

Claudio Enrico Palazzi

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Education

- 2007 - Joint PhD in Computer Science of UCLA and University of Bologna (expected graduation march 2007)
- 2006 - PhD in Computer Science - University of Bologna – Computer Science Dept.
- 2005 - Master in Computer Science - University of California, Los Angeles – Computer Science Dept.
- 2002 - Laurea in Computer Science with honour, Grades average 29.25 over 30, University of Bologna

Fellowships and Awards

- 2007 - Finalist for the Best Student Paper Award at the IEEE CCNC 2007.
- 2006 - Finalist for the Edward K. Rice Outstanding Doctoral Student Award of the Henry Samueli School of Engineering and Applied Science di University of California, Los Angeles.
- 2005 - Winner of Marco Polo merit-based fellowship, University of Bologna.
- 2005 - Winner of Best Full Paper Award by the Committee of the ACM Annual International Conference in Computer Game Design and Technology (GDTW 2005).
- 2003 - Winner of a 4 year merit-based fellowship for the Computer Science Joint PhD Program, UCLA and University of Bologna, (awarded to only one student).
- 2003 - Winner of a 3 year merit-based fellowship for the Computer Science PhD Program, University of Pisa, (refused for incompatibility with the Joint PhD fellowship).
- 2003 - Winner of a 3 year merit-based fellowship for the Computer Science PhD Program, University of Bologna, (refused for incompatibility with the Joint PhD fellowship).
- 2001 - Sijillum Magnum Alma Mater Studiorum, University of Bologna.

Research Interests

- *Protocol design, implementation, and performance analysis for wired/wireless networks.*
Design and evaluation of transport protocols for high speed scalability, RTT fairness, efficient coexistence among TCP-based and UDP-based applications, in wired/wireless scenarios.
- *Network-centric multimedia entertainment for static/mobile users.*
Use of hybrid architectures and probabilistic drop of superseded game events to ensure both fairness and interactivity to players engaged in Massively Multiplayer Online Games. Design of entertainment applications.
- *Vehicular networks: protocols, fast broadcasting techniques, and applications .*
Design of fast broadcast protocols with transmission range estimator for traffic safety applications, online gaming, and remote video triggering. Design of IP address auto-configuration protocol for vehicular networks.
- *Information and communications technology applied to cultural heritage.*
Improve digital image automatic analysis for pigment identification by the means of a groupware endowed with software tools for artefact analysis support.

Publications

- *Journal and Magazine Papers*
[J007] - C. E. Palazzi, S. Ferretti, M. Roccetti, G. Pau, M. Gerla, "What's in that Magic Box? The Home Entertainment Center's Special Protocol Potion, Revealed", IEEE Transactions on Consumer Electronics, IEEE Consumer Electronics Society, vol. 52, no. 4, nov 2006, 1280-1288.
[J006] - S. Ferretti, M. Roccetti, C. E. Palazzi, "An Optimistic Obsolescence-Based Approach to Event Synchronization for Massive Multiplayer Online Games", International Journal of Computers and Applications, Acta Press, accepted for publication, feb 2006.
[J005] - C. E. Palazzi, G. Pau, M. Roccetti, M. Gerla, "Digital Entertainment Delivery in a Wireless House: Time for a MAC Tuning", China Communications, CIC, vol. 4, no. 5, oct 2006, 94-101.
[J004] - S. Ferretti, C. E. Palazzi, M. Roccetti, G. Pau, M. Gerla, "FILA in Gameland, a Holistic Approach to a Problem of Many Dimensions", ACM Computers in Entertainment , vol. 4, no. 4, oct 2006.
[J003] - C. E. Palazzi, S. Ferretti, S. Cacciaguerra, M. Roccetti, "Interactivity-Loss Avoidance in Event Delivery Synchronization for Mirrored Game Architectures", IEEE Transactions on Multimedia, IEEE Signal Processing Society, vol. 8, no. 4, aug 2006, 874-879.

[J002] - C. E. Palazzi, S. Ferretti, S. Cacciaguerra, M. Roccetti, "A RIO-like Technique for Interactivity Loss Avoidance in Fast-Paced Multiplayer Online Games", *ACM Computers in Entertainment*, vol.3, no.2, apr 2005.

[J001] - C. E. Palazzi, C. Roseti, M. Luglio, M. Gerla, M. Y. Sanadidi, and J. Stepanek, "Enhancing Transport Layer Capability in HAPS-Satellite Integrated Architecture", *Wireless Personal Communications*, Springer Science+Business Media B.V. (formerly Kluwer Academic Publishers B.V.), vol. 32, no. 3-4, feb 2005.

▪ *Conference and Workshop Papers*

[C016] - G. Marfia, C. E. Palazzi, G. Pau, M. Gerla, M. Y. Sanadidi, M. Roccetti, "TCP Libra: Exploring RTT-Fairness for TCP", *IFIP/TC6 NETWORKING 2007*, Atlanta, GA, USA, may 2007.

[C015] - M. Roccetti, M. Gerla, C. E. Palazzi, S. Ferretti, G. Pau, "First Responders' Crystal Ball: How to Scry the Emergency from a Remote Vehicle", *1st IEEE International Workshop on Research Challenges in Next Generation Networks for First Responders and Critical Infrastructures (NetCri 07) - 26th IEEE International Performance Computing and Communications Conference (IPCCC 2007)*, New Orleans, LA, USA, apr 2007.

