

# Peter R Wurman

## List of Publications by Year in descending order

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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	Outracing champion Gran Turismo drivers with deep reinforcement learning. Nature, 2022, 602, 223-228.	13.7	122
2	Analysis and Observations From the First Amazon Picking Challenge. IEEE Transactions on Automation Science and Engineering, 2018, 15, 172-188.	3.4	269
3	The Amazon Picking Challenge. AI Magazine, 2016, 37, 97-98.	1.4	6
4	The Amazon Picking Challenge 2015 [Competitions]. IEEE Robotics and Automation Magazine, 2015, 22, 10-12.	2.2	20
5	A NOTE ON DISCRETE BID FIRST-PRICE AUCTION WITH GENERAL VALUE DISTRIBUTION. International Game Theory Review, 2010, 12, 75-81.	0.3	4
6	Future challenges of coordinating hundreds of autonomous vehicles in distribution facilities. , 2008, , .		46
7	The game of scale. , 2007, , .		0
8	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
9	Monte Carlo approximation in incomplete information, sequential auction games. Decision Support Systems, 2005, 39, 153-168.	3.5	15
10	Using tabu best-response search to find pure strategy nash equilibria in normal form games. , 2005, , .		16
11	Applying metaheuristic techniques to search the space of bidding strategies in combinatorial auctions. , 2005, , .		5
12	Computing price trajectories in combinatorial auctions with proxy bidding. Electronic Commerce Research and Applications, 2004, 3, 329-340.	2.5	11
13	PackaTAC. , 2004, 4, 38-45.		16
14	Experiments with planning and markets in multiagent systems. , 2004, 5, 34-47.		0
15	The 2001 Trading Agent Competition. Electronic Markets, 2003, 13, 4-12.	4.4	53
16	An algorithm for computing the outcome of combinatorial auctions with proxy bidding. , 2003, , .		3
17	A comparison of two algorithms for multi-unit k-double auctions. , 2003, , .		4
18	Mining eBay: Bidding Strategies and Shill Detection. Lecture Notes in Computer Science, 2003, , 17-34.	1.0	17

#	ARTICLE	IF	CITATIONS
19	Applying the Generalized Vickrey Auction to Pricing Reliable Multicasts. Lecture Notes in Computer Science, 2002, , 283-292.	1.0	1
20	Auction Protocols for Decentralized Scheduling. Games and Economic Behavior, 2001, 35, 271-303.	0.4	301
21	A Parametrization of the Auction Design Space. Games and Economic Behavior, 2001, 35, 304-338.	0.4	163
22	Designing the market game for a trading agent competition. IEEE Internet Computing, 2001, 5, 43-51.	3.2	100
23	AkBA. , 2000, , .		61
24	Market-aware agents for a multiagent world. Robotics and Autonomous Systems, 1998, 24, 115-125.	3.0	97
25	Flexible double auctions for electronic commerce: theory and implementation. Decision Support Systems, 1998, 24, 17-27.	3.5	213
26	The Michigan Internet AuctionBot. , 1998, , .		289