Rachid E El-Azouzi

List of Publications by Year
in descending order

102 papers	1,587 citations	623734 14 h-index	395702 33 g-index
107 all docs	107 docs citations	107 times ranked	1308 citing authors

#	Article	IF	Citations
1	NEWCAST: Joint Resource Management and QoE-Driven Optimization for Mobile Video Streaming. IEEE Transactions on Network and Service Management, 2020, 17, 1054-1067.	4.9	4
2	Guest Editorial: Smart Data Pricing for Next-Generation Networks. IEEE Journal on Selected Areas in Communications, 2020, 38, 641-644.	14.0	5
3	Beyond Herd Immunity Against Strategic Attackers. IEEE Access, 2020, 8, 66365-66399.	4.2	2
4	Joint Traffic Offloading and Aging Control in 5G IoT Networks. , 2020, , .		3
5	Flexible Network Slicing Assisted 5G for Video Streaming with Effective and Efficient Isolation. , 2020, , .		1
6	Enforcing Bitrate-Stability for Adaptive Streaming Traffic in Cellular Networks. IEEE Transactions on Network and Service Management, 2019, 16, 1812-1825.	4.9	8
7	Forever Young. , 2019, , .		26
8	Analysis of QoE for Adaptive Video Streaming over Wireless Networks with User Abandonment Behavior. , 2019, , .		1
9	Dynamic DASH Aware Scheduling in Cellular Networks. , 2019, , .		0
10	Random Time Delays in Evolutionary Game Dynamics. , 2019, , 73-94.		0
11	Altruism in Groups. , 2019, , 5-23.		0
12	Optimal energy-delay tradeoff for opportunistic spectrum access in cognitive radio networks. Telecommunication Systems, 2018, 67, 763-780.	2.5	1
13	Discrete and Continuous Distributed Delays in Replicator Dynamics. Dynamic Games and Applications, 2018, 8, 713-732.	1.9	16
14	Analysis of QoE for adaptive video streaming over wireless networks. , 2018, , .		10
15	Mobility management schemes for real-time traffic and resource allocation in IEEE 802.16e mobile network. International Journal of Communication Systems, 2017, 30, e2926.	2.5	3
16	Evolutionary Games in Interacting Communities. Dynamic Games and Applications, 2017, 7, 131-156.	1.9	24
17	On the Design of a Reward-Based Incentive Mechanism for Delay Tolerant Networks. IEEE Transactions on Mobile Computing, 2017, 16, 453-465.	5.8	43
18	A Controlled Matching Game for WLANs. IEEE Journal on Selected Areas in Communications, 2017, 35, 707-720.	14.0	14

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19	Competitive caching of contents in 5G edge cloud networks. , 2017, , .		13
20	Quality-Aware DASH Video Caching Schemes at Mobile Edge. , 2017, , .		10
21	Bitrate adaptation in backward-shifted coding for HTTP adaptive video streaming. , 2017, , .		1
22	Learning from experience: A dynamic closed-loop QoE optimization for video adaptation and delivery. , 2017, , .		8
23	Incentive-Rewarding Mechanisms to Stimulate Participation in Heterogeneous DTNs. , 2017, , .		1
24	Bounded Generalized Kelly Mechanism for Multi-Tenant Caching in Mobile Edge Clouds. Static and Dynamic Game Theory: Foundations and Applications, 2017, , 89-99.	0.6	1
25	A Multitype Hawk and Dove Game. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 16-28.	0.3	0
26	A pricing scheme for content caching in 5G mobile edge clouds. , 2016, , .		15
27	Context-aware mobility resource allocation for QoE-driven streaming services. , 2016, , .		3
28	Analysis and modelling Quality of Experience of video streaming under time-varying bandwidth. , 2016, , .		4
29	NEWCAST: Anticipating resource management and QoE provisioning for mobile video streaming. , 2016, , .		6
30	Backward-shifted strategies based on SVC for HTTP adaptive video streaming. , 2016, , .		3
31	Flow-Level QoE of Video Streaming in Wireless Networks. IEEE Transactions on Mobile Computing, 2016, 15, 2762-2780.	5.8	14
32	Controlled matching game for user association and resource allocation in multi-rate WLANs?. , 2015, , .		3
33	Random time delays in evolutionary game dynamics. , 2015, , .		5
34	Stochastic Geometric Models for Green Networking. IEEE Access, 2015, 3, 2465-2474.	4.2	51
35	Energy and delay optimal epidemic relaying in delay tolerant networks. , 2015, , .		2
36	Video Streaming Analysis in Vienna LTE System Level Simulator. , 2015, , .		2

