

# Oskar Skibski

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4300590/publications.pdf>

Version: 2024-02-01

12  
papers

80  
citations

1937685

4  
h-index

1588992

8  
g-index

12  
all docs

12  
docs citations

12  
times ranked

52  
citing authors

#	ARTICLE	IF	CITATIONS
1	Attachment centrality: Measure for connectivity in networks. <i>Artificial Intelligence</i> , 2019, 274, 151-179.	5.8	18
2	Defeating Terrorist Networks with Game Theory. <i>IEEE Intelligent Systems</i> , 2015, 30, 53-61.	4.0	15
3	Axiomatic Characterization of Game-Theoretic Centrality. <i>Journal of Artificial Intelligence Research</i> , 0, 62, 33-68.	7.0	14
4	The Stochastic Shapley Value for coalitional games with externalities. <i>Games and Economic Behavior</i> , 2018, 108, 65-80.	0.8	11
5	Enumerating Connected Subgraphs and Computing the Myerson and Shapley Values in Graph-Restricted Games. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2019, 10, 1-25.	4.5	7
6	Marginality Approach to Shapley Value in Games with Externalities. <i>SSRN Electronic Journal</i> , 0, , .	0.4	4
7	Steady Marginality: A Uniform Approach to Shapley Value for Games with Externalities. <i>Lecture Notes in Computer Science</i> , 2011, , 130-142.	1.3	4
8	Partition decision trees: representation for efficient computation of the Shapley value extended to games with externalities. <i>Autonomous Agents and Multi-Agent Systems</i> , 2020, 34, 1.	2.1	3
9	An Algorithm for the Myerson Value in Probabilistic Graphs with an Application to Weighted Voting. <i>IEEE Intelligent Systems</i> , 2017, 32, 32-39.	4.0	2
10	Fair division in the presence of externalities. <i>International Journal of Game Theory</i> , 2020, 49, 147-172.	0.5	1
11	Complexity of Computing the Shapley Value in Games with Externalities. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , 2020, 34, 2244-2251.	4.9	1
12	A Measure of Added Value in Groups. <i>ACM Transactions on Autonomous and Adaptive Systems</i> , 2019, 13, 1-46.	0.8	0