

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 | A low-complexity non-intrusive approach to predict the energy demand of buildings over short-term horizons. <i>Advances in Building Energy Research</i> , 2022, 16, 202-213. | 2.3 | 3 |
| 2 | Efficient Coalition Structure Generation via Approximately Equivalent Induced Subgraph Games. <i>IEEE Transactions on Cybernetics</i> , 2022, 52, 5548-5558. | 9.5 | 3 |
| 3 | Advances in Multi-agent Systems Research: EUMAS 2020 Extended Selected Papers. <i>SN Computer Science</i> , 2021, 2, 1. | 3.6 | 0 |
| 4 | Dual-Branch CNN for the Identification of Recyclable Materials. , 2021, , . | | 2 |
| 5 | Hedonic Utility Games. , 2020, , . | | 0 |
| 6 | Extracting Hidden Preferences over Partitions in Hedonic Cooperative Games. <i>Lecture Notes in Computer Science</i> , 2019, , 829-841. | 1.3 | 2 |
| 7 | Cooperative games with overlapping coalitions: Charting the tractability frontier. <i>Artificial Intelligence</i> , 2019, 271, 74-97. | 5.8 | 6 |
| 8 | Deep Reinforcement Learning in Strategic Board Game Environments. <i>Lecture Notes in Computer Science</i> , 2019, , 233-248. | 1.3 | 10 |
| 9 | Learning Hedonic Games via Probabilistic Topic Modeling. <i>Lecture Notes in Computer Science</i> , 2019, , 62-76. | 1.3 | 1 |
| 10 | Influence of State-Variable Constraints on Partially Observable Monte Carlo Planning. , 2019, , . | | 8 |
| 11 | Markov Chain Monte Carlo for Effective Personalized Recommendations. <i>Lecture Notes in Computer Science</i> , 2019, , 188-204. | 1.3 | 0 |
| 12 | AncientS-ABM: A Novel Tool for Simulating Ancient Societies. <i>Lecture Notes in Computer Science</i> , 2019, , 237-241. | 1.3 | 0 |
| 13 | Artificial Intelligence Techniques for the Smart Grid. <i>Advances in Building Energy Research</i> , 2018, 12, 1-2. | 2.3 | 12 |
| 14 | AI in Greece: The Case of Research on Linked Geospatial Data. <i>AI Magazine</i> , 2018, 39, 91-96. | 1.6 | 2 |
| 15 | Multiagent Reinforcement Learning Methods to Resolve Demand Capacity Balance Problems. , 2018, , . | | 11 |
| 16 | A cooperative game-theoretic approach to the social ridesharing problem. <i>Artificial Intelligence</i> , 2017, 246, 86-117. | 5.8 | 38 |
| 17 | Mechanism Design for Demand-Side Management. <i>IEEE Intelligent Systems</i> , 2017, 32, 24-31. | 4.0 | 9 |
| 18 | Cooperative electricity consumption shifting. <i>Sustainable Energy, Grids and Networks</i> , 2017, 9, 38-58. | 3.9 | 7 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Learning Policies for Resolving Demand-Capacity Imbalances During Pre-tactical Air Traffic Management. Lecture Notes in Computer Science, 2017, , 238-255. | 1.3 | 7 |
| 20 | Efficient Multi-criteria Coalition Formation Using Hypergraphs (with Application to the V2G Problem). Lecture Notes in Computer Science, 2017, , 92-108. | 1.3 | 0 |
| 21 | Probability Bounds for Overlapping Coalition Formation. , 2017, , . | | 2 |
| 22 | Evolutionary game-theoretic modeling of past societies' social organization. , 2017, , . | | 1 |
| 23 | Rewarding cooperative virtual power plant formation using scoring rules. Energy, 2016, 117, 19-28. | 8.8 | 32 |
| 24 | Characteristic function games with restricted agent interactions: Core-stability and coalition structures. Artificial Intelligence, 2016, 232, 76-113. | 5.8 | 25 |
| 25 | Agent-based modeling of ancient societies and their organization structure. Autonomous Agents and Multi-Agent Systems, 2016, 30, 1072-1116. | 2.1 | 14 |
| 26 | Weighted Voting Games. , 2016, , 377-396. | | 8 |
| 27 | Recommending Fair Payments for Large-Scale Social Ridesharing. , 2015, , . | | 9 |
| 28 | You are what you consume. , 2013, , . | | 9 |
| 29 | Cooperative Game Theory: Basic Concepts and Computational Challenges. IEEE Intelligent Systems, 2012, 27, 86-90. | 4.0 | 58 |
| 30 | Sequentially optimal repeated coalition formation under uncertainty. Autonomous Agents and Multi-Agent Systems, 2012, 24, 441-484. | 2.1 | 42 |
| 31 | 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 |
| 32 | Computational Aspects of Cooperative Game Theory. Synthesis Lectures on Artificial Intelligence and Machine Learning, 2011, 5, 1-168. | 0.8 | 137 |
| 33 | Stability of overlapping coalitions. , 2009, 8, 1-5. | | 3 |
| 34 | Overlapping Coalition Formation. Lecture Notes in Computer Science, 2008, , 307-321. | 1.3 | 21 |
| 35 | Coalition formation under uncertainty. , 2007, , . | | 32 |
| 36 | Coordination in multiagent reinforcement learning. , 2003, , . | | 59 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 37 | Cooperative Games with Overlapping Coalitions. Journal of Artificial Intelligence Research, 0, 39, 179-216. | 7.0 | 74 |