

Sandip Sen

List of Publications by Year in descending order

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Version: 2024-02-01

35
papers

506
citations

840776

11
h-index

794594

19
g-index

37
all docs

37
docs citations

37
times ranked

261
citing authors

#	ARTICLE	IF	CITATIONS
1	A Formal Study of Distributed Meeting Scheduling. Group Decision and Negotiation, 1998, 7, 265-289.	3.3	61
2	Topology and Memory Effect on Convention Emergence. , 2009, , .		55
3	Individual learning of coordination knowledge. Journal of Experimental and Theoretical Artificial Intelligence, 1998, 10, 333-356.	2.8	37
4	THE ROLE OF COMMITMENT IN COOPERATIVE NEGOTIATION. International Journal of Cooperative Information Systems, 1994, 03, 67-81.	0.8	34
5	Emergence of conventions through social learning. Autonomous Agents and Multi-Agent Systems, 2014, 28, 779-804.	2.1	33
6	A Movie Recommendation System â€™ An Application of Voting Theory in User Modeling. User Modeling and User-Adapted Interaction, 2003, 13, 5-33.	3.8	32
7	A contracting model for flexible distributed scheduling. Annals of Operations Research, 1996, 65, 195-222.	4.1	31
8	Reaching pareto-optimality in prisonerâ€™s dilemma using conditional joint action learning. Autonomous Agents and Multi-Agent Systems, 2007, 15, 91-108.	2.1	29
9	A formal study of distributed meeting scheduling. , 1991, , .		22
10	Multiagent systems: Milestones and new horizons. Trends in Cognitive Sciences, 1997, 1, 334-340.	7.8	21
11	Limiting deception in groups of social agents. Applied Artificial Intelligence, 2000, 14, 785-797.	3.2	18
12	Of Social Norms and Sanctioning. International Journal of Agent Technologies and Systems, 2010, 2, 1-15.	0.1	18
13	Learning cases to resolve conflicts and improve group behavior. International Journal of Human Computer Studies, 1998, 48, 31-49.	5.6	16
14	Towards a pareto-optimal solution in general-sum games. , 2003, , .		15
15	Strategic Bidding for Multiple Units in Simultaneous and Sequential Auctions. Group Decision and Negotiation, 2003, 12, 397-413.	3.3	14
16	Using limited information to enhance group stability. International Journal of Human Computer Studies, 1998, 48, 69-82.	5.6	8
17	A simulation framework for measuring robustness of incentive mechanisms and its implementation in reputation systems. Autonomous Agents and Multi-Agent Systems, 2016, 30, 581-600.	2.1	8
18	Using bayesian networks to model agent relationships. Applied Artificial Intelligence, 2000, 14, 867-879.	3.2	7

#	ARTICLE	IF	CITATIONS
19	EXPLORING THE DIMENSIONS OF CONVENTION EMERGENCE IN MULTIAGENT SYSTEMS. International Journal of Modeling, Simulation, and Scientific Computing, 2011, 14, 201-227.	1.4	5
20	The pitfalls of using Gaussian Process Regression for normative modeling. PLoS ONE, 2021, 16, e0252108.	2.5	5
21	Adaptive Learning for Efficient Emergence of Social Norms in Networked Multiagent Systems. Lecture Notes in Computer Science, 2016, , 805-818.	1.3	4
22	Norm Emergence with Biased Agents. International Journal of Agent Technologies and Systems, 2009, 1, 71-84.	0.1	4
23	Effect of individual opinions on group interactions. Connection Science, 2002, 14, 335-344.	3.0	2
24	On the rationality of cycling in the Theory of Moves framework. Connection Science, 2014, 26, 141-160.	3.0	2
25	Language independent recommender agent. Knowledge Engineering Review, 2018, 33, .	2.6	2
26	Machine Learning Analysis of Electronic Nose in a Transdiagnostic Community Sample With a Streamlined Data Collection Approach: No Links Between Volatile Organic Compounds and Psychiatric Symptoms. Frontiers in Psychiatry, 2020, 11, 503248.	2.6	2
27	Evolving Coordinated Agents. Natural Computing Series, 2003, , 559-577.	2.2	2
28	Stability in referral systems. Multiagent and Grid Systems, 2009, 5, 19-36.	0.9	1
29	Tag recommendation for social bookmarking: Probabilistic approaches. Multiagent and Grid Systems, 2012, 8, 143-163.	0.9	1
30	Evolving effective behaviours to interact with tag-based populations. Connection Science, 2015, 27, 288-304.	3.0	1
31	Searching for Collaborators in Agent Networks. , 2007, , .		0
32	Discovery, utilisation and analysis of credible threats for 2Ã—2 incomplete information games in the Theory of Moves framework. Connection Science, 2014, 26, 123-140.	3.0	0
33	Stable Configurations with (Meta)Punishing Agents. Lecture Notes in Computer Science, 2017, , 17-30.	1.3	0
34	Stable Configurations with (Meta)Punishing Agents. Lecture Notes in Computer Science, 2018, , 33-46.	1.3	0
35	Searching for Collaborators in Agent Networks. , 2007, , .		0