

Nicholas R Jennings

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

321
papers

20,328
citations

59
h-index

138
g-index

334
ext. papers

23,853
ext. citations

2.6
avg, IF

7.03
L-index

#	Paper	IF	Citations
321	iPlugie: Intelligent electric vehicle charging in buildings with grid-connected intermittent energy resources. <i>Simulation Modelling Practice and Theory</i> , 2022 , 115, 102439	3.9	0
320	START: Straggler Prediction and Mitigation for Cloud Computing Environments using Encoder LSTM Networks. <i>IEEE Transactions on Services Computing</i> , 2021 , 1-1	4.8	1
319	Exploring domestic energy consumption feedback through interactive annotation. <i>Energy Efficiency</i> , 2021 , 14, 1	3	0
318	GOSH: Task Scheduling using Deep Surrogate Models in Fog Computing Environments. <i>IEEE Transactions on Parallel and Distributed Systems</i> , 2021 , 1-1	3.7	0
317	A Faithful Mechanism for Incremental Multi-Agent Agreement Problems with Self-Interested and Privacy-Preserving Agents. <i>SN Computer Science</i> , 2021 , 2, 1	2	
316	Speeding up distributed pseudo-tree optimization procedures with cross edge consistency to solve DCOPs. <i>Applied Intelligence</i> , 2021 , 51, 1733-1746	4.9	0
315	Different Forms of Responsibility in Multiagent Systems: Sociotechnical Characteristics and Requirements. <i>IEEE Internet Computing</i> , 2021 , 1-1	2.4	2
314	Real-Time Detection of Dictionary DGA Network Traffic Using Deep Learning. <i>SN Computer Science</i> , 2021 , 2, 1	2	9
313	A contract-based incentive mechanism for distributed meeting scheduling: Can agents who value privacy tell the truth?. <i>Autonomous Agents and Multi-Agent Systems</i> , 2021 , 35, 1	2	
312	Trustworthy human-AI partnerships. <i>IScience</i> , 2021 , 24, 102891	6.1	1
311	Unsupervised anomaly detection with LSTM autoencoders using statistical data-filtering. <i>Applied Soft Computing Journal</i> , 2021 , 108, 107443	7.5	12
310	A budget-limited mechanism for category-aware crowdsourcing of multiple-choice tasks. <i>Artificial Intelligence</i> , 2021 , 299, 103538	3.6	0
309	The Shapley value for a fair division of group discounts for coordinating cooling loads. <i>PLoS ONE</i> , 2020 , 15, e0227049	3.7	3
308	Multiagent Task Coordination as Task Allocation Plus Task Responsibility. <i>Lecture Notes in Computer Science</i> , 2020 , 571-588	0.9	0
307	A Faithful Mechanism for Privacy-Sensitive Distributed Constraint Satisfaction Problems. <i>Lecture Notes in Computer Science</i> , 2020 , 143-158	0.9	1
306	Privacy-Preserving Dialogues Between Agents: A Contract-Based Incentive Mechanism for Distributed Meeting Scheduling. <i>Lecture Notes in Computer Science</i> , 2020 , 299-315	0.9	1
305	Loss aversion in an agent-based asset pricing model. <i>Quantitative Finance</i> , 2020 , 20, 275-290	1.6	1

