Rudolf MÃ¼ller

List of Publications by Year
in descending order

20	**315**	1163117 **8**	888059 **17**
papers	citations	h-index	g-index
20	**20**	**20**	**181**
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	On Optimal Auctions for Mixing Exclusive and Shared Matching in Platforms. Management Science, 2020, 66, 2653-2676.	4.1	5
2	The role of incentives in dynamic favour exchange: An experimental investigation. Journal of Economic Behavior and Organization, 2020, 172, 83-96.	2.0	2
3	Separating equilibrium in quasi-linear signaling games. International Journal of Game Theory, 2019, 48, 1033-1054.	0.5	0
4	Monotonicity and revenue equivalence domains by monotonic transformations in differences. Journal of Mathematical Economics, 2017, 70, 29-35.	0.8	3
5	Characterizing implementable allocation rules in multi-dimensional environments. Social Choice and Welfare, 2017, 48, 367-383.	0.8	5
6	Implementability under monotonic transformations in differences. Journal of Economic Theory, 2015, 160, 114-131.	1.1	14
7	On optimal mechanism design for a sequencing problem. Journal of Scheduling, 2015, 18, 45-59.	1.9	10
8	Optimal mechanism design for the private supply of a public good. Games and Economic Behavior, 2013, 80, 229-242.	0.8	9
9	Fraction auctions: The tradeoff between efficiency and running time. European Journal of Operational Research, 2012, 220, 577-587.	5.7	0
10	Inefficiency of equilibria in digital mechanisms with continuous valuations. Journal of Mathematical Economics, 2011, 47, 541-544.	0.8	1
11	On the Fastest Vickrey Algorithm. Algorithmica, 2010, 58, 566-590.	1.3	1
12	Characterization of Revenue Equivalence. Econometrica, 2009, 77, 307-316.	4.2	59
13	Characterizing Incentive Compatibility for Convex Valuations. Lecture Notes in Computer Science, 2009, , 24-35.	1.3	15
14	Optimal Mechanisms for Single Machine Scheduling. Lecture Notes in Computer Science, 2008, , 414-425.	1.3	7
15	Weak monotonicity and Bayes–Nash incentive compatibility. Games and Economic Behavior, 2007, 61, 344-358.	0.8	32
16	Games and Mechanism Design in Machine Scheduling—An Introduction. Production and Operations Management, 2007, 16, 437-454.	3.8	60
17	The communication complexity of private value single-item auctions. Operations Research Letters, 2006, 34, 491-498.	0.7	12
18	The private value single item bisection auction. Economic Theory, 2006, 30, 107-118.	0.9	27

#	Article	IF	Citations
19	Optimization in electronic markets: examples in combinatorial auctions. NETNOMICS: Economic Research and Electronic Networking, 2001, 3, 23-33.	0.9	52
20	Fraction Auctions: The Tradeoff between Efficiency and Running Time. SSRN Electronic Journal, 0, , .	0.4	1