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37	Core Stable Algorithms for Coalition Games with Complementarities and Peer Effects. Performance Evaluation Review, 2015, 43, 72-75.	0.6	1
38	A Study of YouTube Recommendation Graph Based on Measurements and Stochastic Tools. , 2015, , .		2
39	Rejuvenation and the Spread of Epidemics in General Topologies. , 2014, , .		8
40	Delayed Evolutionary game dynamics with non-uniform interactions in two communities. , 2014, , .		7
41	Analysis of Buffer Starvation With Application to Objective QoE Optimization of Streaming Services. IEEE Transactions on Multimedia, 2014, 16, 813-827.	7.2	42
42	A Stackelberg Model for Opportunistic Sensing in Cognitive Radio Networks. IEEE Transactions on Wireless Communications, 2013, 12, 2148-2159.	9.2	14
43	A two-stage game theoretic approach for self-organizing networks. Eurasip Journal on Wireless Communications and Networking, 2013, 2013, .	2.4	0
44	Online Algorithms for Adaptive Optimization in Heterogeneous Delay Tolerant Networks. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 332-350.	0.3	0
45	Evolutionary forwarding games in delay tolerant networks: Equilibria, mechanism design and stochastic approximation. Computer Networks, 2013, 57, 1003-1018.	5.1	27
46	Incentive mechanisms based on Minority Games in heterogeneous Delay Tolerant Networks. , 2013, , .		13
47	Emergence of equilibria from individual strategies in online content diffusion. , 2013, , .		2
48	Emergence of equilibria from individual strategies in online content diffusion. , 2013, , .		5
49	Impact of flow-level dynamics on QoE of video streaming in wireless networks. , 2013, , .		38
50	Optimal number of users in wireless networks: A flat rate pricing. , 2012, , .		0
51	Probabilistic analysis of buffer starvation in Markovian queues. , 2012, , .		27
52	Optimal energy-delay tradeoff policies in cognitive radio networks. , 2012, , .		0
53	Towards a Complete Multi-layered Framework for IEEE-802.11e Multi-hop Ad Hoc Networks. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 32-48.	0.3	0
54	Joint Price and QoS Market Share Game with Adversarial Service Providers and Migrating Customers. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 642-657.	0.3	11

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55	Accumulative interference removal in multi-hop linear and circular ad hoc WLANs. , 2012, , .		1
56	Dynamic spectrum allocation with admission control based on cognitive radio for QoS support in multiple wireless network. Eurasip Journal on Wireless Communications and Networking, 2012, 2012, .	2.4	4
57	QoE Analysis of Media Streaming in Wireless Data Networks. Lecture Notes in Computer Science, 2012, , 343-354.	1.3	14
58	Hierarchy sustains partial cooperation and induces a Braess-like paradox in slotted aloha-based networks. Computer Communications, 2012, 35, 273-286.	5.1	10
59	Opportunistic Scheduling in Cellular Systems in the Presence of Noncooperative Mobiles. IEEE Transactions on Information Theory, 2012, 58, 1757-1773.	2.4	10
60	Fractional frequency reuse stackelberg model for self-organizing networks. , 2011, , .		1
61	Distributed energy-delay framework for opportunistic spectrum access. , 2011, , .		1
62	Bio-inspired delayed evolutionary game dynamics withÂnetworking applications. Telecommunication Systems, 2011, 47, 137-152.	2.5	26
63	Tradeoffs in green cellular networks. Performance Evaluation Review, 2011, 39, 67-71.	0.6	16
64	Atomic hierarchical routing games in communication networks. , 2010, , .		0
65	Asymptotic delay analysis and timeout-based admission control for ad hoc wireless networks with asymmetric users. Computer Communications, 2010, 33, 2057-2069.	5.1	5
66	Mobility management and call admission control for IEEE 802.16e wireless networks. , 2010, , .		1
67	Evolutionary Games in Wireless Networks. IEEE Transactions on Systems, Man, and Cybernetics, 2010, 40, 634-646.	5.0	152
68	Dynamic spectrum allocation based on cognitive radio for QoS support. , 2010, , .		3
69	A fountain code-based fair scheme for multi-hop ad hoc networks. , 2010, , .		1
70	A Theoretical Framework for Hierarchical Routing Games. , 2010, , .		1
71	Delay Tolerant Networks in Partially Overlapped Networks: A Non-cooperative Game Approach. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2010, , 195-202.	0.3	3
72	Analytical Framework for Contact Time Evaluation in Delay-Tolerant Networks. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2010, , 177-184.	0.3	0