304	A low-complexity non-intrusive approach to predict the energy demand of buildings over short-term horizons. <i>Advances in Building Energy Research</i> , 2020 , 1-12	1.8	1
303	Machine behaviour. <i>Nature</i> , 2019 , 568, 477-486	50.4	288
302	On the efficiency of data collection for multiple Name Bayes classifiers. <i>Artificial Intelligence</i> , 2019 , 275, 356-378	3.6	4
301	Efficient Buyer Groups With Prediction-of-Use Electricity Tariffs. <i>IEEE Transactions on Smart Grid</i> , 2018 , 9, 4468-4479	10.7	14
300	Avoiding regret in an agent-based asset pricing model. <i>Finance Research Letters</i> , 2018 , 24, 273-277	8.1	3
299	Speeding Up GDL-Based Message Passing Algorithms for Large-Scale DCOPs. <i>Computer Journal</i> , 2018 , 61, 1639-1666	1.3	1
298	Collaborative online planning for automated victim search in disaster response. <i>Robotics and Autonomous Systems</i> , 2018 , 100, 251-266	3.5	17
297	Learning from the Veg Box 2018 ,		2
296	Projected bounds on ALPs from Athena. <i>Monthly Notices of the Royal Astronomical Society</i> , 2018 , 473, 4932-4936	4.3	18
295	Automated Negotiation using Parallel Particle Swarm Optimization for Cloud Computing Applications 2017 ,		2
294	Iterative voting and acyclic games. <i>Artificial Intelligence</i> , 2017 , 252, 100-122	3.6	14
293	Advanced Economic Control of Electricity-Based Space Heating Systems in Domestic Coalitions with Shared Intermittent Energy Resources. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2017 , 8, 1-27	8	1
292	Constraints on axion-like particles from non-observation of spectral modulations for X-ray point sources. <i>Journal of Cosmology and Astroparticle Physics</i> , 2017 , 2017, 005-005	6.4	29
291	Consistency of Hitomi, XMM-Newton, and Chandra 3.5 keV data from Perseus. <i>Physical Review D</i> , 2017 , 96,	4.9	7
290	Survey of task scheduling in cloud computing based on particle swarm optimization 2017 ,		5
289	Constraints on Axion-like Particles from X-Ray Observations of NGC1275. <i>Astrophysical Journal</i> , 2017 , 847, 101	4.7	47
288	Bayesian Aggregation of Categorical Distributions with Applications in Crowdsourcing 2017 ,		3
287	Optimal Escape Interdiction on Transportation Networks 2017 ,		4

286	A hybrid exact algorithm for complete set partitioning. <i>Artificial Intelligence</i> , 2016 , 230, 14-50	3.6	25
285	Tariff Agent. <i>ACM Transactions on Computer-Human Interaction</i> , 2016 , 23, 1-28	4.7	28
284	Rewarding cooperative virtual power plant formation using scoring rules. <i>Energy</i> , 2016 , 117, 19-28	7.9	19
283	Human-agent collaboration for disaster response. <i>Autonomous Agents and Multi-Agent Systems</i> , 2016 , 30, 82-111	2	29
282	. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2016 , 17, 1472-1482	6.1	44
281	Efficient Task Scheduling Multi-Objective Particle Swarm Optimization in Cloud Computing 2016 ,		33
280	An asset pricing model with loss aversion and its stylized facts 2016 ,		7
279	An equilibrium analysis of trading across multiple double auction marketplaces using fictitious play. <i>Electronic Commerce Research and Applications</i> , 2016 , 17, 134-149	4.6	1
278	Modeling the Thermal Dynamics of Buildings. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2015 , 6, 1-27	8	11
277	Coalition structure generation: A survey. <i>Artificial Intelligence</i> , 2015 , 229, 139-174	3.6	79
276	Managing energy tariffs with agents 2015 ,		4
275	Language Understanding in the Wild 2015 ,		8
274	Social implications of agent-based planning support for human teams 2014 ,		6
273	Task assignment with controlled and autonomous agents. <i>Mathematical Social Sciences</i> , 2014 , 71, 116-121	1.7	1
272	Destroy to save. <i>Games and Economic Behavior</i> , 2014 , 86, 392-404	1.1	4
271	Efficient crowdsourcing of unknown experts using bounded multi-armed bandits. <i>Artificial Intelligence</i> , 2014 , 214, 89-111	3.6	64
270	Implementation and Computation of a Value for Generalized Characteristic Function Games. <i>ACM Transactions on Economics and Computation</i> , 2014 , 2, 1-35	1.6	4
269	Applying extended kalman filters to adaptive thermal modelling in homes 2014 ,		3

