

Chris J Kuhlman

List of Publications by Year in descending order

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Version: 2024-02-01

22
papers

169
citations

1478505

6
h-index

1281871

11
g-index

22
all docs

22
docs citations

22
times ranked

146
citing authors

#	ARTICLE	IF	CITATIONS
1	Finding Critical Nodes for Inhibiting Diffusion of Complex Contagions in Social Networks. Lecture Notes in Computer Science, 2010, , 111-127.	1.3	20
2	Massively Parallel Simulations of Spread of Infectious Diseases over Realistic Social Networks. , 2017, , .		19
3	Controlling opinion propagation in online networks. Computer Networks, 2013, 57, 2121-2132.	5.1	18
4	Attractor stability in nonuniform Boolean networks. Theoretical Computer Science, 2014, 559, 20-33.	0.9	18
5	Inhibiting diffusion of complex contagions in social networks: theoretical and experimental results. Data Mining and Knowledge Discovery, 2015, 29, 423-465.	3.7	18
6	Graphical dynamical systems and their applications to bio-social systems. International Journal of Advances in Engineering Sciences and Applied Mathematics, 2019, 11, 153-171.	1.1	17
7	Agent-Based Computational Epidemiological Modeling. Journal of the Indian Institute of Science, 2021, 101, 303-327.	1.9	13
8	Generative Modeling of Human Behavior and Social Interactions Using Abductive Analysis. , 2018, , .		10
9	Inferring local transition functions of discrete dynamical systems from observations of system behavior. Theoretical Computer Science, 2017, 679, 126-144.	0.9	6
10	Spreading of social contagions without key players. World Wide Web, 2018, 21, 1187-1221.	4.0	6
11	GDSCalc: A Web-Based Application for Evaluating Discrete Graph Dynamical Systems. PLoS ONE, 2015, 10, e0133660.	2.5	5
12	Can social contagion spread without key players?. , 2016, , .		3
13	Approximate Contagion Model of Common Knowledge on Facebook. , 2016, , .		3
14	PIPELINES AND THEIR COMPOSITIONS FOR MODELING AND ANALYSIS OF CONTROLLED ONLINE NETWORKED SOCIAL SCIENCE EXPERIMENTS. , 2018, , .		3
15	Mechanistic and data-driven agent-based models to explain human behavior in online networked group anagram games. , 2019, , .		3
16	Data analysis and modeling pipelines for controlled networked social science experiments. PLoS ONE, 2020, 15, e0242453.	2.5	2
17	Interactive exploration and understanding of contagion dynamics in networked populations. , 2016, , .		1
18	Network Services and Their Compositions for Network Science Applications. Procedia Computer Science, 2016, 80, 472-483.	2.0	1

#	ARTICLE	IF	CITATIONS
19	Blocking the Propagation of Two Simultaneous Contagions over Networks. <i>Studies in Computational Intelligence</i> , 2021, , 455-468.	0.9	1
20	Theoretical and computational characterizations of interaction mechanisms on Facebook dynamics using a common knowledge model. <i>Social Network Analysis and Mining</i> , 2021, 11, 1.	2.8	1
21	GraphTrans: A Software System for Network Conversions for Simulation, Structural Analysis, and Graph Operations. , 2021, , .		1
22	ExecutionManager: A Software System to Control Execution of Third-Party Software that Performs Network Computations. , 2021, , .		0