

Pascal Raymond

List of Publications by Year in descending order

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Version: 2024-02-01

15
papers

319
citations

1478505

6
h-index

1199594

12
g-index

16
all docs

16
docs citations

16
times ranked

122
citing authors

#	ARTICLE	IF	CITATIONS
1	Terminating Exploration Of A Grid By An Optimal Number Of Asynchronous Oblivious Robots. Computer Journal, 2021, 64, 132-154.	2.4	12
2	Engineering functional requirements of reactive systems using synchronous languages. , 2013, , .		9
3	Modular static scheduling of synchronous data-flow networks. Design Automation for Embedded Systems, 2010, 14, 165-192.	1.0	7
4	Modular static scheduling of synchronous data-flow networks. , 2009, , .		17
5	Synchronous Modeling and Validation of Priority Inheritance Schedulers. Lecture Notes in Computer Science, 2009, , 140-154.	1.3	6
6	Specifying and Executing Reactive Scenarios With Lutin. Electronic Notes in Theoretical Computer Science, 2008, 203, 19-34.	0.9	6
7	Lutin: A Language for Specifying and Executing Reactive Scenarios. Eurasip Journal on Embedded Systems, 2008, 2008, 753821.	1.2	16
8	From Discrete Duration Calculus to Symbolic Automata. Electronic Notes in Theoretical Computer Science, 2006, 153, 3-18.	0.9	1
9	Case studies with Lurette V2. International Journal on Software Tools for Technology Transfer, 2006, 8, 517-530.	1.9	18
10	Counter-example generation in symbolic abstract model-checking. International Journal on Software Tools for Technology Transfer, 2004, 5, 158-164.	1.9	7
11	Describing non-deterministic reactive systems by means of regular expressions. Electronic Notes in Theoretical Computer Science, 2002, 65, 27-34.	0.9	3
12	Validation of Synchronous Reactive Systems: From Formal Verification to Automatic Testing. Lecture Notes in Computer Science, 1999, , 1-12.	1.3	19
13	Synchronous Observers and the Verification of Reactive Systems. Workshops in Computing, 1994, , 83-96.	0.4	109
14	Programming and verifying critical systems by means of the synchronous data-flow language LUSTRE. , 1991, , .		19
15	Generating efficient code from data-flow programs. Lecture Notes in Computer Science, 1991, , 207-218.	1.3	66