 1-23.	3.0	2
120	A Dynamic Networking Substrate for Distributed MMOGs. IEEE Transactions on Emerging Topics in Computing, 2015, 3, 289-302.	3.2	7
121	Continuous One-Way Detection of Available Bandwidth Changes for Video Streaming Over Best-Effort Networks. IEEE Transactions on Instrumentation and Measurement, 2015, 64, 190-203.	2.4	14
122	Rate/distortion optimization in multiple description video coding. Signal Processing: Image Communication, 2015, 36, 95-105.	1.8	4
123	Preprocessing and parameterizing bioimpedance spectroscopy measurements by singular value decomposition. Physiological Measurement, 2015, 36, 983-999.	1.2	9
124	Software defined network traffic measurement: Current trends and challenges. IEEE Instrumentation and Measurement Magazine, 2015, 18, 42-50.	1.2	71
125	A fuzzy-based rate adaptation controller for DASH. , 2015, , .		10
126	Cloud based virtualization for a calorie measurement e-health mobile application. , 2015, , .		7

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127	Decoder-Complexity-Aware Encoding of Motion Compensation for Multiple Heterogeneous Receivers. ACM Transactions on Multimedia Computing, Communications and Applications, 2015, 11, 1-22.	3.0	7
128	Complexity constrained layering of broadcast video for heterogeneous mobile receivers. , 2015, , .		0
129	Coefficient-free blood pressure estimation based on arterial lumen area oscillations in oscillometric methods. , 2015, , .		1
130	Video Encoding Acceleration in Cloud Gaming. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 1975-1987.	5.6	11
131	Method for evaluation of trustworthiness of oscillometric blood pressure measurements. , 2015, , .		1
132	FooDD: Food Detection Dataset for Calorie Measurement Using Food Images. Lecture Notes in Computer Science, 2015, , 441-448.	1.0	33
133	Externally applied pressure on the skin electrode impedance. IFMBE Proceedings, 2015, , 923-923.	0.2	0
134	An SDN Controller for Delay and Jitter Reduction in Cloud Gaming. , 2015, , .		26
135	Cloud-based SVM for food categorization. Multimedia Tools and Applications, 2015, 74, 5243-5260.	2.6	42
136	Exploiting Orientational Redundancy in Multiview Video Compression. International Journal of Computer and Electrical Engineering, 2015, 7, 70-81.	0.2	0
137	Complexity Aware Encoding of the Motion Compensation Process of the H.264/AVC Video Coding Standard. , 2014, , .		4
138	A DASH-based 3D multi-view video rate control system. , 2014, , .		13
139	Measuring skin-electrode impedance variation of conductive textile electrodes under pressure. , 2014, , .		12
140	A video encoding speed-up architecture for cloud gaming. , 2014, , .		8
141	Mobile cloud based food calorie measurement. , 2014, , .		20
142	Demo Paper: A Fast-Adjusting Rate Control Algorithm Using Network-Assisted Scheme for HD Video Streaming. , 2014, , .		1
143	2&#x00D7;2 Panoramic camera array stitching using edge matching. , 2014, , .		0
144	YawDD. , 2014, , .		140

