

Dan Hefetz

List of Publications by Year in descending order

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47
papers

497
citations

687363

13
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752698

20
g-index

49
all docs

49
docs citations

49
times ranked

161
citing authors

#	ARTICLE	IF	CITATIONS
1	Anti-magic graphs via the Combinatorial NullStellenSatz. Journal of Graph Theory, 2005, 50, 263-272.	0.9	50
2	Fast winning strategies in Maker-Breaker games. Journal of Combinatorial Theory Series B, 2009, 99, 39-47.	1.0	38
3	Positional Games. Oberwolfach Seminars, 2014, , .	0.5	34
4	Hamilton cycles in highly connected and expanding graphs. Combinatorica, 2009, 29, 547-568.	1.2	29
5	Planarity, Colorability, and Minor Games. SIAM Journal on Discrete Mathematics, 2008, 22, 194-212.	0.8	28
6	A hypergraph Turán theorem via lagrangians of intersecting families. Journal of Combinatorial Theory - Series A, 2013, 120, 2020-2038.	0.8	26
7	Avoider-Enforcer games. Journal of Combinatorial Theory - Series A, 2007, 114, 840-853.	0.8	23
8	Hitting time results for Maker-Breaker games. Random Structures and Algorithms, 2012, 41, 23-46.	1.1	22
9	On Two Problems Regarding the Hamiltonian Cycle Game. Electronic Journal of Combinatorics, 2009, 16, .	0.4	17
10	A sharp threshold for the Hamilton cycle Maker-Breaker game. Random Structures and Algorithms, 2009, 34, 112-122.	1.1	15
11	Avoider-Enforcer: The rules of the game. Journal of Combinatorial Theory - Series A, 2010, 117, 152-163.	0.8	14
12	Sharp threshold for the appearance of certain spanning trees in random graphs. Random Structures and Algorithms, 2012, 41, 391-412.	1.1	14
13	Weak and strong k -connectivity games. European Journal of Combinatorics, 2014, 35, 169-183.	0.8	14
14	On the inducibility of cycles. Journal of Combinatorial Theory Series B, 2018, 133, 243-258.	1.0	11
15	Winning Strong Games through Fast Strategies for Weak Games. Electronic Journal of Combinatorics, 2011, 18, .	0.4	11
16	On two generalizations of the Alon-Tarsi polynomial method. Journal of Combinatorial Theory Series B, 2011, 101, 403-414.	1.0	10
17	Manipulative Waiters with Probabilistic Intuition. Combinatorics Probability and Computing, 2016, 25, 823-849.	1.3	10
18	On antimagic directed graphs. Journal of Graph Theory, 2010, 64, 219-232.	0.9	9

#	ARTICLE	IF	CITATIONS
19	An application of the combinatorial Nullstellensatz to a graph labelling problem. <i>Journal of Graph Theory</i> , 2010, 65, 70-82.	0.9	8
20	Waiterâ€œClient and Clientâ€œWaiter planarity, colorability and minor games. <i>Discrete Mathematics</i> , 2016, 339, 1525-1536.	0.7	8
21	Global Makerâ€œBreaker games on sparse graphs. <i>European Journal of Combinatorics</i> , 2011, 32, 162-177.	0.8	7
22	Fast embedding of spanning trees in biased Makerâ€œBreaker games. <i>European Journal of Combinatorics</i> , 2012, 33, 1086-1099.	0.8	7
23	Building Spanning Trees Quickly in Maker-Breaker Games. <i>SIAM Journal on Discrete Mathematics</i> , 2015, 29, 1683-1705.	0.8	7
24	Waiterâ€œClient and Clientâ€œWaiter Hamiltonicity games on random graphs. <i>European Journal of Combinatorics</i> , 2017, 63, 26-43.	0.8	7
25	Edge-statistics on large graphs. <i>Combinatorics Probability and Computing</i> , 2020, 29, 163-189.	1.3	7
26	Bartâ€œMoe games, JumbleG and discrepancy. <i>European Journal of Combinatorics</i> , 2007, 28, 1131-1143.	0.8	6
27	Random directed graphs are robustly Hamiltonian. <i>Random Structures and Algorithms</i> , 2016, 49, 345-362.	1.1	6
28	Pickerâ€œChooser fixed graph games. <i>Journal of Combinatorial Theory Series B</i> , 2016, 119, 122-154.	1.0	6
29	Semiâ€œrandom graph process. <i>Random Structures and Algorithms</i> , 2020, 56, 648-675.	1.1	6
30	Fast Winning Strategies in Avoider-Enforcer Games. <i>Graphs and Combinatorics</i> , 2009, 25, 533-544.	0.4	5
31	Playing to Retain the Advantage. <i>Combinatorics Probability and Computing</i> , 2010, 19, 481-491.	1.3	5
32	Optimal covers with Hamilton cycles in random graphs. <i>Combinatorica</i> , 2014, 34, 573-596.	1.2	4
33	Rainbow Hamilton Cycles in Randomly Colored Randomly Perturbed Dense Graphs. <i>SIAM Journal on Discrete Mathematics</i> , 2021, 35, 1569-1577.	0.8	4
34	On saturation games. <i>European Journal of Combinatorics</i> , 2016, 51, 315-335.	0.8	3
35	Rainbow trees in uniformly edgeâ€œcolored graphs. <i>Random Structures and Algorithms</i> , 0, , .	1.1	3
36	Strong Ramsey games: Drawing on an infinite board. <i>Journal of Combinatorial Theory - Series A</i> , 2017, 150, 248-266.	0.8	2

#	ARTICLE	IF	CITATIONS
37	Ramsey-nice families of graphs. European Journal of Combinatorics, 2018, 72, 29-44.	0.8	2
38	Very fast construction of bounded-degree spanning graphs via the semi-random graph process. Random Structures and Algorithms, 2020, 57, 892-919.	1.1	2
39	Small rainbow cliques in randomly perturbed dense graphs. European Journal of Combinatorics, 2022, 101, 103452.	0.8	2
40	Fast winning strategies in positional games. Electronic Notes in Discrete Mathematics, 2007, 29, 213-217.	0.4	1
41	Avoider-Enforcer: The Rules of the Game. Electronic Notes in Discrete Mathematics, 2009, 34, 261-265.	0.4	1
42	Hitting time results for Maker-Breaker games Extended Abstract. , 2011, , .		1
43	Universality of Graphs with Few Triangles and Anti-Triangles. Combinatorics Probability and Computing, 2016, 25, 560-576.	1.3	1
44	On degree anti-Ramsey numbers. European Journal of Combinatorics, 2017, 60, 31-41.	0.8	1
45	Playing to retain the advantage. Electronic Notes in Discrete Mathematics, 2009, 34, 423-427.	0.4	0
46	Fast embedding of spanning trees in biased Maker-Breaker games. Electronic Notes in Discrete Mathematics, 2011, 38, 331-336.	0.4	0
47	On the inducibility of cycles. Electronic Notes in Discrete Mathematics, 2017, 61, 593-599.	0.4	0