

Lifeng Sun

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4338521/publications.pdf>

Version: 2024-02-01

96
papers

1,348
citations

858243

12
h-index

939365

18
g-index

96
all docs

96
docs citations

96
times ranked

1387
citing authors

#	ARTICLE	IF	CITATIONS
1	Zwei: A Self-Play Reinforcement Learning Framework for Video Transmission Services. IEEE Transactions on Multimedia, 2022, 24, 1350-1365.	5.2	6
2	Learning Tailored Adaptive Bitrate Algorithms to Heterogeneous Network Conditions: A Domain-Specific Priors and Meta-Reinforcement Learning Approach. IEEE Journal on Selected Areas in Communications, 2022, 40, 2485-2503.	9.7	14
3	Intelligent Edge Learning for Personalized Crowdsourced Livecast: Challenges, Opportunities, and Solutions. IEEE Network, 2021, 35, 170-176.	4.9	10
4	Intelligent Video Caching at Network Edge: A Multi-Agent Deep Reinforcement Learning Approach. , 2020, , .		70
5	Stick: A Harmonious Fusion of Buffer-based and Learning-based Approach for Adaptive Streaming. , 2020, , .		30
6	DeepCast: Towards Personalized QoE for Edge-Assisted Crowdcast With Deep Reinforcement Learning. IEEE/ACM Transactions on Networking, 2020, 28, 1255-1268.	2.6	23
7	A Long -Short-Term Fusion Approach for Video Cache. , 2020, , .		0
8	A Practical Learning-based Approach for Viewer Scheduling in the Crowdsourced Live Streaming. ACM Transactions on Multimedia Computing, Communications and Applications, 2020, 16, 1-22.	3.0	3
9	Multi-User Cooperative Mobile Video Streaming: Performance Analysis and Online Mechanism Design. IEEE Transactions on Mobile Computing, 2019, 18, 376-389.	3.9	15
10	Content Harvest Network: Optimizing First Mile for Crowdsourced Live Streaming. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 2112-2125.	5.6	11
11	Comyco: Quality-Aware Adaptive Video Streaming via Imitation Learning. , 2019, , .		57
12	Enhancing the crowdsourced live streaming. , 2019, , .		19
13	Being more Effective and Interpretable. , 2019, , .		1
14	Towards QoS-Aware Cloud Live Transcoding: A Deep Reinforcement Learning Approach. , 2019, , .		1
15	Tiyuntsong: A Self-Play Reinforcement Learning Approach for ABR Video Streaming. , 2019, , .		8
16	Adversarial Feature Alignment: Avoid Catastrophic Forgetting in Incremental Task Lifelong Learning. Neural Computation, 2019, 31, 2266-2291.	1.3	16
17	Towards Low Latency Multi-viewpoint 360° Interactive Video: A Multimodal Deep Reinforcement Learning Approach. , 2019, , .		21
18	Intelligent Edge-Assisted Crowdcast with Deep Reinforcement Learning for Personalized QoE. , 2019, , .		59

#	ARTICLE	IF	CITATIONS
19	Toward Wi-Fi AP-Assisted Content Prefetching for an On-Demand TV Series: A Learning-Based Approach. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1665-1676.	5.6	18
20	Two-Stream Federated Learning: Reduce the Communication Costs. , 2018, , .		58
21	QARC. , 2018, , .		68
22	Multi-Dimensional Auction Mechanisms for Crowdsourced Mobile Video Streaming. IEEE/ACM Transactions on Networking, 2018, 26, 2062-2075.	2.6	20
23	Competitive Analysis of Data Sponsoring and Edge Caching for Mobile Video Streaming. , 2018, , .		3
24	Joint Sponsor Scheduling in Cellular and Edge Caching Networks for Mobile Video Delivery. IEEE Transactions on Multimedia, 2018, 20, 3414-3427.	5.2	24
25	Delay-Constrained Rate Control for Real-Time Video Streaming with Bounded Neural Network. , 2018, , .		4
26	Evaluating Actors's™ Behavior on Social Media. International Journal of Semantic Computing, 2018, 12, 215-235.	0.4	1
27	Cross-scale cost aggregation for stereo matching. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 965-976.	5.6	42
28	Optimizations and Economics of Crowdsourced Mobile Streaming. , 2017, 55, 21-27.		18
29	How to Promote TV Series? Evaluating Actors' Behavior on Social Media. , 2017, , .		0
30	SAM: Cache space allocation in collaborative edge-caching network. , 2017, , .		9
31	Characterizing User Behaviors in Mobile Personal Livecast. , 2017, , .		7
32	Seeker. , 2017, , .		5
33	CP-operated dash caching via reinforcement learning. , 2017, , .		1
34	MOMD: A multi-object multi-dimensional auction for crowdsourced mobile video streaming. , 2017, , .		19
35	When Data Sponsoring Meets Edge Caching: A Game-Theoretic Analysis. , 2017, , .		6
36	Visualizing Wi-Fi accesses from city-scale population for urban analysis. , 2017, , .		0