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73	The Uplink Capacity Evaluation of Wireless Networks: Spectral Analysis Approach. Journal of Computing and Information Technology, 2010, 18, 1.	0.3	2
74	Modeling Slotted Aloha as a Stochastic Game with Random Discrete Power Selection Algorithms. Journal of Computer Systems, Networks, and Communications, 2009, 2009, 1-28.	1.2	9
75	Opportunistic scheduling in cellular systems in the presence of non-cooperative mobiles. , 2009, , .		2
76	IEEE802.16e Cell Capacity Including Mobility Management and QoS Differentiation. , 2009, , .		1
77	The evolution of transport protocols: An evolutionary game perspective. Computer Networks, 2009, 53, 1751-1759.	5.1	43
78	A hierarchical slotted aloha game. , 2009, , .		3
79	Mean field asymptotics of Markov Decision Evolutionary Games and teams. , 2009, , .		79
80	Battery State-Dependent Access Control in Solar-Powered Broadband Wireless Networks. Lecture Notes in Computer Science, 2009, , 121-129.	1.3	3
81	An end-to-end QoS framework for IEEE 802.16 and ad-hoc integrated networks. , 2009, , .		4
82	Constrained cost-coupled stochastic games with independent state processes. Operations Research Letters, 2008, 36, 160-164.	0.7	73
83	Improving connectivity in vehicular ad hoc networks: An analytical study. Computer Communications, 2008, 31, 1653-1659.	5.1	71
84	Analytical Model for Connectivity in Vehicular Ad Hoc Networks. IEEE Transactions on Vehicular Technology, 2008, 57, 3341-3356.	6.3	368
85	Delay analysis for real-time streaming media in multi-hop ad hoc networks. , 2008, , .		7
86	Stable networking games. , 2008, , .		3
87	Evolutionary games with random number of interacting players applied to access control. , 2008, , .		17
88	QoS differentiation for initial and bandwidth request ranging in IEEE802.16. , 2008, , .		2
89	Dynamic Retransmission Limit Scheme in MAC Layer for Routing in Multihop Ad hoc Networks. Journal of Computer Systems, Networks, and Communications, 2008, 2008, 1-17.	1.2	1
90	Evolutionary Power Control Games in Wireless Networks. Lecture Notes in Computer Science, 2008, , 930-942.	1.3	17

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91	Markov decision evolutionary games with time average expected fitness criterion. , 2008, , .		6
92	Introducing Hierarchy in Energy-Efficient Power Control Games. , 2008, , .		6
93	Delay analysis for real-time streaming media in multi-hop ad hoc networks. , 2008, , .		2
94	IEEE802.16 Multi-class Capacity including AMC scheme and QoS Differentiation for Initial and Bandwidth request ranging. , 2008, , .		1
95	On Extending Coverage of UMTS Networks Using an Ad-Hoc Network with Weighted Fair Queueing. Lecture Notes in Computer Science, 2008, , 135-148.	1.3	3
96	Study of connectivity in vehicular ad hoc networks. , 2007, , .		6
97	Constrained Stochastic Games in Wireless Networks. , 2007, , .		25
98	Delayed Evolutionary Game Dynamics applied to Medium Access Control. , 2007, , .		34
99	Connectivity in vehicular ad hoc networks in presence wireless mobile base-stations. , 2007, , .		18
100	Dynamic Retransmission Limit Scheme for Routing in Multi-hop Ad hoc Networks. , 2007, , .		3
101	Asymmetric Delay in Evolutionary Games. , 2007, , .		11
102	Loss Strategies for Competing TCP/IP Connections. Lecture Notes in Computer Science, 2004, , 926-937.	1.3	5