268	Doing the laundry with agents 2014 ,		55
267	Crowdsourcing contest dilemma. <i>Journal of the Royal Society Interface</i> , 2014 , 11,	4.1	17
266	Learning in Unknown Reward Games: Application to Sensor Networks. <i>Computer Journal</i> , 2014 , 57, 875-893		2
265	Agent-based decentralised coordination for sensor networks using the max-sum algorithm. <i>Autonomous Agents and Multi-Agent Systems</i> , 2014 , 28, 337-380	2	35
264	An Overview of the Results and Insights from the Third Automated Negotiating Agents Competition (ANAC2012). <i>Studies in Computational Intelligence</i> , 2014 , 151-162	0.8	13
263	Computing pure Bayesian-Nash equilibria in games with finite actions and continuous types. <i>Artificial Intelligence</i> , 2013 , 195, 106-139	3.6	22
262	Evaluating practical negotiating agents: Results and analysis of the 2011 international competition. <i>Artificial Intelligence</i> , 2013 , 198, 73-103	3.6	98
261	Convergent Learning Algorithms for Unknown Reward Games. <i>SIAM Journal on Control and Optimization</i> , 2013 , 51, 3154-3180	1.9	26
260	Bus, bike and random journeys: Crowdsourcing aid distribution in Ivory Coast. <i>Significance</i> , 2013 , 10, 4-9	0.5	4
259	Global Manhunt Pushes the Limits of Social Mobilization. <i>Computer</i> , 2013 , 46, 68-75	1.6	26
258	An equilibrium analysis of market selection strategies and fee strategies in competing double auction marketplaces. <i>Autonomous Agents and Multi-Agent Systems</i> , 2013 , 26, 245-287	2	8
257	Breaking the habit: Measuring and predicting departures from routine in individual human mobility. <i>Pervasive and Mobile Computing</i> , 2013 , 9, 808-822	3.5	41
256	An Agent-Based Approach to Virtual Power Plants of Wind Power Generators and Electric Vehicles. <i>IEEE Transactions on Smart Grid</i> , 2013 , 4, 1314-1322	10.7	148
255	Recommending energy tariffs and load shifting based on smart household usage profiling 2013 ,		18
254	A Scalable Low-Cost Solution to Provide Personalised Home Heating Advice to Households 2013 ,		18
253	Modelling heterogeneous location habits in human populations for location prediction under data sparsity 2013 ,		27
252	Optimal payments in dominant-strategy mechanisms for single-parameter domains. <i>ACM Transactions on Economics and Computation</i> , 2013 , 1, 1-21	1.6	3
251	Targeted social mobilization in a global manhunt. <i>PLoS ONE</i> , 2013 , 8, e74628	3.7	10

250	IAMhaggler2011: A Gaussian Process Regression Based Negotiation Agent. <i>Studies in Computational Intelligence</i> , 2013 , 209-212	0.8	11
249	Cooperative Equilibria in Iterated Social Dilemmas. <i>Lecture Notes in Computer Science</i> , 2013 , 146-158	0.9	15
248	Decentralized approaches for self-adaptation in agent organizations. <i>ACM Transactions on Autonomous and Adaptive Systems</i> , 2012 , 7, 1-28	1.2	37
247	Putting the 'smarts' into the smart grid. <i>Communications of the ACM</i> , 2012 , 55, 86-97	2.5	318
246	An efficient and versatile approach to trust and reputation using hierarchical Bayesian modelling. <i>Artificial Intelligence</i> , 2012 , 193, 149-185	3.6	72
245	Verification in referral-based crowdsourcing. <i>PLoS ONE</i> , 2012 , 7, e45924	3.7	19
244	A heuristic approximation method for the Banzhaf index for voting games. <i>Multiagent and Grid Systems</i> , 2012 , 8, 257-274	0.5	5
243	Long-term information collection with energy harvesting wireless sensors: a multi-armed bandit based approach. <i>Autonomous Agents and Multi-Agent Systems</i> , 2012 , 25, 352-394	2	3
242	KEMNAD: A KNOWLEDGE ENGINEERING METHODOLOGY FOR NEGOTIATING AGENT DEVELOPMENT. <i>Computational Intelligence</i> , 2012 , 28, 51-105	2.5	41
241	Anytime coalition structure generation in multi-agent systems with positive or negative externalities. <i>Artificial Intelligence</i> , 2012 , 186, 95-122	3.6	29
240	Understanding domestic energy consumption through interactive visualisation 2012 ,		75
239	Real-time information processing of environmental sensor network data using bayesian gaussian processes. <i>ACM Transactions on Sensor Networks</i> , 2012 , 9, 1-32	2.9	34
238	Improving location prediction services for new users with probabilistic latent semantic analysis 2012 ,		10
237	A scalable low-cost solution to provide personalized home heating advice to households 2012 ,		1
236	Deploying the max-sum algorithm for decentralised coordination and task allocation of unmanned aerial vehicles for live aerial imagery collection 2012 ,		9
235	IAMhaggler: A Negotiation Agent for Complex Environments. <i>Studies in Computational Intelligence</i> , 2012 , 151-158	0.8	18
234	An Online Mechanism for Multi-speed Electric Vehicle Charging. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2012 , 100-112	0.2	12
233	Redistribution of VCG Payments in Public Project Problems. <i>Lecture Notes in Computer Science</i> , 2012 , 323-336	0.9	4

