

Dan Hefetz

List of Publications by Year in descending order

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Version: 2024-02-01

47
papers

497
citations

687363

13
h-index

752698

20
g-index

49
all docs

49
docs citations

49
times ranked

161
citing authors

#	ARTICLE	IF	CITATIONS
1	Small rainbow cliques in randomly perturbed dense graphs. <i>European Journal of Combinatorics</i> , 2022, 101, 103452.	0.8	2
2	Rainbow Hamilton Cycles in Randomly Colored Randomly Perturbed Dense Graphs. <i>SIAM Journal on Discrete Mathematics</i> , 2021, 35, 1569-1577.	0.8	4
3	Semi-random graph process. <i>Random Structures and Algorithms</i> , 2020, 56, 648-675.	1.1	6
4	Edge-statistics on large graphs. <i>Combinatorics Probability and Computing</i> , 2020, 29, 163-189.	1.3	7
5	Very fast construction of bounded-degree spanning graphs via the semi-random graph process. <i>Random Structures and Algorithms</i> , 2020, 57, 892-919.	1.1	2
6	Ramsey-nice families of graphs. <i>European Journal of Combinatorics</i> , 2018, 72, 29-44.	0.8	2
7	On the inducibility of cycles. <i>Journal of Combinatorial Theory Series B</i> , 2018, 133, 243-258.	1.0	11
8	Waiter-Client and Client-Waiter Hamiltonicity games on random graphs. <i>European Journal of Combinatorics</i> , 2017, 63, 26-43.	0.8	7
9	Strong Ramsey games: Drawing on an infinite board. <i>Journal of Combinatorial Theory - Series A</i> , 2017, 150, 248-266.	0.8	2
10	On the inducibility of cycles. <i>Electronic Notes in Discrete Mathematics</i> , 2017, 61, 593-599.	0.4	0
11	On degree anti-Ramsey numbers. <i>European Journal of Combinatorics</i> , 2017, 60, 31-41.	0.8	1
12	Random directed graphs are robustly Hamiltonian. <i>Random Structures and Algorithms</i> , 2016, 49, 345-362.	1.1	6
13	Manipulative Waiters with Probabilistic Intuition. <i>Combinatorics Probability and Computing</i> , 2016, 25, 823-849.	1.3	10
14	Universality of Graphs with Few Triangles and Anti-Triangles. <i>Combinatorics Probability and Computing</i> , 2016, 25, 560-576.	1.3	1
15	On saturation games. <i>European Journal of Combinatorics</i> , 2016, 51, 315-335.	0.8	3
16	Picker-Chooser fixed graph games. <i>Journal of Combinatorial Theory Series B</i> , 2016, 119, 122-154.	1.0	6
17	Waiter-Client and Client-Waiter planarity, colorability and minor games. <i>Discrete Mathematics</i> , 2016, 339, 1525-1536.	0.7	8
18	Building Spanning Trees Quickly in Maker-Breaker Games. <i>SIAM Journal on Discrete Mathematics</i> , 2015, 29, 1683-1705.	0.8	7

#	ARTICLE	IF	CITATIONS
19	Optimal covers with Hamilton cycles in random graphs. <i>Combinatorica</i> , 2014, 34, 573-596.	1.2	4
20	Positional Games. <i>Oberwolfach Seminars</i> , 2014, , .	0.5	34
21	Weak and strong k -connectivity games. <i>European Journal of Combinatorics</i> , 2014, 35, 169-183.	0.8	14
22	A hypergraph Turán theorem via lagrangians of intersecting families. <i>Journal of Combinatorial Theory - Series A</i> , 2013, 120, 2020-2038.	0.8	26
23	Sharp threshold for the appearance of certain spanning trees in random graphs. <i>Random Structures and Algorithms</i> , 2012, 41, 391-412.	1.1	14
24	Hitting time results for Maker-Breaker games. <i>Random Structures and Algorithms</i> , 2012, 41, 23-46.	1.1	22
25	Fast embedding of spanning trees in biased Maker-Breaker games. <i>European Journal of Combinatorics</i> , 2012, 33, 1086-1099.	0.8	7
26	Fast embedding of spanning trees in biased Maker-Breaker games. <i>Electronic Notes in Discrete Mathematics</i> , 2011, 38, 331-336.	0.4	0
27	On two generalizations of the Alon-Tarsi polynomial method. <i>Journal of Combinatorial Theory Series B</i> , 2011, 101, 403-414.	1.0	10
28	Global Maker-Breaker games on sparse graphs. <i>European Journal of Combinatorics</i> , 2011, 32, 162-177.	0.8	7
29	Hitting time results for Maker-Breaker games Extended Abstract. , 2011, , .		1
30	Winning Strong Games through Fast Strategies for Weak Games. <i>Electronic Journal of Combinatorics</i> , 2011, 18, .	0.4	11
31	On antimagic directed graphs. <i>Journal of Graph Theory</i> , 2010, 64, 219-232.	0.9	9
32	An application of the combinatorial Nullstellensatz to a graph labelling problem. <i>Journal of Graph Theory</i> , 2010, 65, 70-82.	0.9	8
33	Avoider-Enforcer: The rules of the game. <i>Journal of Combinatorial Theory - Series A</i> , 2010, 117, 152-163.	0.8	14
34	Playing to Retain the Advantage. <i>Combinatorics Probability and Computing</i> , 2010, 19, 481-491.	1.3	5
35	Hamilton cycles in highly connected and expanding graphs. <i>Combinatorica</i> , 2009, 29, 547-568.	1.2	29
36	Playing to retain the advantage. <i>Electronic Notes in Discrete Mathematics</i> , 2009, 34, 423-427.	0.4	0

#	ARTICLE	IF	CITATIONS
37	Fast Winning Strategies in Avoider-Enforcer Games. <i>Graphs and Combinatorics</i> , 2009, 25, 533-544.	0.4	5
38	A sharp threshold for the Hamilton cycle Maker-Breaker game. <i>Random Structures and Algorithms</i> , 2009, 34, 112-122.	1.1	15
39	Avoider-Enforcer: The Rules of the Game. <i>Electronic Notes in Discrete Mathematics</i> , 2009, 34, 261-265.	0.4	1
40	Fast winning strategies in Maker-Breaker games. <i>Journal of Combinatorial Theory Series B</i> , 2009, 99, 39-47.	1.0	38
41	On Two Problems Regarding the Hamiltonian Cycle Game. <i>Electronic Journal of Combinatorics</i> , 2009, 16, .	0.4	17
42	Planarity, Colorability, and Minor Games. <i>SIAM Journal on Discrete Mathematics</i> , 2008, 22, 194-212.	0.8	28
43	Bart-Moe games, JumbleG and discrepancy. <i>European Journal of Combinatorics</i> , 2007, 28, 1131-1143.	0.8	6
44	Fast winning strategies in positional games. <i>Electronic Notes in Discrete Mathematics</i> , 2007, 29, 213-217.	0.4	1
45	Avoider-Enforcer games. <i>Journal of Combinatorial Theory - Series A</i> , 2007, 114, 840-853.	0.8	23
46	Anti-magic graphs via the Combinatorial NullStellenSatz. <i>Journal of Graph Theory</i> , 2005, 50, 263-272.	0.9	50
47	Rainbow trees in uniformly edge-colored graphs. <i>Random Structures and Algorithms</i> , 0, , .	1.1	3