Julius RÃ¼ckert

List of Publications by Year
in descending order

19 papers	199 citations	2258059 3 h-index	2550090 3 g-index
19 all docs	19 docs citations	19 times ranked	202 citing authors

#	Article	IF	Citations
1	Position Paper: Software-Defined Network Service Chaining. , 2014, , .		41
2	Software-Defined Multicast for Over-the-Top and Overlay-based Live Streaming in ISP Networks. Journal of Network and Systems Management, 2015, 23, 280-308.	4.9	27
3	Flexible, Efficient, and Scalable Software-Defined Over-the-Top Multicast for ISP Environments With DynSdm. IEEE Transactions on Network and Service Management, 2016, 13, 754-767.	4.9	20
4	OpenPnP: A Plug-and-Produce Architecture for the Industrial Internet of Things. , 2019, , .		16
5	Bottleneck Identification and Performance Modeling of OPC UA Communication Models. , 2019, , .		16
6	Demo: Software-Defined Network Service Chaining. , 2014, , .		13
7	Flexible traffic management in broadband access networks using Software Defined Networking. , 2014, , .		13
8	Energy-efficient mobile P2P video streaming. , 2012, , .		10
9	RASP: Using OpenFlow to push overlay streams into the Underlay. , 2013, , .		8
10	Adaptive Software Defined Multicast. , 2015, , .		8
11	Clubbing with the peers: A measurement study of BitTorrent live. , 2014, , .		7
12	DYNSDM: Dynamic and flexible software-defined multicast for ISP environments. , 2015, , .		6
13	Dynamic Updates of Virtual PLCs Deployed as Kubernetes Microservices. Lecture Notes in Computer Science, 2021, , 3-19.	1.3	6
14	The potential of social-aware multimedia prefetching on mobile devices. , 2015, , .		3
15	How to adapt: SVC-based quality adaptation for hybrid peercasting systems. , 2015, , .		3
16	vINCENT: An incentive scheme supporting heterogeneity in Peer-to-Peer content distribution. , 2014, , .		2
17	Volume is not enough: SVC-aware server allocation for peer-assisted streaming. , 2013, , .		0
18	Taking the sting out of flow update peaks in software-defined service chaining. , 2015, , .		0

#	Article	IF	Citations
19	Stop Screaming at Me: Avoiding Duplicates in Mesh/Push-Based Live Video Streaming. , 2017, , .		0