

Sven Schewe

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6747116/publications.pdf>

Version: 2024-02-01

82
papers

1,013
citations

623734

14
h-index

580821

25
g-index

92
all docs

92
docs citations

92
times ranked

377
citing authors

#	ARTICLE	IF	CITATIONS
1	EPMC Gets Knowledge in Multi-agent Systems. Lecture Notes in Computer Science, 2022, , 93-107.	1.3	2
2	SMPG: Secure Multi Party Computation on Graph Databases. , 2022, , .		0
3	Simple Stochastic Games with Almost-Sure Energy-Parity Objectives are in NP and coNP. Lecture Notes in Computer Science, 2021, , 427-447.	1.3	1
4	Model-Free Reinforcement Learning for Branching Markov Decision Processes. Lecture Notes in Computer Science, 2021, , 651-673.	1.3	2
5	Satisfiability modulo theories and chiral heterotic string vacua with positive cosmological constant. Physics Letters, Section B: Nuclear, Elementary Particle and High-Energy Physics, 2021, 816, 136187.	4.1	5
6	Model-Free Reinforcement Learning for Lexicographic Omega-Regular Objectives. Lecture Notes in Computer Science, 2021, , 142-159.	1.3	7
7	Fast two-robot disk evacuation with wireless communication. Theoretical Computer Science, 2020, 846, 38-60.	0.9	1
8	Good-for-MDPs Automata for Probabilistic Analysis and Reinforcement Learning. Lecture Notes in Computer Science, 2020, , 306-323.	1.3	12
9	Faithful and Effective Reward Schemes for Model-Free Reinforcement Learning of Omega-Regular Objectives. Lecture Notes in Computer Science, 2020, , 108-124.	1.3	16
10	An ordered approach to solving parity games in quasi-polynomial time and quasi-linear space. International Journal on Software Tools for Technology Transfer, 2019, 21, 325-349.	1.9	10
11	Special issue on Temporal Representation and Reasoning (TIME 2017). Theoretical Computer Science, 2019, 797, 1.	0.9	0
12	Eternally dominating large grids. Theoretical Computer Science, 2019, 794, 27-46.	0.9	6
13	Omega-Regular Objectives in Model-Free Reinforcement Learning. Lecture Notes in Computer Science, 2019, , 395-412.	1.3	54
14	Learning to Complement Büchi Automata. Lecture Notes in Computer Science, 2018, , 313-335.	1.3	6
15	Buying Optimal Payoffs in Bi-Matrix Games. Games, 2018, 9, 40.	0.6	0
16	Accelerated Model Checking of Parametric Markov Chains. Lecture Notes in Computer Science, 2018, , 300-316.	1.3	17
17	Incremental Verification of Parametric and Reconfigurable Markov Chains. Lecture Notes in Computer Science, 2018, , 140-156.	1.3	5
18	Solving parity games in big steps. Journal of Computer and System Sciences, 2017, 84, 243-262.	1.2	15

#	ARTICLE	IF	CITATIONS
19	Model-checking iterated games. Acta Informatica, 2017, 54, 625-654.	0.5	1
20	A hot method for synthesising cool controllers. , 2017, , .		1
21	MDPs with energy-parity objectives. , 2017, , .		5
22	An ordered approach to solving parity games in quasi polynomial time and quasi linear space. , 2017, , .		18
23	Perpetually Dominating Large Grids. Lecture Notes in Computer Science, 2017, , 393-404.	1.3	2
24	Synthesising Strategy Improvement and Recursive Algorithms for Solving 2.5 Player Parity Games. Lecture Notes in Computer Science, 2017, , 266-287.	1.3	3
25	Optimal Control for Multi-mode Systems with Discrete Costs. Lecture Notes in Computer Science, 2017, , 77-96.	1.3	1
26	PranCS: A Protocol and Discrete Controller Synthesis Tool. Lecture Notes in Computer Science, 2017, , 337-349.	1.3	0
27	Optimal Control for Simple Linear Hybrid Systems. , 2016, , .		2
28	Controlling loosely cooperating processes. Theoretical Computer Science, 2016, 611, 136-141.	0.9	0
29	Complementing Semi-deterministic Büchi Automata. Lecture Notes in Computer Science, 2016, , 770-787.	1.3	15
30	A Simple Algorithm for Solving Qualitative Probabilistic Parity Games. Lecture Notes in Computer Science, 2016, , 291-311.	1.3	8
31	Fast Two-Robot Disk Evacuation with Wireless Communication. Lecture Notes in Computer Science, 2016, , 1-15.	1.3	9
32	A Game-Theoretic Foundation for the Maximum Software Resilience against Dense Errors. IEEE Transactions on Software Engineering, 2016, 42, 605-622.	5.6	9
33	Efficient approximation of optimal control for continuous-time Markov games. Information and Computation, 2016, 247, 106-129.	0.7	9
34	Program Generation Using Simulated Annealing and Model Checking. Lecture Notes in Computer Science, 2016, , 155-171.	1.3	1
35	Incentive Stackelberg Mean-Payoff Games. Lecture Notes in Computer Science, 2016, , 304-320.	1.3	0
36	Local and global fairness in concurrent systems. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
37	Synthesis of succinct systems. <i>Journal of Computer and System Sciences</i> , 2015, 81, 1171-1193.	1.2	3
38	An Extension of ATL with Strategy Interaction. <i>ACM Transactions on Programming Languages and Systems</i> , 2015, 37, 1-41.	2.1	4
39	Complexity of node coverage games. <i>Theoretical Computer Science</i> , 2015, 576, 45-60.	0.9	1
40	Bounded-rate multi-mode systems based motion planning. , 2015, , .		5
41	Symmetric Strategy Improvement. <i>Lecture Notes in Computer Science</i> , 2015, , 388-400.	1.3	12
42	Distributed synthesis is simply undecidable. <i>Information Processing Letters</i> , 2014, 114, 203-207.	0.6	13
43	Quantitative Verification in Rational Environments. , 2014, , .		6
44	Editorial: special issue on synthesis. <i>Acta Informatica</i> , 2014, 51, 127-128.	0.5	0
45	Determinising Parity Automata. <i>Lecture Notes in Computer Science</i> , 2014, , 486-498.	1.3	8
46	Bounded synthesis. <i>International Journal on Software Tools for Technology Transfer</i> , 2013, 15, 519-539.	1.9	101
47	Combined model checking for temporal, probabilistic, and real-time logics. <i>Theoretical Computer Science</i> , 2013, 503, 61-88.	0.9	31
48	Optimal time-abstract schedulers for CTMDPs and continuous-time Markov games. <i>Theoretical Computer Science</i> , 2013, 467, 53-67.	0.9	9
49	Multiplayer Cost Games with Simple Nash Equilibria. <i>Lecture Notes in Computer Science</i> , 2013, , 59-73.	1.3	13
50	Simplifying Description Logic Ontologies. <i>Lecture Notes in Computer Science</i> , 2013, , 411-426.	1.3	6
51	Model-Checking Iterated Games. <i>Lecture Notes in Computer Science</i> , 2013, , 154-168.	1.3	4
52	Unlimited Decidability of Distributed Synthesis with Limited Missing Knowledge. <i>Lecture Notes in Computer Science</i> , 2013, , 691-703.	1.3	0
53	Time and Parallelizability Results for Parity Games with Bounded Tree and DAG Width. <i>Logical Methods in Computer Science</i> , 2013, 9, .	0.4	1
54	Time and Parallelizability Results for Parity Games with Bounded Treewidth. <i>Lecture Notes in Computer Science</i> , 2012, , 189-200.	1.3	8

