Aritra Banik

List of Publications by Year
in descending order

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20 papers	93 citations	1478505 6 h-index	1474206 9 g-index
20 all docs	20 docs citations	20 times ranked	47 citing authors

#	Article	IF	Citations
1	Geometric systems of unbiased representatives. Information Processing Letters, 2022, 176, 106232.	0.6	0
2	A Polynomial Sized Kernel for Tracking Paths Problem. Algorithmica, 2020, 82, 41-63.	1.3	10
3	Parameterized Complexity of Geometric Covering Problems Having Conflicts. Algorithmica, 2020, 82, 1-19.	1.3	3
4	Approximation algorithms for geometric conflict free covering problems. Computational Geometry: Theory and Applications, 2020, 89, 101591.	0.5	0
5	Tracking Paths. Discrete Applied Mathematics, 2020, 282, 22-34.	0.9	6
6	Fixed-Parameter Tractability of (n â^' k) List Coloring. Theory of Computing Systems, 2020, 64, 1307-1316.	1.1	2
7	Sensor Network Topology Design and Analysis for Efficient Data Gathering by a Mobile Mule. Algorithmica, 2020, 82, 2784-2808.	1.3	2
8	Geometric Planar Networks on Bichromatic Points. Lecture Notes in Computer Science, 2020, , 79-91.	1.3	1
9	The 1-dimensional discrete Voronoi game. Operations Research Letters, 2019, 47, 115-121.	0.7	3
10	FrÃ©chet Distance Between a Line and Avatar Point Set. Algorithmica, 2018, 80, 2616-2636.	1.3	3
11	Selecting and covering colored points. Discrete Applied Mathematics, 2018, 250, 75-86.	0.9	7
12	A Polynomial Sized Kernel for Tracking Paths Problem. Lecture Notes in Computer Science, 2018, , 94-107.	1.3	1
13	Tracking Paths. Lecture Notes in Computer Science, 2017, , 67-79.	1.3	6
14	The discrete Voronoi game in <mml:math xmlns:mml="http://www.w3.org/1998/Math/MathML" altimg="si1.gif" overflow="scroll"><mml:msup><mml:mrow><mml:mi mathvariant="double-struck">R</mml:mi></mml:mrow><mml:mrow><mml:mn>2</mml:mn></mml:mrow></mml:msup></mml:math>. Computational Geometry: Theory and Applications, 2017, 63, 53-62.	0.5	8
15	Discrete Voronoi games and Ïµ-nets, in two and three dimensions. Computational Geometry: Theory and Applications, 2016, 55, 41-58.	0.5	7
16	Choice Is Hard. Lecture Notes in Computer Science, 2015, , 318-328.	1.3	14
17	Minimum enclosing circle of a set of fixed points and a mobile point. Computational Geometry: Theory and Applications, 2014, 47, 891-898.	0.5	3
18	Optimal strategies for the one-round discrete Voronoi game on a line. Journal of Combinatorial Optimization, 2013, 26, 655-669.	1.3	14

#	Article	IF	Citations
19	The Discrete Voronoi Game in a Simple Polygon. Lecture Notes in Computer Science, 2013, , 197-207.	1.3	2
20	Two-Round Discrete Voronoi Game along a Line. Lecture Notes in Computer Science, 2013, , 210-220.	1.3	1