

Gijs Schoenmakers

List of Publications by Year in descending order

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15
papers

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1478505

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citing authors

#	ARTICLE	IF	CITATIONS
1	Perfect-Information Games with Lower-Semicontinuous Payoffs. <i>Mathematics of Operations Research</i> , 2010, 35, 742-755.	1.3	49
2	Stochastic Games on a Product State Space. <i>Mathematics of Operations Research</i> , 2008, 33, 403-420.	1.3	30
3	Non-existence of subgame-perfect ϵ -equilibrium in perfect information games with infinite horizon. <i>International Journal of Game Theory</i> , 2014, 43, 945-951.	0.5	28
4	Stochastic games on a product state space: the periodic case. <i>International Journal of Game Theory</i> , 2009, 38, 263-289.	0.5	18
5	Evolutionary Games and Periodic Fitness. <i>Dynamic Games and Applications</i> , 2012, 2, 335-345.	1.9	8
6	Subgame-perfection in free transition games. <i>European Journal of Operational Research</i> , 2013, 228, 201-207.	5.7	6
7	Existence of Secure Equilibrium in Multi-player Games with Perfect Information. <i>Lecture Notes in Computer Science</i> , 2014, , 213-225.	1.3	6
8	Conformity-based source subset selection for instance transfer. <i>Neurocomputing</i> , 2017, 258, 41-51.	5.9	4
9	Testing exchangeability for transfer decision. <i>Pattern Recognition Letters</i> , 2017, 88, 64-71.	4.2	4
10	Conformal decision-tree approach to instance transfer. <i>Annals of Mathematics and Artificial Intelligence</i> , 2017, 81, 85-104.	1.3	4
11	Construction of Subgame-Perfect Mixed-Strategy Equilibria in Repeated Games. <i>Games</i> , 2017, 8, 47.	0.6	3
12	Conformal Feature-Selection Wrappers and ensembles for negative-transfer avoidance. <i>Neurocomputing</i> , 2020, 397, 309-319.	5.9	2
13	Loss of skills in coordination games. <i>International Journal of Game Theory</i> , 2011, 40, 769-789.	0.5	1
14	Subgame perfection in recursive perfect information games. <i>Economic Theory</i> , 2021, 71, 603-662.	0.9	1
15	Decision Trees for Instance Transfer. <i>Lecture Notes in Computer Science</i> , 2016, , 116-127.	1.3	1