

Mu Mu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8105992/publications.pdf>

Version: 2024-02-01

39
papers

570
citations

1307594

7
h-index

1058476

14
g-index

40
all docs

40
docs citations

40
times ranked

544
citing authors

#	ARTICLE	IF	CITATIONS
1	A Survey of Machine Learning Approaches Applied to Gene Expression Analysis for Cancer Prediction. IEEE Access, 2022, 10, 27522-27534.	4.2	20
2	Software defined cognitive networking: Supporting intelligent online video streaming. , 2018, , .		1
3	Closing the Gap: Human Factors in Cross-Device Media Synchronization. IEEE Journal on Selected Topics in Signal Processing, 2017, 11, 180-195.	10.8	4
4	A Middleware to Enable Immersive Multi-Device Online TV Experience. , 2017, , .		4
5	REF: Enabling Rapid Experimentation of Contextual Network Traffic Management Using Software Defined Networking. , 2017, 55, 144-150.		3
6	SDQ: Enabling rapid QoE experimentation using Software Defined Networking. , 2017, , .		2
7	QoE-aware inter-stream synchronization in open N-Screens cloud. , 2016, , .		2
8	A bio-inspired HTTP-based Adaptive Streaming player. , 2016, , .		7
9	A Scalable User Fairness Model for Adaptive Video Streaming Over SDN-Assisted Future Networks. IEEE Journal on Selected Areas in Communications, 2016, 34, 2168-2184.	14.0	47
10	Social Telemedia: The Relationship between Social Information and Networked Media. Computer, 2016, 49, 92-97.	1.1	4
11	Improving Interactive TV Experience Using Second Screen Mobile Applications. , 2015, , .		9
12	Ethical Challenges in Collaborative Storytelling. , 2015, , .		1
13	At Home with Users: A Comparative View of Living Labs. Interacting With Computers, 2015, 27, 21-35.	1.5	22
14	User-level fairness delivered: Network resource allocation for adaptive video streaming. , 2015, , .		7
15	Leveraging SDN to provide an in-network QoE measurement framework. , 2015, , .		18
16	"Let's Share a Story": Socially Enhanced Multimedia Storytelling. IEEE MultiMedia, 2015, 22, 54-65.	1.7	3
17	Just Browsing?. , 2014, , .		6
18	Dataset on usage of a live & VoD P2P IPTV service. , 2014, , .		5

#	ARTICLE	IF	CITATIONS
19	A real-time video quality estimator for emerging wireless multimedia systems. <i>Wireless Networks</i> , 2014, 20, 1759-1776.	3.0	20
20	Quality Evaluation in Peer-to-Peer IPTV Services. <i>Lecture Notes in Computer Science</i> , 2013, , 302-319.	1.3	1
21	Storisphere: from TV watching to community story telling. , 2013, 51, 112-119.		4
22	Towards network-wide QoE fairness using openflow-assisted adaptive video streaming. , 2013, , .		177
23	P2P-Based IPTV Services: Design, Deployment, and QoE Measurement. <i>IEEE Transactions on Multimedia</i> , 2012, 14, 1515-1527.	7.2	15
24	Video quality estimator for wireless mesh networks. , 2012, , .		16
25	Framework for the integrated video quality assessment. <i>Multimedia Tools and Applications</i> , 2012, 61, 787-817.	3.9	33
26	Understanding Your Needs: An Adaptive VoD System. , 2012, , .		3
27	Statistical analysis of ordinal user opinion scores. , 2012, , .		8
28	Real-time QoE prediction for multimedia applications in Wireless Mesh Networks. , 2012, , .		15
29	Discrete quality assessment in IPTV content distribution networks. <i>Signal Processing: Image Communication</i> , 2011, 26, 339-357.	3.2	7
30	Multimodal QoE evaluation in P2P-based IPTV systems. , 2011, , .		3
31	A Discrete perceptual impact evaluation quality assessment framework for IPTV services. , 2010, , .		7
32	LA1 testBed: Evaluation testbed to assess the impact of network impairments on video quality. , 2009, , .		5
33	Quality of Experience management framework for real-time multimedia applications. <i>International Journal of Internet Protocol Technology</i> , 2009, 4, 54.	0.2	23
34	Corelli: a peer-to-peer dynamic replication service for supporting latency-dependent content in community networks. <i>Proceedings of SPIE</i> , 2009, , .	0.8	3
35	An interview with video quality experts. <i>ACM Multimedia</i> , 2009, 1, 4-13.	0.1	6
36	Visibility of individual packet loss on H.264 encoded video stream: a user study on the impact of packet loss on perceived video quality. , 2009, , .		20

#	ARTICLE	IF	CITATIONS
37	Application-Level Fairness. , 2008, , .		5
38	A Utility-Based QoS Model for Emerging Multimedia Applications. , 2008, , .		28
39	User attention and behaviour in virtual reality art encounter. Multimedia Tools and Applications, 0, , .	3.9	5