232	Flexibly Priced Options: A New Mechanism for Sequential Auctions with Complementary Goods. <i>Lecture Notes in Business Information Processing</i> , 2012 , 62-75	0.6	
231	Setting Fees in Competing Double Auction Marketplaces: An Equilibrium Analysis. <i>Lecture Notes in Business Information Processing</i> , 2012 , 92-108	0.6	
230	Agent-based modeling of smart-grid market operations 2011 ,		12
229	. <i>IEEE Journal on Selected Topics in Signal Processing</i> , 2011 , 5, 739-753	7.5	6
228	Robust Execution of Service Workflows Using Redundancy and Advance Reservations. <i>IEEE Transactions on Services Computing</i> , 2011 , 4, 125-139	4.8	16
227	Algorithms and mechanisms for procuring services with uncertain durations using redundancy. <i>Artificial Intelligence</i> , 2011 , 175, 2021-2060	3.6	5
226	Benchmarking hybrid algorithms for distributed constraint optimisation games. <i>Autonomous Agents and Multi-Agent Systems</i> , 2011 , 22, 385-414	2	9
225	Mechanism design for the truthful elicitation of costly probabilistic estimates in distributed information systems. <i>Artificial Intelligence</i> , 2011 , 175, 648-672	3.6	17
224	Bounded approximate decentralised coordination via the max-sum algorithm. <i>Artificial Intelligence</i> , 2011 , 175, 730-759	3.6	66
223	Agent-based homeostatic control for green energy in the smart grid. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2011 , 2, 1-28	8	49
222	A unifying framework for iterative approximate best-response algorithms for distributed constraint optimization problems1. <i>Knowledge Engineering Review</i> , 2011 , 26, 411-444	2.1	24
221	On the Existence of Pure Strategy Nash Equilibria in Integer Splittable Weighted Congestion Games. <i>Lecture Notes in Computer Science</i> , 2011 , 236-253	0.9	11
220	Budget-Balanced and Nearly Efficient Randomized Mechanisms: Public Goods and beyond. <i>Lecture Notes in Computer Science</i> , 2011 , 158-169	0.9	10
219	Sequential auctions for common value objects with budget constrained bidders. <i>Multiagent and Grid Systems</i> , 2010 , 6, 403-414	0.5	2
218	An Agent-Based Distributed Coordination Mechanism for Wireless Visual Sensor Nodes Using Dynamic Programming. <i>Computer Journal</i> , 2010 , 53, 1277-1290	1.3	5
217	Decentralized Dynamic Task Allocation Using Overlapping Potential Games. <i>Computer Journal</i> , 2010 , 53, 1462-1477	1.3	16
216	A utility-based adaptive sensing and multihop communication protocol for wireless sensor networks. <i>ACM Transactions on Sensor Networks</i> , 2010 , 6, 1-39	2.9	11
215	Decentralized Coordination in RoboCup Rescue. <i>Computer Journal</i> , 2010 , 53, 1447-1461	1.3	65

214	Collaborative Learning of Ontology Fragments by Co-operating Agents 2010 ,		1
213	On-Line Adaptation of Exploration in the One-Armed Bandit with Covariates Problem 2010 ,		5
212	Bidding strategies for realistic multi-unit sealed-bid auctions. <i>Autonomous Agents and Multi-Agent Systems</i> , 2010 , 21, 265-291	2	8
211	A hybrid controller based on the egocentric perceptual principle. <i>Robotics and Autonomous Systems</i> , 2010 , 58, 1039-1048	3.5	50
210	Self-organising Sensors for Wide Area Surveillance Using the Max-sum Algorithm. <i>Lecture Notes in Computer Science</i> , 2010 , 84-100	0.9	5
209	Continuous Double Auctions with Execution Uncertainty. <i>Lecture Notes in Business Information Processing</i> , 2010 , 226-241	0.6	2
208	Eliciting Expert Advice in Service-Oriented Computing. <i>Lecture Notes in Business Information Processing</i> , 2010 , 29-43	0.6	1
207	Mechanism Design for Eliciting Probabilistic Estimates from Multiple Suppliers with Unknown Costs and Limited Precision. <i>Lecture Notes in Business Information Processing</i> , 2010 , 102-116	0.6	3
206	An Approximation Method for Power Indices for Voting Games. <i>Studies in Computational Intelligence</i> , 2010 , 179-194	0.8	1
205	Efficient Computation of the Shapley Value for Centrality in Networks. <i>Lecture Notes in Computer Science</i> , 2010 , 1-13	0.9	21
204	Designing Trading Agents for Real-World Auctions. <i>Lecture Notes in Computer Science</i> , 2010 , 275-285	0.9	
203	Sequential Auctions with Partially Substitutable Goods. <i>Lecture Notes in Business Information Processing</i> , 2010 , 242-258	0.6	1
202	A Generic Agent Organisation Framework for Autonomic Systems. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2010 , 203-219	0.2	1
201	The Good, The Bad and The Cautious: Safety Level Cooperative Games. <i>Lecture Notes in Computer Science</i> , 2010 , 432-443	0.9	
200	Forgetting Fragments from Evolving Ontologies. <i>Lecture Notes in Computer Science</i> , 2010 , 582-597	0.9	0
199	On representing coalitional games with externalities 2009 ,		7
198	Decentralized control of adaptive sampling in wireless sensor networks. <i>ACM Transactions on Sensor Networks</i> , 2009 , 5, 1-35	2.9	52
197	Dialogue games that agents play within a society. <i>Artificial Intelligence</i> , 2009 , 173, 935-981	3.6	30

