Wiebe Van Der Hoek

List of Publications by Year
in descending order

66 papers	1,630 citations	471061 17 h-index	344852 36 g-index
74 all docs	74 docs citations	74 times ranked	622 citing authors

#	Article	IF	Citations
1	Agent Programming in 3APL. Autonomous Agents and Multi-Agent Systems, 1999, 2, 357-401.	1.3	256
2	Cooperation, Knowledge, and Time: Alternating-time Temporal Epistemic Logic and its Applications. Studia Logica, 2003, 75, 125-157.	0.4	189
3	On the logic of cooperation and propositional control. Artificial Intelligence, 2005, 164, 81-119.	3.9	92
4	Agent Programming with Declarative Goals. Lecture Notes in Computer Science, 2001, , 228-243.	1.0	88
5	Tractable multiagent planning for epistemic goals. , 2002, , .		87
6	Model Checking Knowledge and Time. Lecture Notes in Computer Science, 2002, , 95-111.	1.0	66
7	A logic for strategic reasoning. , 2005, , .		65
8	Chapter 24 Multi-Agent Systems. Foundations of Artificial Intelligence, 2008, 3, 887-928.	0.9	65
9	On obligations and normative ability: Towards a logical analysis of the social contract. Journal of Applied Logic, 2005, 3, 396-420.	1.1	62
10	Social laws in alternating time: effectiveness, feasibility, and synthesis. SynthÃˆse, 2007, 156, 1-19.	0.6	52
11	Reasoning about coalitional games. Artificial Intelligence, 2009, 173, 45-79.	3.9	45
12	Towards a theory of intention revision. SynthÃˆse, 2007, 155, 265-290.	0.6	43
13	A Logic For Ignorance. Electronic Notes in Theoretical Computer Science, 2004, 85, 117-133.	0.9	39
14	20 Modal logic for games and information. Studies in Logic and Practical Reasoning, 2007, , 1077-1148.	1.4	39
15	On the complexity of practical ATL model checking. , 2006, , .		31
16	On the logic of preference and judgment aggregation. Autonomous Agents and Multi-Agent Systems, 2011, 22, 4-30.	1.3	24
17	Model checking cooperation, knowledge, and timeâ€"a case study. Research in Economics, 2003, 57, 235-265.	0.4	23
18	Quantified coalition logic. SynthÃˆse, 2008, 165, 269-294.	0.6	22

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19	On dynamically generated ontology translators in agent communication. International Journal of Intelligent Systems, 2001, 16, 587-607.	3.3	19
20	Reasoning About Social Choice Functions. Journal of Philosophical Logic, 2011, 40, 473-498.	0.6	18
21	Intentions and Strategies in Game-Like Scenarios. Lecture Notes in Computer Science, 2005, , 512-523.	1.0	18
22	A Verification Framework for Agent Communication. Autonomous Agents and Multi-Agent Systems, 2003, 6, 185-219.	1.3	17
23	Semantics of Communicating Agents Based on Deduction and Abduction. Lecture Notes in Computer Science, 2000, , 63-79.	1.0	16
24	A fully abstract model for the exchange of information in multi-agent systems. Theoretical Computer Science, 2003, 290, 1753-1773.	0.5	14
25	On the logic of coalitional games. , 2006, , .		14
26	On the dynamics of delegation, cooperation, and control. , 2005, , .		13
27	Arbitrary arrow update logic. Artificial Intelligence, 2017, 242, 80-106.	3.9	12
28	Honesty in partial logic. Studia Logica, 1996, 56, 323-360.	0.4	11
29	Process Algebra for Agent Communication: A General Semantic Approach. Lecture Notes in Computer Science, 2003, , 113-128.	1.0	11
30	On Agents That Have the Ability to Choose. Studia Logica, 2000, 66, 79-119.	0.4	10
31	Temporal qualitative coalitional games. , 2006, , .		10
32	Failure Semantics for the Exchange of Information in Multi-Agent Systems. Lecture Notes in Computer Science, 2000, , 214-228.	1.0	9
33	Boolean Games with Epistemic Goals. Lecture Notes in Computer Science, 2013, , 1-14.	1.0	9
34	A General Approach to Multi-Agent Minimal Knowledge: With Tools and Samples. Studia Logica, 2002, 72, 61-84.	0.4	8
35	Logical Foundations of Agent-Based Computing. Lecture Notes in Computer Science, 2001, , 50-73.	1.0	8
36	Reasoning about judgment and preference aggregation. , 2007, , .		6

