Peter R Wurman

List of Publications by Year
in descending order

26 papers	1,835 citations	840119 11 h-index	996533 15 g-index
28 all docs	28 docs citations	28 times ranked	1038 citing authors

#	Article	IF	Citations
1	Auction Protocols for Decentralized Scheduling. Games and Economic Behavior, 2001, 35, 271-303.	0.4	301
2	The Michigan Internet AuctionBot. , 1998, , .		289
3	Analysis and Observations From the First Amazon Picking Challenge. IEEE Transactions on Automation Science and Engineering, 2018, 15, 172-188.	3.4	269
4	Flexible double auctions for electronic commerce: theory and implementation. Decision Support Systems, 1998, 24, 17-27.	3.5	213
5	A Parametrization of the Auction Design Space. Games and Economic Behavior, 2001, 35, 304-338.	0.4	163
6	Outracing champion Gran Turismo drivers with deep reinforcement learning. Nature, 2022, 602, 223-228.	13.7	122
7	Designing the market game for a trading agent competition. IEEE Internet Computing, 2001, 5, 43-51.	3.2	100
8	Market-aware agents for a multiagent world. Robotics and Autonomous Systems, 1998, 24, 115-125.	3.0	97
9	AkBA. , 2000, , .		61
10	The 2001 Trading Agent Competition. Electronic Markets, 2003, 13, 4-12.	4.4	53
11	Future challenges of coordinating hundreds of autonomous vehicles in distribution facilities. , 2008, , .		46
12	The Amazon Picking Challenge 2015 [Competitions]. IEEE Robotics and Automation Magazine, 2015, 22, 10-12.	2.2	20
13	Mining eBay: Bidding Strategies and Shill Detection. Lecture Notes in Computer Science, 2003, , 17-34.	1.0	17
14	Using tabu best-response search to find pure strategy nash equilibria in normal form games. , 2005, , .		16
15	PackaTAC. , 2004, 4, 38-45.		16
16	Monte Carlo approximation in incomplete information, sequential auction games. Decision Support Systems, 2005, 39, 153-168.	3.5	15
17	Computing price trajectories in combinatorial auctions with proxy bidding. Electronic Commerce Research and Applications, 2004, 3, 329-340.	2.5	11
18	The Amazon Picking Challenge. AI Magazine, 2016, 37, 97-98.	1.4	6

#	Article	IF	Citations
19	Applying metaheuristic techniques to search the space of bidding strategies in combinatorial auctions. , 2005, , .		5
20	A comparison of two algorithms for multi-unit k-double auctions. , 2003, , .		4
21	A NOTE ON DISCRETE BID FIRST-PRICE AUCTION WITH GENERAL VALUE DISTRIBUTION. International Game Theory Review, 2010, 12, 75-81.	0.3	4
22	An algorithm for computing the outcome of combinatorial auctions with proxy bidding. , 2003, , .		3
23	Applying the Generalized Vickrey Auction to Pricing Reliable Multicasts. Lecture Notes in Computer Science, 2002, , 283-292.	1.0	1
24	The game of scale. , 2007, , .		0
25	The constraints of the valuation distribution for solving a class of games by using a best response algorithm. International Journal of Manufacturing Technology and Management, 2007, 12, 327.	0.1	0
26	Experiments with planning and markets in multiagent systems. , 2004, 5, 34-47.		0