

# Thomas Lidbetter

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/531785/publications.pdf>

Version: 2024-02-01

21  
papers

233  
citations

933447

10  
h-index

996975

15  
g-index

21  
all docs

21  
docs citations

21  
times ranked

103  
citing authors

#	ARTICLE	IF	CITATIONS
1	Mining Coal or Finding Terrorists: The Expanding Search Paradigm. <i>Operations Research</i> , 2013, 61, 265-279.	1.9	42
2	Search Games with Multiple Hidden Objects. <i>SIAM Journal on Control and Optimization</i> , 2013, 51, 3056-3074.	2.1	29
3	Patrolling a Border. <i>Operations Research</i> , 2016, 64, 1256-1269.	1.9	25
4	A search game model of the scatter hoarder's problem. <i>Journal of the Royal Society Interface</i> , 2012, 9, 869-879.	3.4	18
5	Searching a Variable Speed Network. <i>Mathematics of Operations Research</i> , 2014, 39, 697-711.	1.3	17
6	The expanding search ratio of a graph. <i>Discrete Applied Mathematics</i> , 2019, 260, 51-65.	0.9	16
7	On Submodular Search and Machine Scheduling. <i>Mathematics of Operations Research</i> , 2019, 44, 1431-1449.	1.3	15
8	Search and rescue in the face of uncertain threats. <i>European Journal of Operational Research</i> , 2020, 285, 1153-1160.	5.7	14
9	Optimizing periodic patrols against short attacks on the line and other networks. <i>European Journal of Operational Research</i> , 2019, 273, 1065-1073.	5.7	12
10	Optimal Trade-Off Between Speed and Acuity When Searching for a Small Object. <i>Operations Research</i> , 2015, 63, 122-133.	1.9	11
11	Solving Zero-Sum Games Using Best-Response Oracles with Applications to Search Games. <i>Operations Research</i> , 2019, 67, 731-743.	1.9	8
12	Searching for multiple objects in multiple locations. <i>European Journal of Operational Research</i> , 2019, 278, 709-720.	5.7	5
13	Competitive search in a network. <i>European Journal of Operational Research</i> , 2020, 286, 781-790.	5.7	5
14	Approximate solutions for expanding search games on general networks. <i>Annals of Operations Research</i> , 2019, 275, 259-279.	4.1	4
15	Search Games for an Immobile Hider. , 2013, , 17-27.		4
16	A search game on a hypergraph with booby traps. <i>Theoretical Computer Science</i> , 2020, 821, 57-70.	0.9	3
17	On the approximation ratio of the Random Chinese Postman Tour for network search. <i>European Journal of Operational Research</i> , 2017, 263, 782-788.	5.7	2
18	The Largest-Z-ratio-First algorithm is 0.8531-approximate for scheduling unreliable jobs on m parallel machines. <i>Operations Research Letters</i> , 2020, 48, 405-409.	0.7	2

#	ARTICLE	IF	CITATIONS
19	A General Framework for Approximating Min Sum Ordering Problems. <i>INFORMS Journal on Computing</i> , 2022, 34, 1437-1452.	1.7	1
20	Search and Delivery Man Problems: When are depth-first paths optimal?. <i>European Journal of Operational Research</i> , 2020, 285, 965-976.	5.7	0
21	A Game Theoretic Approach to a Problem in Polymatroid Maximization. <i>European Journal of Operational Research</i> , 2022, , .	5.7	0