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37	A Programming Logic for Part of the Agent Language 3APL. Lecture Notes in Computer Science, 2001, , 78-89.	1.0	6
38	QUALITATIVE MODALITIES. International Journal of Uncertainty, Fuzziness and Knowlege-Based Systems, 1996, 04, 45-59.	0.9	5
39	Formal semantics of meta-level architectures: Temporal epistemic reflection. International Journal of Intelligent Systems, 2003, 18, 1293-1317.	3.3	5
40	Logics for Multiagent Systems. AI Magazine, 2012, 33, 92.	1.4	5
41	Local properties in modal logic. Artificial Intelligence, 2012, 187-188, 133-155.	3.9	5
42	Verification Within the KARO Agent Theory. NASA Monographs in Systems and Software Engineering, 2006, , 193-225.	0.1	5
43	Temporalizing Epistemic Default Logic. Journal of Logic, Language and Information, 1998, 7, 341-367.	0.4	4
44	Knowledge as Strategic Ability. Electronic Notes in Theoretical Computer Science, 2004, 85, 152-175.	0.9	4
45	Process algebra and constraint programming for modeling interactions in MAS. Applicable Algebra in Engineering, Communications and Computing, 2005, 16, 113-150.	0.3	4
46	Knowledge Condition Games. Journal of Logic, Language and Information, 2006, 15, 425-452.	0.4	4
47	Program equilibriumâ€"a program reasoning approach. International Journal of Game Theory, 2013, 42, 639-671.	0.5	4
48	Multi-Modal CTL: Completeness, Complexity, and an Application. Studia Logica, 2009, 92, 1-26.	0.4	3
49	A Programming Language for Coordinating Group Actions. Lecture Notes in Computer Science, 2002, , 313-321.	1.0	3
50	Agent Programming in Dribble: From Beliefs to Goals with Plans. Lecture Notes in Computer Science, 2003, , 294-295.	1.0	3
51	A Truly Concurrent Model for Interacting Agents. Lecture Notes in Computer Science, 2001, , 16-30.	1.0	3
52	A logical characterisation of qualitative coalitional games. Journal of Applied Non-Classical Logics, 2007, 17, 477-509.	0.4	2
53	A Modal Logic for Mixed Strategies. Studia Logica, 2014, 102, 339-360.	0.4	2
54	Fair decomposition of group obligations. Journal of Logic and Computation, 2017, 27, 2043-2062.	0.5	2

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55	Editorial Introduction to the Special Issue LOFT Sevilla. Journal of Philosophical Logic, 2013, 42, 795-798.	0.6	1
56	Special Issue on Logical Aspects of Multi-Agent Systems. Studia Logica, 2016, 104, 593-595.	0.4	1
57	Fair Allocation of Group Tasks According to Social Norms. Lecture Notes in Computer Science, 2014, , 19-34.	1.0	1
58	Theories of Knowledge and Ignorance. , 2009, , 381-418.		1
59	Who Should Be My Friends? Social Balance from the Perspective of Game Theory. Journal of Logic, Language and Information, 0, , 1.	0.4	1
60	Logic for Applications, Anil Nerode and Richard A. Shore. Journal of Logic, Language and Information, 1998, 7, 228-229.	0.4	0
61	Defeasible deontic logic, edited by Donald Nute, Synthese library, vol. 263, Kluwer Academic Publishers, Dordrecht, Boston, and London, 1997, x + 354 pp.. Bulletin of Symbolic Logic, 2000, 6, 89-94.	0.2	0
62	Note by the Guest Editors. Studia Logica, 2002, 70, 3-4.	0.4	0
63	Logics in AI: post-proceedings JELIA06 (Editorial). Annals of Mathematics and Artificial Intelligence, 2007, 50, 227-229.	0.9	0
64	Introduction to the Special Section on Logic and the Foundations of Game and Decision Theory (LOFT12). B E Journal of Theoretical Economics, 2018, 18, .	0.1	0
65	Introduction to the Special Issue on Logic and the Foundations of Game and Decision Theory (LOFT12). Studia Logica, 2019, 107, 451-455.	0.4	0
66	Teams over Time â€" a Logical Perspective. , 2005, , 161-180.		0