Boting Yang

List of Publications by Year
in descending order

54 papers	355 citations	933264 10 h-index	940416 16 g-index
58 all docs	58 docs citations	58 times ranked	140 citing authors

#	Article	IF	Citations
1	Four-searchable biconnected outerplanar graphs. Discrete Applied Mathematics, 2022, 306, 70-82.	0.5	0
2	One-visibility cops and robber on trees: Optimal cop-win strategies. Theoretical Computer Science, 2022, , .	0.5	1
3	One-visibility cops and robber on trees. Theoretical Computer Science, 2021, 886, 139-156.	0.5	3
4	The one-cop-moves game on graphs with some special structures. Theoretical Computer Science, 2020, 847, 17-26.	0.5	0
5	Properties of a q-Analogue of Zero Forcing. Graphs and Combinatorics, 2020, 36, 1401-1419.	0.2	1
6	Computing the One-Visibility Copnumber of Trees. Lecture Notes in Computer Science, 2020, , 411-423.	1.0	1
7	Corrigendum to "Achievable Multiplicity partitions in the Inverse Eigenvalue Problem of a graph" [Spec. Matrices 2019; 7:276-290.]. Special Matrices, 2020, 8, 235-241.	0.2	2
8	Positive semidefinite zero forcing numbers of two classes of graphs. Theoretical Computer Science, 2019, 786, 44-54.	0.5	3
9	New Results on the Zero-Visibility Cops and Robber Game. Lecture Notes in Computer Science, 2019, , 316-328.	1.0	2
10	Search Numbers in Networks with Special Topologies. Journal of Interconnection Networks, 2019, 19, 1940004.	0.6	4
11	The one-cop-moves game on planar graphs. Journal of Combinatorial Optimization, 2019, , 1.	0.8	2
12	A Partition Approach to Lower Bounds for Zero-Visibility Cops and Robber. Lecture Notes in Computer Science, 2019, , 442-454.	1.0	2
13	The One-Cop-Moves Game on Graphs of Small Treewidth. Lecture Notes in Computer Science, 2019, , 517-528.	1.0	1
14	Achievable multiplicity partitions in the inverse eigenvalue problem of a graph. Special Matrices, 2019, 7, 276-290.	0.2	5
15	Ovoids of generalized quadrangles of order and Delsarte cocliques in related strongly regular graphs. Journal of Combinatorial Designs, 2018, 26, 249-263.	0.3	0
16	Infection in hypergraphs. Discrete Applied Mathematics, 2018, 237, 43-56.	0.5	5
17	Compressed cliques graphs, clique coverings and positive zero forcing. Theoretical Computer Science, 2018, 734, 119-130.	0.5	2
18	The Fast Search Number of a Complete k-Partite Graph. Algorithmica, 2018, 80, 3959-3981.	1.0	7

#	ARTICLE	IF	CITATIONS
19	Lower bounds for positive semidefinite zero forcing and their applications. Journal of Combinatorial Optimization, 2017, 33, 81-105.	0.8	7
20	Fast Searching on Cartesian Products of Graphs. Lecture Notes in Computer Science, 2017, , 669-683.	1.0	1
21	The fast search number of a Cartesian product of graphs. Discrete Applied Mathematics, 2017, 224, 106-119.	0.5	9
22	A New Lower Bound for Positive Zero Forcing. Lecture Notes in Computer Science, 2017, , 254-266.	1.0	0
23	On the complexity of the positive semidefinite zero forcing number. Linear Algebra and Its Applications, 2016, 491, 101-122.	0.4	24
24	Fast Searching on Complete k-partite Graphs. Lecture Notes in Computer Science, 2016, , 159-174.	1.0	3
25	Positive Zero Forcing and Edge Clique Coverings. Lecture Notes in Computer Science, 2016, , 53-64.	1.0	1
26	Improved parameterized and exact algorithms for cut problems on trees. Theoretical Computer Science, 2015, 607, 455-470.	0.5	4
27	The optimal capture time of the one-cop-moves game. Theoretical Computer Science, 2015, 588, 96-113.	0.5	8
28	The complexity of zero-visibility cops and robber. Theoretical Computer Science, 2015, 607, 135-148.	0.5	15
29	Zero-visibility cops and robber and the pathwidth of a graph. Journal of Combinatorial Optimization, 2015, 29, 541-564.	0.8	16
30	A POLYNOMIAL-TIME ALGORITHM FOR COMPUTING THE RESILIENCE OF ARRANGEMENTS OF RAY SENSORS. International Journal of Computational Geometry and Applications, 2014, 24, 225-236.	0.3	3
31	Algebraic methods proving Sauer's bound for teaching complexity. Theoretical Computer Science, 2014, 558, 35-50.	0.5	4
32	The Complexity of the Positive Semidefinite Zero Forcing. Lecture Notes in Computer Science, 2014, , 681-693.	1.0	0
33	Fast–mixed searching and related problems on graphs. Theoretical Computer Science, 2013, 507, 100-113.	0.5	32
34	Graph Searching and Related Problems. , 2013, , 1511-1558.		18
35	Fast-Mixed Searching on Graphs. Lecture Notes in Computer Science, 2012, , 324-335.	1.0	0
36	Fast searching games on graphs. Journal of Combinatorial Optimization, 2011, 22, 763-777.	0.8	13

#	ARTICLE	IF	CITATIONS
37	Fast edge searching and fast searching on graphs. Theoretical Computer Science, 2011, 412, 1208-1219.	0.5	16
38	Parameterized complexity of even/odd subgraph problems. Journal of Discrete Algorithms, 2011, 9, 231-240.	0.7	20
39	On the red/blue spanning tree problem. Theoretical Computer Science, 2011, 412, 2459-2467.	0.5	3
40	Standard directed search strategies and their applications. Journal of Combinatorial Optimization, 2009, 17, 378-399.	0.8	2
41	Monotonicity in digraph search problems. Theoretical Computer Science, 2008, 407, 532-544.	0.5	7
42	Digraph searching, directed vertex separation and directed pathwidth. Discrete Applied Mathematics, 2008, 156, 1822-1837.	0.5	27
43	On the Fast Searching Problem. Lecture Notes in Computer Science, 2008, , 143-154.	1.0	22
44	On the Monotonicity of Weak Searching. Lecture Notes in Computer Science, 2008, , 52-61.	1.0	3
45	Monotonicity of strong searching on digraphs. Journal of Combinatorial Optimization, 2007, 14, 411-425.	0.8	6
46	Directed Searching Digraphs: Monotonicity and Complexity. , 2007, , 136-147.		4
47	Lower Bounds on Edge Searching. Lecture Notes in Computer Science, 2007, , 516-527.	1.0	8
48	LINEAR TIME PROBABILISTIC ALGORITHMS FOR THE SINGULAR HAPLOTYPE RECONSTRUCTION PROBLEM FROM SNP FRAGMENTS. , 2007, , .		0
49	Strong-mixed searching and pathwidth. Journal of Combinatorial Optimization, 2006, 13, 47-59.	0.8	8
50	Minimal Tetrahedralizations of a Class of Polyhedra. Journal of Combinatorial Optimization, 2004, 8, 241-265.	0.8	1
51	Detecting tetrahedralizations of a set of line segments. Journal of Algorithms, 2004, 53, 1-35.	0.9	1
52	Sweeping Graphs with Large Clique Number. Lecture Notes in Computer Science, 2004, , 908-920.	1.0	20
53	3D characteristic facial contours. , 0, , .		0
54	A simple method for proving lower bounds in the zero-visibility cops and robber game. Journal of Combinatorial Optimization, 0, , 1.	0.8	4