

Yann Disser

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3393948/publications.pdf>

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21
papers

154
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1307594

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22
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times ranked

109
citing authors

#	ARTICLE	IF	CITATIONS
1	General bounds for incremental maximization. <i>Mathematical Programming</i> , 2022, 191, 953-979.	2.4	5
2	Travelling on Graphs with Small Highway Dimension. <i>Algorithmica</i> , 2021, 83, 1352-1370.	1.3	0
3	An improved lower bound for competitive graph exploration. <i>Theoretical Computer Science</i> , 2021, 868, 65-86.	0.9	1
4	A general lower bound for collaborative tree exploration. <i>Theoretical Computer Science</i> , 2020, 811, 70-78.	0.9	2
5	Hiring Secretaries over Time: The Benefit of Concurrent Employment. <i>Mathematics of Operations Research</i> , 2020, 45, 323-352.	1.3	4
6	The complexity of computing a robust flow. <i>Operations Research Letters</i> , 2020, 48, 18-23.	0.7	4
7	Tight Analysis of the Smartstart Algorithm for Online Dial-a-Ride on the Line. <i>SIAM Journal on Discrete Mathematics</i> , 2020, 34, 1409-1443.	0.8	5
8	Tight Bounds for Undirected Graph Exploration with Pebbles and Multiple Agents. <i>Journal of the ACM</i> , 2019, 66, 1-41.	2.2	12
9	Distance-Preserving Graph Contractions. <i>SIAM Journal on Discrete Mathematics</i> , 2019, 33, 1607-1636.	0.8	3
10	Approximate lumpability for Markovian agent-based models using local symmetries. <i>Journal of Applied Probability</i> , 2019, 56, 647-671.	0.7	8
11	The Minimum Feasible Tiletset Problem. <i>Algorithmica</i> , 2019, 81, 1126-1151.	1.3	0
12	Scheduling maintenance jobs in networks. <i>Theoretical Computer Science</i> , 2019, 754, 107-121.	0.9	4
13	Travelling on Graphs with Small Highway Dimension. <i>Lecture Notes in Computer Science</i> , 2019, , 175-189.	1.3	1
14	Packing a Knapsack of Unknown Capacity. <i>SIAM Journal on Discrete Mathematics</i> , 2017, 31, 1477-1497.	0.8	10
15	Degree-constrained orientations of embedded graphs. <i>Journal of Combinatorial Optimization</i> , 2016, 31, 758-773.	1.3	5
16	Fast collaborative graph exploration. <i>Information and Computation</i> , 2015, 243, 37-49.	0.7	52
17	Mapping Simple Polygons. <i>ACM Transactions on Algorithms</i> , 2015, 11, 1-16.	1.0	8
18	The Minimum Feasible Tiletset Problem. <i>Lecture Notes in Computer Science</i> , 2015, , 144-155.	1.3	1

#	ARTICLE	IF	CITATIONS
19	Mapping Simple Polygons: How Robots Benefit from Looking Back. <i>Algorithmica</i> , 2013, 65, 43-59.	1.3	10
20	Simple agents learn to find their way: An introduction on mapping polygons. <i>Discrete Applied Mathematics</i> , 2013, 161, 1287-1307.	0.9	2
21	A polygon is determined by its angles. <i>Computational Geometry: Theory and Applications</i> , 2011, 44, 418-426.	0.5	17