Franck Delaplace

List of Publications by Year
in descending order

32 papers	218 citations	1307594 7 h-index	1058476 14 g-index
34 all docs	34 docs citations	34 times ranked	277 citing authors

#	Article	IF	Citations
1	Semantics of Biological Regulatory Networks. Electronic Notes in Theoretical Computer Science, 2007, 180, 3-14.	0.9	34
2	Causal Reasoning on Boolean Control Networks Based on Abduction: Theory and Application to Cancer Drug Discovery. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2019, 16, 1574-1585.	3.0	34
3	Matrix-Bound PAI-1 Supports Cell Blebbing via RhoA/ROCK1 Signaling. PLoS ONE, 2012, 7, e32204.	2.5	29
4	Hyperstructures, genome analysis and I-cells. Acta Biotheoretica, 2002, 50, 357-373.	1.5	16
5	Games network and application to PAs system. BioSystems, 2007, 87, 136-141.	2.0	15
6	Exogean: a framework for annotating protein-coding genes in eukaryotic genomic DNA. Genome Biology, 2006, 7, S7.	9.6	14
7	Abductive Network Action Inference for Targeted Therapy Discovery. Electronic Notes in Theoretical Computer Science, 2018, 335, 3-25.	0.9	8
8	Abduction Based Drug Target Discovery Using Boolean Control Network. Lecture Notes in Computer Science, 2017, , 57-73.	1.3	8
9	Networks and games for precision medicine. BioSystems, 2016, 150, 52-60.	2.0	7
10	Sequential reprogramming of biological network fate. Theoretical Computer Science, 2021, 872, 97-116.	0.9	6
11	When a Collective Outcome Triggers a Rare Individual Event: A Mode of Metastatic Process in a Cell Population. Mathematical Population Studies, 2010, 17, 136-165.	2.2	5
12	Bisimilar Booleanization of multivalued networks. BioSystems, 2020, 197, 104205.	2.0	5
13	Sequential Reprogramming of Biological Network Fate. Lecture Notes in Computer Science, 2019, , 20-41.	1.3	5
14	TaBooN Boolean Network Synthesis Based on Tabu Search. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2022, 19, 2499-2511.	3.0	4
15	Analysis of Modular Organisation of Interaction Networks Based on Asymptotic Dynamics. Lecture Notes in Computer Science, 2012, , 148-165.	1.3	4
16	GUBS, a Behaviour-Based Language for Design in Synthetic Biology. Scientific Annals of Computer Science, 2013, 23, 1-38.	0.1	4
17	Rewriting Game Theory as a Foundation for State-Based Models of Gene Regulation. Lecture Notes in Computer Science, 2006, , 257-270.	1.3	3
18	Data layouts impacts on the compilation of the communications for a synchronous MSIMD machine. Microprocessing and Microprogramming, 1992, 35, 469-475.	0.2	2

#	Article	IF	Citations
19	Declarative simulation of dynamicals systems: the 8 programming language and its application to the simulation of genetic networks. BioSystems, 2003, 68, 155-170.	2.0	2
20	Discrete causal model view of biological networks. , 2010, , .		2
21	ModÃ©liser les interactions molÃ©culaires par la thÃ©orie des rÃ©seaux de jeux. Comptes Rendus - Biologies, 2006, 329, 938-944.	0.2	1
22	Activity Networks with Delays an Application to Toxicity Analysis. Fundamenta Informaticae, 2018, 160, 119-142.	0.4	1
23	Elementary Modules in Games Networks. Lecture Notes in Computer Science, 2006, , 1056-1062.	1.3	1
24	GUBS, a Behavior-based Language for Open System Dedicated to Synthetic Biology. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 100, 29-47.	0.8	1
25	An efficient routing strategy to support process migration. Microprocessing and Microprogramming, 1991, 32, 153-160.	0.2	0
26	Compiling the Block-Cyclic Distribution. Advances in Parallel Computing, 1998, , 243-250.	0.3	0
27	Toward an automatic parallelization of sparse matrix computations. Journal of Parallel and Distributed Computing, 2005, 65, 313-330.	4.1	0
28	Modular decomposition of complex interactions using games networks. , 2006, , .		0
29	Towards a Behavioral-Matching Based Compilation of Synthetic Biology Functions. Acta Biotheoretica, 2015, 63, 325-339.	1.5	0
30	Automatic Parallelization of Sparse Matrix Computations: A Static Analysis. Lecture Notes in Computer Science, 2000, , 340-348.	1.3	0
31	ModÃ©lisation des systÃ¨mes biologiques par la thÃ©orie des rÃ©seaux de jeux. Techniques Et Sciences Informatiques, 2007, 26, 279-303.	0.0	0
32	paradeis: An Object Library for Parallel Sparse Array Computation. Lecture Notes in Computer Science, 1999, , 153-162.	1.3	0