196	Agent Technologies for Sensor Networks. <i>IEEE Intelligent Systems</i> , 2009 , 24, 13-17	4.2	48
195	Flexible provisioning of web service workflows. <i>ACM Transactions on Internet Technology</i> , 2009 , 9, 1-45	3.8	87
194	Flexible selection of heterogeneous and unreliable services in large-scale grids. <i>Philosophical Transactions Series A, Mathematical, Physical, and Engineering Sciences</i> , 2009 , 367, 2483-94	3	3
193	Stability of overlapping coalitions 2009 , 8, 1-5		2
192	Decentralised Structural Adaptation in Agent Organisations. <i>Lecture Notes in Computer Science</i> , 2009 , 54-71	0.9	13
191	A Market-Based Approach to Multi-factory Scheduling. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2009 , 74-86	0.2	4
190	Games with Congestion-Averse Utilities. <i>Lecture Notes in Computer Science</i> , 2009 , 220-232	0.9	10
189	On the Impact of Strategy and Utility Structures on Congestion-Averse Games. <i>Lecture Notes in Computer Science</i> , 2009 , 600-607	0.9	6
188	Computational Service Economies: Design and Applications. <i>Studies in Computational Intelligence</i> , 2009 , 1-7	0.8	
187	Mechanism Design for Task Procurement with Flexible Quality of Service. <i>Lecture Notes in Computer Science</i> , 2009 , 12-23	0.9	2
186	Information Agents for Pervasive Sensor Networks 2008 ,		2
185	Overlapping Coalition Formation. <i>Lecture Notes in Computer Science</i> , 2008 , 307-321	0.9	13
184	Towards Real-Time Information Processing of Sensor Network Data Using Computationally Efficient Multi-output Gaussian Processes 2008 ,		53
183	Optimal combinatorial electricity markets. <i>Web Intelligence and Agent Systems</i> , 2008 , 6, 123-135		5
182	User evaluation of a market-based recommender system. <i>Autonomous Agents and Multi-Agent Systems</i> , 2008 , 17, 251-269	2	10
181	A linear approximation method for the Shapley value. <i>Artificial Intelligence</i> , 2008 , 172, 1673-1699	3.6	77
180	Strategic bidding in continuous double auctions. <i>Artificial Intelligence</i> , 2008 , 172, 1700-1729	3.6	85
179	Sellers Competing for Buyers in Online Markets 2008 , 164-170		1

