Martin Olsen

List of Publications by Year
in descending order

28 papers	**141** citations	1478505 **6** h-index	1281871 **11** g-index
28 all docs	**28** docs citations	**28** times ranked	**73** citing authors

#	Article	IF	Citations
1	Distance Hedonic Games. Lecture Notes in Computer Science, 2021, , 159-174.	1.3	2
2	Online Stacking Using RL with Positional and Tactical Features. Lecture Notes in Computer Science, 2020, , 184-194.	1.3	2
3	Fractional Hedonic Games. ACM Transactions on Economics and Computation, 2019, 7, 1-29.	1.1	29
4	Coverage Centrality Maximization in Undirected Networks. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 501-508.	4.9	9
5	A Note on Online Colouring Problems in Overlap Graphs and Their Complements. Lecture Notes in Computer Science, 2018, , 144-155.	1.3	3
6	Towards Asymptotically Optimal One-to-One PDP Algorithms for Capacity 2+ Vehicles. Lecture Notes in Computer Science, 2018, , 268-278.	1.3	0
7	Dimension and codimension of simple games. Electronic Notes in Discrete Mathematics, 2016, 55, 147-150.	0.4	2
8	On the complexity of exchanging. Information Processing Letters, 2016, 116, 437-441.	0.6	5
9	Motives for Feral Systems in Denmark. , 2016, , 193-222.		0
10	Probabilistic Analysis of Online Stacking Algorithms. Lecture Notes in Computer Science, 2015, , 358-369.	1.3	5
11	We All Know How, Donâ€™t We? On the Role of Scrum in IT-Offshoring. IFIP Advances in Information and Communication Technology, 2014, , 96-112.	0.7	0
12	On the approximability of the link building problem. Theoretical Computer Science, 2014, 518, 96-116.	0.9	11
13	Average Case Analysis of Blocks Relocation Heuristics. Lecture Notes in Computer Science, 2014, , 81-92.	1.3	3
14	Architectural Issues Related to Feral Information Systems. Advances in Business Information Systems and Analytics Book Series, 2014, , 227-241.	0.4	2
15	Motives for Feral Systems in Denmark. Advances in Business Information Systems and Analytics Book Series, 2014, , 129-160.	0.4	1
16	A general view on computing communities. Mathematical Social Sciences, 2013, 66, 331-336.	0.5	6
17	On the Complexity of Computing Optimal Private Park-and-Ride Plans. Lecture Notes in Computer Science, 2013, , 73-82.	1.3	5
18	On Alliance Partitions and Bisection Width for Planar Graphs. Journal of Graph Algorithms and Applications, 2013, 17, 599-614.	0.4	2

#	Article	IF	Citations
19	Alliances and Bisection Width for Planar Graphs. Lecture Notes in Computer Science, 2013, , 206-216.	1.3	0
20	On non-trivial Nash stable partitions in additive hedonic games with symmetric 0/1-utilities. Information Processing Letters, 2012, 112, 903-907.	0.6	2
21	On the complexity of problems on simple games. RAIRO - Operations Research, 2011, 45, 295-314.	1.8	14
22	Maximizing PageRank with New Backlinks. Lecture Notes in Computer Science, 2010, , 37-48.	1.3	7
23	A Constant-Factor Approximation Algorithm for the Link Building Problem. Lecture Notes in Computer Science, 2010, , 87-96.	1.3	3
24	Nash Stability in Additively Separable Hedonic Games and Community Structures. Theory of Computing Systems, 2009, 45, 917-925.	1.1	17
25	The Computational Complexity of Link Building. Lecture Notes in Computer Science, 2008, , 119-129.	1.3	5
26	Nash Stability in Additively Separable Hedonic Games Is NP-Hard. Lecture Notes in Computer Science, 2007, , 598-605.	1.3	6
27	Communities in Large Networks: Identification and Ranking. Lecture Notes in Computer Science, 2006, , 84-96.	1.3	0
28	Dimension and Codimension of Simple Games. SSRN Electronic Journal, 0, , .	0.4	0