[C014] - R. Mazzeo, C. E. Palazzi, M. Roccetti, G. Sciutto, "Computer-assisted Pigment Identification in Artworks", *IASTED European Conference on Internet and Multimedia Systems and Applications, EuroIMSA 2007*, Chamonix, France, mar 2007.

[C013] - M. Fazio, C. E. Palazzi, S. Das, M. Gerla, "Facilitating Real-time Applications in VANETs through Fast Address Auto-configuration", *3rd IEEE CCNC International Workshop on Networking Issues in Multimedia Entertainment (CCNC/NIME 2007)*, Las Vegas, NV, USA, jan 2007.

[C012] - C. E. Palazzi, S. Ferretti, M. Roccetti, G. Pau, M. Gerla, "How Do You Quickly Choreograph Inter-Vehicular Communications? A Fast Vehicle-to-Vehicle Multi-Hop Broadcast Algorithm, Explained", *Proc. of IEEE International Workshop on Networking Issues in Multimedia Entertainment (CCNC/NIME 2007)*, Las Vegas, NV, USA, jan 2007.

[C011] - M. Fazio, C. E. Palazzi, S. Das, M. Gerla, "Vehicular Address Configuration", *1st IEEE Workshop on Automotive Networking and Applications (AutoNet) - GLOBECOM*, San Francisco, CA, USA, dec 2006.

[C010] - M. Fazio, C. E. Palazzi, S. Das, M. Gerla, "Automatic IP Address Configuration in VANETs", *Third ACM International Workshop on Vehicular Ad Hoc Networks (VANET 2006), MOBICOM 2006*, Marina del Rey, Los Angeles, CA, USA, sep 2006.

[C009] - C. E. Palazzi, G. Pau, M. Roccetti, S. Ferretti, M. Gerla, "Wireless Home Entertainment Center: Reducing Last Hop Delays for Real-time Applications", *3rd ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2006)*, Hollywood, CA, USA, ACM, jun 2006.

[C008] - C. E. Palazzi, S. Ferretti, M. Roccetti, G. Pau, M. Gerla, "Buscar el Levante por el Poniente: In Search of Fairness Through Interactivity in Massively Multiplayer Online Games", *2nd IEEE International Workshop on Networking Issues in Multimedia Entertainment (CCNC/NIME 2006)*, Las Vegas, NV, USA, IEEE Communications Society, jan 2006, 1183-1187.

[C007] - S. Ferretti, C. E. Palazzi, M. Roccetti, G. Pau, M. Gerla, "FILA, a Holistic Approach to Massive Online Gaming: Algorithm Comparison and Performance Analysis", *3rd ACM Annual International Conference in Computer Game Design and Technology (GDTW2005)*, Liverpool, UK, nov 2005, 68-76.

*Awarded with the **Best Full Paper Award** by the GDTW 2005 Program Committee.*

[C006] - C. E. Palazzi, G. Pau, M. Roccetti, M. Gerla, "In-Home Online Entertainment: Analyzing the Impact of the Wireless MAC-Transport Protocols Interference", *IEEE International Conference on Wireless Networks, Communications and Mobile Computing (WIRELESSCOM2005)*, Maui, HI, USA, jun 2005, vol. 1, 516-521.

[C005] - C. E. Palazzi, S. Ferretti, S. Cacciaguerra, M. Roccetti, "A RIO-like Technique for Interactivity Loss Avoidance in Fast-Paced Multiplayer Online Games: a Preliminary Study", *2nd ACM Annual International Workshop in Computer Game Design and Technology (GDTW 2004)*, Liverpool, UK, nov 2004.

[C004] - C. E. Palazzi, "Buddy-Finder: A Proposal for a Novel Entertainment Application for GSM", *1st IEEE International Workshop on Networking Issues in Multimedia Entertainment (NIME'04), GLOBECOM 2004*, Dallas, TX, USA, nov 2004.

[C003] - C. E. Palazzi, S. Ferretti, S. Cacciaguerra, M. Roccetti, "On Maintaining Interactivity in Event Delivery Synchronization for Mirrored Game Architectures", *1st IEEE International Workshop on Networking Issues in Multimedia Entertainment (NIME'04), GLOBECOM 2004*, Dallas, TX, USA, nov 2004.

[C002] - C. E. Palazzi, "Residual Capacity Estimator for TCP on wired/wireless links", *WCC2004 Student Forum IFIP World Computer Congress 2004*, Toulouse, France, ago 2004.

[C001] - C. E. Palazzi, C. Roseti, M. Luglio, M. Gerla, M. Y. Sanadidi, and J. Stepanek, "Satellite coverage in urban areas using Unmanned Airborne Vehicles (UAVs)", *IEEE Semiannual Vehicular Technology Conference, VTC2004-Spring*, Milan, Italy, may 2004.

Projects and Grants

▪ *Interlink Initiative, Italian Department for Research (MIUR)*

Joint PhD Program in Computer Science between University of Bologna and UCLA

PI: Marco Roccetti; Co-PI: Mario Gerla, Giovanni Pau, Paola Salomoni

Granted 150,000 EUR; duration: january 2003 – december 2006