

REFERENCES

- [1] Saamer Akhshabi, Lakshmi Anantkrishnan, Ali C. Begen, and Constantine Dovrolis. 2012. What Happens when HTTP Adaptive Streaming Players Compete for Bandwidth?. In *Proceedings of the 22Nd International Workshop on Network and Operating System Support for Digital Audio and Video (NOSSDAV '12)*. ACM, New York, NY, USA, 9–14. <https://doi.org/10.1145/2229087.2229092>
- [2] Saamer Akhshabi, Ali C. Begen, and Constantine Dovrolis. 2011. An Experimental Evaluation of Rate-adaptation Algorithms in Adaptive Streaming over HTTP. In *Proceedings of the Second Annual ACM Conference on Multimedia Systems (MMSys '11)*. ACM, New York, NY, USA, 157–168. <https://doi.org/10.1145/1943552.1943574>
- [3] Giacomo Bacci, Samson Lasaulce, Walid Saad, and Luca Sanguinetti. 2016. Game Theory for Networks: A Tutorial on Game-Theoretic Tools for Emerging Signal Processing Applications. *IEEE Signal Processing Magazine* 33, 1 (Jan 2016), 94–119. <https://doi.org/10.1109/MSP.2015.2451994>
- [4] Abdelhak Bentaleb, Ali C. Begen, Saad Harous, and Roger Zimmermann. 2018. Want to Play DASH?: A Game Theoretic Approach for Adaptive Streaming over HTTP. In *Proceedings of the 9th ACM Multimedia Systems Conference (MMSys '18)*. ACM, New York, NY, USA, 13–26. <https://doi.org/10.1145/3204949.3204961>
- [5] Abdelhak Bentaleb, Ali C. Begen, and Roger Zimmermann. 2016. SDNDASH: improving QoE of HTTP adaptive streaming using software defined networking. In *Proceedings of the 2016 ACM on Multimedia Conference (MM '16)*. ACM, New York, NY, USA, 1296–1305. <https://doi.org/10.1145/2964284.2964332>
- [6] Abdelhak Bentaleb, Ali C Begen, Roger Zimmermann, and Saad Harous. 2017. SDNHAS: An SDN-Enabled Architecture to Optimize QoE in HTTP Adaptive Streaming. *IEEE Transactions on Multimedia* 19, 10 (Oct 2017), 2136–2151. <https://doi.org/10.1109/TMM.2017.2733344>
- [7] DASH Reference Player. 2017. [Online]. Available: <https://goo.gl/o9oC4n>. Online; accessed 15 July 2017.
- [8] Luca De Cicco, Vito Caldalaro, Vittorio Palmisano, and Saverio Mascolo. 2013. ELASTIC: A Client-Side Controller for Dynamic Adaptive Streaming over HTTP (DASH). In *2013 20th International Packet Video Workshop*. 1–8. <https://doi.org/10.1109/PV.2013.6691442>
- [9] Zhengfang Duanmu, Kai Zeng, Kede Ma, Abdul Rehman, and Zhou Wang. 2017. A Quality-of-Experience Index for Streaming Video. *IEEE Journal of Selected Topics in Signal Processing* 11, 1 (Feb 2017), 154–166. <https://doi.org/10.1109/JSTSP.2016.2608329>
- [10] Golnaz Habibi, Zachary Kingston, Zijian Wang, Mac Schwager, and James McLurkin. 2015. Pipelined Consensus for Global State Estimation in Multi-agent Systems. In *ICAAAMS*. 1315–1323.
- [11] Zhu Han, Dusit Niyato, Walid Saad, Tamer Baar, and Are Hjrunes. 2012. *Game Theory in Wireless and Communication Networks: Theory, Models, and Applications* (1st ed.). Cambridge University Press, New York, NY, USA.
- [12] Te-Yuan Huang, Ramesh Johari, Nick McKeown, Matthew Trunnell, and Mark Watson. 2014. A Buffer-based Approach to Rate Adaptation: Evidence from a Large Video Streaming Service. In *Proceedings of the 2014 ACM Conference on SIGCOMM (SIGCOMM '14)*. ACM, New York, NY, USA, 187–198. <https://doi.org/10.1145/2619239.2626296>
- [13] Junchen Jiang, Vyas Sekar, and Hui Zhang. 2012. Improving Fairness, Efficiency, and Stability in HTTP-based Adaptive Video Streaming with FESTIVE. In *Proceedings of the 8th International Conference on Emerging Networking Experiments and Technologies (CoNEXT '12)*. ACM, New York, NY, USA, 97–108. <https://doi.org/10.1145/2413176.2413189>
- [14] Diego Kreutz, Fernando MV Ramos, Paulo Esteves Verissimo, Christian Esteve Rothenberg, Siamak Azodolmolky, and Steve Uhlig. 2015. Software-Defined Networking: A Comprehensive Survey. *Proc. IEEE* 103, 1 (Jan 2015), 14–76. <https://doi.org/10.1109/JPROC.2014.2371999>
- [15] Jonathan Kua, Grenville Armitage, and Philip Branch. 2017. A Survey of Rate Adaptation Techniques for Dynamic Adaptive Streaming Over HTTP. *IEEE Communications Surveys Tutorials* 19, 3 (thirdquarter 2017), 1842–1866. <https://doi.org/10.1109/COMST.2017.2685630>
- [16] Quang Duy Lê, Yong Huat Chew, and Boon-Hee Soong. 2016. *Potential Game Theory*. Springer.