#	ARTICLE	IF	CITATIONS
55	Synthesis of Succinct Systems. Lecture Notes in Computer Science, 2012, , 208-222.	1.3	4
56	Tight Bounds for the Determinisation and Complementation of Generalised Büchi Automata. Lecture Notes in Computer Science, 2012, , 42-56.	1.3	14
57	Synthesising Classic and Interval Temporal Logic. , 2011, , .		1
58	Finite optimal control for time-bounded reachability in CTMDPs and continuous-time Markov games. Acta Informatica, 2011, 48, 291-315.	0.5	24
59	Synthesis of Distributed Control through Knowledge Accumulation. Lecture Notes in Computer Science, 2011, , 510-525.	1.3	15
60	The Buck Stops Here: Order, Chance, and Coordination in Distributed Control. Lecture Notes in Computer Science, 2011, , 422-431.	1.3	3
61	Synthese Verteilter SystemeSynthesis of Distributed Systems. IT - Information Technology, 2010, 52, 120-124.	0.9	0
62	Coordination Logic. Lecture Notes in Computer Science, 2010, , 305-319.	1.3	19
63	Tighter Bounds for the Determinisation of Büchi Automata. Lecture Notes in Computer Science, 2009, , 167-181.	1.3	48
64	From Parity and Payoff Games to Linear Programming. Lecture Notes in Computer Science, 2009, , 675-686.	1.3	6
65	Synthesizing Certificates in Networks of Timed Automata. , 2008, , .		2
66	ATL* Satisfiability Is 2EXPTIME-Complete. Lecture Notes in Computer Science, 2008, , 373-385.	1.3	27
67	RESY: Requirement Synthesis for Compositional Model Checking. , 2008, , 463-466.		3
68	An Optimal Strategy Improvement Algorithm for Solving Parity and Payoff Games. Lecture Notes in Computer Science, 2008, , 369-384.	1.3	49
69	SEMI-AUTOMATIC DISTRIBUTED SYNTHESIS. International Journal of Foundations of Computer Science, 2007, 18, 113-138.	1.1	4
70	SMT-based synthesis of distributed systems. , 2007, , .		12
71	Distributed Synthesis for Alternating-Time Logics. , 2007, , 268-283.		7
72	Bounded Synthesis. , 2007, , 474-488.		71

#	ARTICLE	IF	CITATIONS
73	Solving Parity Games in Big Steps. Lecture Notes in Computer Science, 2007, , 449-460.	1.3	70
74	Satisfiability and Finite Model Property for the Alternating-Time $\hat{1}/4$ -Calculus. Lecture Notes in Computer Science, 2006, , 591-605.	1.3	21
75	Automatic Synthesis of Assumptions for Compositional Model Checking. Lecture Notes in Computer Science, 2006, , 143-158.	1.3	6
76	Selective Approaches for Solving Weak Games. Lecture Notes in Computer Science, 2006, , 200-214.	1.3	1
77	Synthesis of Asynchronous Systems. , 2006, , 127-142.		29
78	CTL* synthesis via LTL synthesis. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 260, 4-22.	0.8	5
79	Optimal Time-Abstract Schedulers for CTMDPs and Markov Games. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 28, 144-158.	0.8	8
80	Rapid Recovery for Systems with Scarce Faults. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 96, 15-28.	0.8	3
81	Practical Distributed Control Synthesis. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 73, 2-17.	0.8	2
82	Making the Best of Limited Memory in Multi-Player Discounted Sum Games. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 193, 16-30.	0.8	5