

Georgios Chalkiadakis

List of Publications by Year in descending order

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Version: 2024-02-01

37
papers

668
citations

933447

10
h-index

713466

21
g-index

41
all docs

41
docs citations

41
times ranked

583
citing authors

#	ARTICLE	IF	CITATIONS
1	Computational Aspects of Cooperative Game Theory. Synthesis Lectures on Artificial Intelligence and Machine Learning, 2011, 5, 1-168.	0.8	137
2	Cooperative Games with Overlapping Coalitions. Journal of Artificial Intelligence Research, 0, 39, 179-216.	7.0	74
3	Coordination in multiagent reinforcement learning. , 2003, , .		59
4	Cooperative Game Theory: Basic Concepts and Computational Challenges. IEEE Intelligent Systems, 2012, 27, 86-90.	4.0	58
5	Sequentially optimal repeated coalition formation under uncertainty. Autonomous Agents and Multi-Agent Systems, 2012, 24, 441-484.	2.1	42
6	A cooperative game-theoretic approach to the social ridesharing problem. Artificial Intelligence, 2017, 246, 86-117.	5.8	38
7	Coalition formation under uncertainty. , 2007, , .		32
8	Rewarding cooperative virtual power plant formation using scoring rules. Energy, 2016, 117, 19-28.	8.8	32
9	Characteristic function games with restricted agent interactions: Core-stability and coalition structures. Artificial Intelligence, 2016, 232, 76-113.	5.8	25
10	Overlapping Coalition Formation. Lecture Notes in Computer Science, 2008, , 307-321.	1.3	21
11	Agent-based modeling of ancient societies and their organization structure. Autonomous Agents and Multi-Agent Systems, 2016, 30, 1072-1116.	2.1	14
12	Competing with Humans at Fantasy Football: Team Formation in Large Partially-Observable Domains. Proceedings of the AAAI Conference on Artificial Intelligence, 2012, 26, 1394-1400.	4.9	14
13	Artificial Intelligence Techniques for the Smart Grid. Advances in Building Energy Research, 2018, 12, 1-2.	2.3	12
14	Multiagent Reinforcement Learning Methods to Resolve Demand Capacity Balance Problems. , 2018, , .		11
15	Deep Reinforcement Learning in Strategic Board Game Environments. Lecture Notes in Computer Science, 2019, , 233-248.	1.3	10
16	You are what you consume. , 2013, , .		9
17	Recommending Fair Payments for Large-Scale Social Ridesharing. , 2015, , .		9
18	Mechanism Design for Demand-Side Management. IEEE Intelligent Systems, 2017, 32, 24-31.	4.0	9

#	ARTICLE	IF	CITATIONS
19	Influence of State-Variable Constraints on Partially Observable Monte Carlo Planning. , 2019, , .		8
20	Weighted Voting Games. , 2016, , 377-396.		8
21	Cooperative electricity consumption shifting. Sustainable Energy, Grids and Networks, 2017, 9, 38-58.	3.9	7
22	Learning Policies for Resolving Demand-Capacity Imbalances During Pre-tactical Air Traffic Management. Lecture Notes in Computer Science, 2017, , 238-255.	1.3	7
23	Cooperative games with overlapping coalitions: Charting the tractability frontier. Artificial Intelligence, 2019, 271, 74-97.	5.8	6
24	A low-complexity non-intrusive approach to predict the energy demand of buildings over short-term horizons. Advances in Building Energy Research, 2022, 16, 202-213.	2.3	3
25	Efficient Coalition Structure Generation via Approximately Equivalent Induced Subgraph Games. IEEE Transactions on Cybernetics, 2022, 52, 5548-5558.	9.5	3
26	Stability of overlapping coalitions. , 2009, 8, 1-5.		3
27	AI in Greece: The Case of Research on Linked Geospatial Data. AI Magazine, 2018, 39, 91-96.	1.6	2
28	Extracting Hidden Preferences over Partitions in Hedonic Cooperative Games. Lecture Notes in Computer Science, 2019, , 829-841.	1.3	2
29	Probability Bounds for Overlapping Coalition Formation. , 2017, , .		2
30	Dual-Branch CNN for the Identification of Recyclable Materials. , 2021, , .		2
31	Learning Hedonic Games via Probabilistic Topic Modeling. Lecture Notes in Computer Science, 2019, , 62-76.	1.3	1
32	Evolutionary game-theoretic modeling of past societies' social organization. , 2017, , .		1
33	Advances in Multi-agent Systems Research: EUMAS 2020 Extended Selected Papers. SN Computer Science, 2021, 2, 1.	3.6	0
34	Efficient Multi-criteria Coalition Formation Using Hypergraphs (with Application to the V2G Problem). Lecture Notes in Computer Science, 2017, , 92-108.	1.3	0
35	Markov Chain Monte Carlo for Effective Personalized Recommendations. Lecture Notes in Computer Science, 2019, , 188-204.	1.3	0
36	AncientS-ABM: A Novel Tool for Simulating Ancient Societies. Lecture Notes in Computer Science, 2019, , 237-241.	1.3	0

#	ARTICLE	IF	CITATIONS
37	Hedonic Utility Games. , 2020, , .		0