#	ARTICLE	IF	CITATIONS
37	DFGNet: Mapping dataflow graph onto CGRA by a deep learning approach. , 2017, , .		12
38	First Mile in Crowdsourced Live Streaming. , 2017, , .		9
39	Towards Network-Failure-Tolerant Web Content Delivery: A Path-Aware Peer-Assisted Approach. , 2016, , .		1
40	A multi-dimensional auction mechanism for mobile crowdsourced video streaming. , 2016, , .		10
41	Crowdsourced mobility prediction based on spatio-temporal contexts. , 2016, , .		10
42	Learning-based quality assessment of retargeted stereoscopic images. , 2016, , .		6
43	Understanding the Power of Smartrouter-Based Peer CDN for Video Streaming. , 2016, , .		2
44	Evaluating Actors' Promotion Behaviors for TV Series on Social Networks. , 2016, , .		1
45	Joint Optimization of Data Sponsoring and Edge Caching for Mobile Video Delivery. , 2016, , .		12
46	Performance bound analysis for crowdsourced mobile video streaming. , 2016, , .		9
47	A Survey of Cloudlet Based Mobile Computing. , 2015, , .		67
48	Path-aware peer-assisted web content delivery against network failures. , 2015, , .		3
49	Characterizing viewing engagement patterns in DASH. , 2015, , .		1
50	A retargeting method for stereoscopic 3D video. Computational Visual Media, 2015, 1, 119-127.	10.8	14
51	A metric of stereoscopic image retargeting quality assessment. , 2015, , .		4
52	Enhancing Internet-Scale Video Service Deployment Using Microblog-Based Prediction. IEEE Transactions on Parallel and Distributed Systems, 2015, 26, 775-785.	4.0	15
53	DECOMOD. , 2014, , .		9
54	Joint online transcoding and geo-distributed delivery for dynamic adaptive streaming. , 2014, , .		39

#	ARTICLE	IF	CITATIONS
55	Cross-Scale Cost Aggregation for Stereo Matching. , 2014, , .		107
56	High-resolution 3D reconstruction for complex color scenes with structured light. , 2014, , .		0
57	Comparisons reducing for local stereo matching using hierarchical structure. , 2013, , .		6
58	Group TV. , 2013, , .		1
59	Guiding internet-scale video service deployment using microblog-based prediction. , 2012, , .		14
60	Strategies of collaboration in multi-swarm peer-to-peer content distribution. Tsinghua Science and Technology, 2012, 17, 29-39.	4.1	5
61	Group Recommendation Using External Followee for Social TV. , 2012, , .		10
62	Joint Example-Based Depth Map Super-Resolution. , 2012, , .		76
63	Peer-assisted online games with social reciprocity. , 2011, , .		2
64	A selective transport framework for delivery MVC video over MPEG-2 TS. , 2011, , .		2
65	Virtual support window for adaptive-weight stereo matching. , 2011, , .		22
66	Prefetching strategy in peer-assisted social video streaming. , 2011, , .		18
67	Strategies of Collaboration in Multi-Channel P2P VoD Streaming. , 2010, , .		11
68	Strategies of buffering schedule in P2P VoD streaming. , 2010, , .		0
69	Overcoming view switching dynamic in multi-view video streaming over P2P network. , 2010, , .		5
70	A novel upsampling scheme for depth map compression in 3DTV system. , 2010, , .		15
71	The bilateral wavelet pyramid (BWP): A novel image representation. , 2009, , .		0
72	Statistics in bilateral domain: Novel statistics of natural images. , 2009, , .		0

#	ARTICLE	IF	CITATIONS
73	Delay-guaranteed interactive multiview video streaming. , 2009, , .		3
74	Data parallelization of Kd-tree ray tracing on the Cell Broadband Engine. , 2009, , .		0
75	Adaptive data-driven parallelization of multi-view video coding on multi-core processor. Science in China Series F: Information Sciences, 2009, 52, 195-205.	1.1	5
76	Adaptive mixture observation models for multiple object tracking. Science in China Series F: Information Sciences, 2009, 52, 226-235.	1.1	7
77	Background subtraction in dynamic scenes with adaptive spatial fusing. , 2009, , .		4
78	A Framework for Heuristic Scheduling for Parallel Processing on Multicore Architecture: A Case Study With Multiview Video Coding. IEEE Transactions on Circuits and Systems for Video Technology, 2009, 19, 1658-1666.	5.6	12
79	Optimizing the Throughput of Data-Driven Peer-to-Peer Streaming. IEEE Transactions on Parallel and Distributed Systems, 2009, 20, 97-110.	4.0	59
80	A cascade SVM approach for head-shoulder detection using histograms of oriented gradients. , 2009, , .		8
81	CCL-SVC: Optimizing user experience of broadcasting video on computation capability limited handheld devices. , 2008, , .		0
82	A multi-view video coding approach using Layered Depth Image. , 2007, , .		7
83	Generation of Layered Depth Images from Multi-View Video. , 2007, , .		8
84	Scalable Video Stream Transmissions Strategy with Subflow Divisions over Multistandard Integrated Networks. , 2007, , .		0
85	Spatial and Temporal Data Parallelization of Multi-view Video Encoding Algorithm. , 2007, , .		5
86	Fast Arc Detection Algorithm for Play Field Registration in Soccer Video Mining. , 2006, , .		23
87	Scenario-Adaptive Rate Allocation for Multi-Source Video Streaming over Ad Hoc Networks. , 2006, , .		0
88	Enhancements of Representation and Interactivity for Multi-view Video Based on Layered Depth Image. , 2006, , .		0
89	A Novel Distributed and Practical Incentive Mechanism for Peer to Peer Live Video Streaming. , 2006, , .		11
90	Energy-Efficient Cross-Layer Rate Allocation for Multi-Source Streaming over Ad Hoc Networks. , 2006, , .		0

#	ARTICLE	IF	CITATIONS
91	Position prediction motion-compensated interpolation for frame rate up-conversion using temporal modeling. , 2005, , .		7
92	Natural interaction synthesizing in virtual conferencing. , 0, , .		0
93	Improving the stability of spanning trees for application-layer multicast. , 0, , .		1
94	Joint Inter and Intra Shot Modeling for Spectral Video Shot Clustering. , 0, , .		2
95	Bit Rate Reduction of H.264/AVC Video Coding for Mobile Applications. , 0, , .		0
96	On Deployment Of Overlay Network For Live Video Streaming. , 0, , .		1