- [17] Stefan Lederer, Christopher Müller, and Christian Timmerer. 2012. Dynamic Adaptive Streaming over HTTP Dataset. In *Proceedings of the 3rd Multimedia Systems Conference (MMSys '12)*. ACM, New York, NY, USA, 89–94. <https://doi.org/10.1145/2155555.2155570>
- [18] Zhi Li, Xiaoqing Zhu, Joshua Gahn, Rong Pan, Hao Hu, Ali C Begen, and David Oran. 2014. Probe and Adapt: Rate Adaptation for HTTP Video Streaming At Scale. *IEEE Journal on Selected Areas in Communications* 32, 4 (April 2014), 719–733. <https://doi.org/10.1109/JSAC.2014.140405>
- [19] Ricky K. P. Mok, Xiapu Luo, Edmond W. W. Chan, and Rocky K. C. Chang. 2012. QDASH: A QoE-aware DASH System. In *Proceedings of the 3rd Multimedia Systems Conference (MMSys '12)*. ACM, New York, NY, USA, 11–22. <https://doi.org/10.1145/2155555.2155558>
- [20] Reza Olfati-Saber, J Alex Fax, and Richard M Murray. 2007. Consensus and Cooperation in Networked Multi-Agent Systems. *Proc. IEEE* 95, 1 (Jan 2007), 215–233. <https://doi.org/10.1109/JPROC.2006.887293>
- [21] Daniel Pérez Palomar and Mung Chiang. 2006. A Tutorial on Decomposition Methods for Network Utility Maximization. *IEEE Journal on Selected Areas in Communications* 24, 8 (Aug 2006), 1439–1451. <https://doi.org/10.1109/JSAC.2006.879350>
- [22] Abdul Rehman, Kai Zeng, and Zhou Wang. 2015. Display Device-adapted Video Quality-of-Experience Assessment. In *SPIE/IS&T Electronic Imaging*. Int. Society for Optics and Photonics, 939406–939406.
- [23] Haakon Riiser, Paul Vigmostad, Carsten Griwodz, and Pål Halvorsen. 2013. Commute Path Bandwidth Traces from 3G Networks: Analysis and Applications. In *Proceedings of the 4th ACM Multimedia Systems Conference (MMSys '13)*. ACM, New York, NY, USA, 114–118. <https://doi.org/10.1145/2483977.2483991>
- [24] Ashkan Sobhani, Abdulsalam Yassine, and Shervin Shirmohammadi. 2017. A Video Bitrate Adaptation and Prediction Mechanism for HTTP Adaptive Streaming. *ACM Trans. Multimedia Comput. Commun. Appl.* 13, 2, Article 18 (March 2017), 25 pages. <https://doi.org/10.1145/3052822>
- [25] Kevin Spiteri, Rahul Urugaonkar, and Ramesh K Sitaraman. 2016. BOLA: Near-optimal Bitrate Adaptation for Online Videos. In *IEEE INFOCOM 2016 - The 35th Annual IEEE International Conference on Computer Communications*. 1–9. <https://doi.org/10.1109/INFOCOM.2016.7524428>
- [26] Yi Sun, Xiaqi Yin, Junchen Jiang, Vyas Sekar, Fuyuan Lin, Nanshu Wang, Tao Liu, and Bruno Sinopoli. 2016. CS2P: Improving Video Bitrate Selection and Adaptation with Data-Driven Throughput Prediction. In *Proceedings of the 2016 ACM SIGCOMM Conference (SIGCOMM '16)*. ACM, New York, NY, USA, 272–285. <https://doi.org/10.1145/2934872.2934898>
- [27] Yang Wang and Stephen Boyd. 2010. Fast Model Predictive Control Using Online Optimization. *IEEE Transactions on Control Systems Technology* 18, 2 (March 2010), 267–278. <https://doi.org/10.1109/TCST.2009.2017934>
- [28] David H Wolpert and Kagan Tumer. 2001. Optimal Payoff Functions for Members of Collectives. *Advances in Complex Systems* 4, 02n03 (2001), 265–279.
- [29] Hui Yuan, Huayong Fu, Ju Liu, Junhui Hou, and Sam Kwong. 2018. Non-Cooperative Game Theory Based Rate Adaptation for Dynamic Video Streaming over HTTP. *IEEE Transactions on Mobile Computing* (2018), 1–1. <https://doi.org/10.1109/TMC.2018.2800749>