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145	Using graph cut segmentation for food calorie measurement. , 2014, , .		24
146	An online learning approach to QoE-fair distributed rate allocation in multi-user video streaming. , 2014, , .		6
147	Utility based decision support engine for camera view selection in multimedia surveillance systems. Multimedia Tools and Applications, 2014, 73, 219-240.	2.6	1
148	Design and implementation of a system for body posture recognition. Multimedia Tools and Applications, 2014, 70, 1637-1650.	2.6	13
149	A review of multiple description coding techniques for error-resilient video delivery. Multimedia Systems, 2014, 20, 283-309.	3.0	37
150	Tampering Detection in Compressed Digital Video Using Watermarking. IEEE Transactions on Instrumentation and Measurement, 2014, 63, 1057-1072.	2.4	67
151	Rate-distortion optimization for scalable multi-view video coding. , 2014, , .		2
152	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
153	Camera as the instrument: the rising trend of vision based measurement. IEEE Instrumentation and Measurement Magazine, 2014, 17, 41-47.	1.2	322
154	A game attention model for efficient bit rate allocation in cloud gaming. Multimedia Systems, 2014, 20, 485-501.	3.0	42
155	Impact of Skinâ€"Electrode Interface on Electrocardiogram Measurements Using Conductive Textile Electrodes. IEEE Transactions on Instrumentation and Measurement, 2014, 63, 1412-1422.	2.4	142
156	Measuring Calorie and Nutrition From Food Image. IEEE Transactions on Instrumentation and Measurement, 2014, 63, 1947-1956.	2.4	169
157	IEEE CIVEMSA 2014 - Computational Intelligence and Virtual Environments for Measurement Systems and Applications [Conference Reports]. IEEE Computational Intelligence Magazine, 2014, 9, 10-11.	3.4	0
158	A Statistical Network Traffic Model for First-Person Shooter Games. Journal of Advances in Computer Networks, 2014, 2, 100-105.	0.2	1
159	A realtime spatio-temporal watermarking scheme for H.264/AVC. , 2013, , .		6
160	An ECG monitoring system using conductive fabric. , 2013, , .		20
161	Application of 3D-wavelet statistics to video analysis. Multimedia Tools and Applications, 2013, 65, 441-465.	2.6	10
162	A yawning measurement method using embedded smart cameras. , 2013, , .		15

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163	Guest editorial for special issue on network and systems support for games. Multimedia Systems, 2013, 19, 179-181.	3.0	0
164	Group-based spatio-temporal video analysis and abstraction using wavelet parameters. Signal, Image and Video Processing, 2013, 7, 787-798.	1.7	2
165	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
166	Efficient bitrate reduction using a Game Attention Model in cloud gaming. , 2013, , .		18
167	Face identification using wavelet transform of SIFT features. , 2013, , .		0
168	Intelligent SVM based food intake measurement system. , 2013, , .		13
169	A new rate distortion model for multi-view/3D video coding. , 2013, , .		4
170	Demo paper: A fast-adjusting high-quality rate control algorithm for HD video streaming. , 2013, , .		2
171	Game as video. , 2013, , .		40
172	New scalable modalities in multi-view 3D video. , 2013, , .		2
173	Continuous one-way available bandwidth change detection in high definition video conferencing. , 2013, , .		2
174	Energy-budget-compliant adaptive 3D texture streaming in mobile games. , 2013, , .		16
175	Modeling and Evaluation of a Metadata-Based Adaptive P2P Video-Streaming System. Computer Journal, 2013, 56, 554-572.	1.5	1
176	Welcome message from the chairpersons. , 2013, , .		0
177	Energy-Efficient 3D Texture Streaming for Mobile Games. , 2013, , .		5
178	A Time Rewind System for Multiplayer Games. Lecture Notes on Software Engineering, 2013, , 381-386.	0.3	0
179	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
180	Introduction to special section on 3D mobile multimedia. ACM Transactions on Multimedia Computing, Communications and Applications, 2012, 8, 1-3.	3.0	3

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181	Energy-aware adaptations in mobile 3d graphics. , 2012, , .		15
182	Adaptive 3D texture streaming in M3G-based mobile games. , 2012, , .		7
183	ROI-based protection scheme for high definition interactive video applications. , 2012, , .		2
184	Mixing virtual and physical participation: The future of conference attendance?. , 2012, , .		6
185	A Robust Wavelet-based Approach to Fingerprint Indentification. , 2012, , .		2
186	A novel method for measuring nutrition intake based on food image. , 2012, , .		32
187	Contourlet based distance measurement to improve fingerprint identification accuracy. , 2012, , .		1
188	A Novel SVM Based Food Recognition Method for Calorie Measurement Applications. , 2012, , .		30
189	Tele-Medical Applications in Home-Based Health Care. , 2012, , .		4
190	An image procesing approach for calorie intake measurement. , 2012, , .		23
191	A Mixed Layer Multiple Description Video Coding Scheme. IEEE Transactions on Circuits and Systems for Video Technology, 2012, 22, 202-215.	5.6	8
192	Equipment Location in Hospitals Using RFID-Based Positioning System. IEEE Transactions on Information Technology in Biomedicine, 2012, 16, 1058-1069.	3.6	83
193	Multi User Virtual Environments and Serious Games for Team Building. Procedia Computer Science, 2012, 15, 301-302.	1.2	5
194	Complexity Modeling of the Motion Compensation Process of the H.264/AVC Video Coding Standard. , 2012, , .		10
195	Improving online gaming experience using location awareness and interaction details. Multimedia Tools and Applications, 2012, 61, 163-180.	2.6	6
196	Knowledge-empowered agent information system for privacy payoff in eCommerce. Knowledge and Information Systems, 2012, 32, 445-473.	2.1	12
197	An RFID-Based Position and Orientation Measurement System for Mobile Objects in Intelligent Environments. IEEE Transactions on Instrumentation and Measurement, 2012, 61, 1664-1675.	2.4	96
198	A Message Prioritization Scheme for Virtual Collaboration. Lecture Notes in Electrical Engineering, 2012, , 377-385.	0.3	0

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199	Privacy Tradeoffs in eCommerce: Agent-Based Delegation for Payoff Maximization. Lecture Notes in Electrical Engineering, 2012, , 121-127.	0.3	0
200	Context-aware 3D object streaming for mobile games. , 2011, , .		0
201	Transparent non-intrusive multimodal biometric system for video conference using the fusion of face and ear recognition. , 2011, , .		8
202	A new Scalable Multi-View Video Coding configuration for mobile applications. , 2011, , .		2
203	A personal assistive system for nutrient intake monitoring. , 2011, , .		22
204	LBP-based driver fatigue monitoring system with the adoption of haptic warning scheme. , 2011, , .		6
205	A novel haptic jacket based alerting scheme in a driver fatigue monitoring system. , 2011, , .		7
206	Intelligent driver drowsiness detection through fusion of yawning and eye closure. , 2011, , .		62
207	Driver drowsiness monitoring based on yawning detection. , 2011, , .		110
208	Video Keyframe Analysis Using a Segment-Based Statistical Metric in a Visually Sensitive Parametric Space. IEEE Transactions on Image Processing, 2011, 20, 2730-2737.	6.0	25
209	Online information privacy: Agent-mediated payoff. , 2011, , .		1
210	An enhanced Mean-Shift and LBP-based face tracking method. , 2011, , .		3
211	Welcome to the 10th anniversary of NetGames!. , 2011, , .		0
212	Special Section on IEEE HAVE 2009. IEEE Transactions on Instrumentation and Measurement, 2011, 60, 2-3.	2.4	1
213	A Distributed Measurement Scheme for Internet Latency Estimation. IEEE Transactions on Instrumentation and Measurement, 2011, 60, 1594-1603.	2.4	15
214	Guest Editorial for Special Section on IEEE Haptic Audio Visual Environments and Games 2010. IEEE Transactions on Instrumentation and Measurement, 2011, 60, 3498-3500.	2.4	0
215	Activity-centric streaming of virtual environments and games to mobile devices. , 2011, , .		10
216	A decision support engine for video surveillance systems. , 2011, , .		2

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217	Introduction to ACM multimedia 2010 best paper candidates. ACM Transactions on Multimedia Computing, Communications and Applications, 2011, 7S, 1-2.	3.0	0
218	Demo: Vision based smart in-car camera system for driver yawning detection. , 2011, , .		10
219	Context-aware prioritized game streaming. , 2011, , .		15
220	Statistical modeling of error resilient JPEG2000 decoding. , 2011, , .		0
221	A high video quality Multiple Description Coding scheme for lossy channels. , 2011, , .		1
222	A New Hand-Measurement Method to Simplify Calibration in CyberGlove-Based Virtual Rehabilitation. IEEE Transactions on Instrumentation and Measurement, 2010, 59, 2496-2504.	2.4	48
223	A Survey of First-Person Shooter Gaming Traffic on the Internet. IEEE Internet Computing, 2010, 14, 60-69.	3.2	28
224	An analytical approach to model adaptive video streaming and delivery. , 2010, , .		4
225	Compressed-domain spatial adaptation resilient perceptual encryption of live H.264 video. , 2010, , .		5
226	An event based approach to video analysis and keyframe selection. , 2010, , .		2
227	Autoregressive Video Modeling through 2D Wavelet Statistics. , 2010, , .		1
228	Robust digital video watermarking in an orthogonal parametric space. , 2010, , .		0
229	Leveraging motion estimation for data reduction in 3D tele-immersive systems. , 2010, , .		0
230	A fault tolerance procedure for P2P online games. , 2010, , .		2
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