178	Sequential Auctions in Uncertain Information Settings. <i>Lecture Notes in Business Information Processing</i> , 2008 , 16-29	0.6	1
177	Market Engineering: A Research Agenda 2008 , 1-15		5
176	Optimal Financially Constrained Bidding in Multiple Simultaneous Auctions 2008 , 190-199		2
175	Market-Based Task Allocation Mechanisms for Limited-Capacity Suppliers. <i>IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans</i> , 2007 , 37, 391-405		42
174	Coordinating team players within a noisy Iterated Prisoner's Dilemma tournament. <i>Theoretical Computer Science</i> , 2007 , 377, 243-259	1.1	12
173	A spectrum of compromise aggregation operators for multi-attribute decision making. <i>Artificial Intelligence</i> , 2007 , 171, 161-184	3.6	41
172	Negotiating using rewards. <i>Artificial Intelligence</i> , 2007 , 171, 805-837	3.6	37
171	An algorithm for distributing coalitional value calculations among cooperating agents. <i>Artificial Intelligence</i> , 2007 , 171, 535-567	3.6	33
170	STRATUM: A METHODOLOGY FOR DESIGNING HEURISTIC AGENT NEGOTIATION STRATEGIES. <i>Applied Artificial Intelligence</i> , 2007 , 21, 489-527	2.3	21
169	Hyperion Next-Generation Battlespace Information Services. <i>Computer Journal</i> , 2007 , 50, 632-645	1.3	15
168	The effects of proxy bidding and minimum bid increments within eBay auctions. <i>ACM Transactions on the Web</i> , 2007 , 1, 9	3.2	22
167	Bidding optimally in concurrent second-price auctions of perfectly substitutable goods 2007 ,		12
166	Outperforming the competition in multi-unit sealed bid auctions 2007 ,		6
165	Rumours and reputation 2007 ,		25
164	Optimal design of english auctions with discrete bid levels. <i>ACM Transactions on Internet Technology</i> , 2007 , 7, 12	3.8	19
163	A randomized method for the shapley value for the voting game 2007 ,		10
162	Provisioning heterogeneous and unreliable providers for service workflows 2007 ,		3
161	Agreement Technologies. <i>Lecture Notes in Computer Science</i> , 2007 , 111-113	0.9	1

160	An Effective Strategy for the Flexible Provisioning of Service Workflows 2007 , 16-30		2
159	Phase transitions and symmetry breaking in genetic algorithms with crossover. <i>Theoretical Computer Science</i> , 2006 , 358, 121-141	1.1	6
158	Competing sellers in online markets 2006 ,		6
157	Managing social influences through argumentation-based negotiation 2006 ,		2
156	Certified reputation 2006 ,		54
155	A heuristic bidding strategy for buying multiple goods in multiple english auctions. <i>ACM Transactions on Internet Technology</i> , 2006 , 6, 465-496	3.8	12
154	A utility-based sensing and communication model for a glacial sensor network 2006 ,		24
153	Negotiating using rewards 2006 ,		9
152	Discussion on Robin Milner's First Computer Journal Lecture: Ubiquitous Computing: Shall We Understand It?. <i>Computer Journal</i> , 2006 , 49, 390-399	1.3	2
151	Designing a successful trading agent for supply chain management 2006 ,		32
150	An Analysis of the Shapley Value and Its Uncertainty for the Voting Game. <i>Lecture Notes in Computer Science</i> , 2006 , 85-98	0.9	4
149	Evolutionary Stability of Behavioural Types in the Continuous Double Auction 2006 , 103-117		
148	Managing Social Influences Through Argumentation-Based Negotiation 2006 , 107-127		1
147	Argument-Based Negotiation in a Social Context. <i>Lecture Notes in Computer Science</i> , 2006 , 104-121	0.9	8
146	Acquiring user tradeoff strategies and preferences for negotiating agents: A default-then-adjust method. <i>International Journal of Human Computer Studies</i> , 2006 , 64, 304-321	4.6	39
145	Delivering services by building and running virtual organisations. <i>BT Technology Journal</i> , 2006 , 24, 141-152		6
144	Scalability and robustness of a network resource allocation system using market-based agents. <i>NETNOMICS: Economic Research and Electronic Networking</i> , 2006 , 7, 69-96	2.3	4
143	An integrated trust and reputation model for open multi-agent systems. <i>Autonomous Agents and Multi-Agent Systems</i> , 2006 , 13, 119-154	2	416

142	TRAVOS: Trust and Reputation in the Context of Inaccurate Information Sources. <i>Autonomous Agents and Multi-Agent Systems</i> , 2006 , 12, 183-198	2	289
141	Competing Sellers in Online Markets: Reserve Prices, Shill Bidding, and Auction Fees 2006 , 189-203		
140	An Analysis of Sequential Auctions for Common and Private Value Objects. <i>Lecture Notes in Computer Science</i> , 2006 , 30-42	0.9	0
139	Motivation, Planning and Interaction 2006 , 163-188		2
138	On Efficient Procedures for Multi-issue Negotiation 2006 , 31-45		6
137	Negotiating Using Rewards 2006 , 175-192		3
136	A Mechanism for Multiple Goods and Interdependent Valuations. <i>Lecture Notes in Computer Science</i> , 2006 , 15-29	0.9	3
135	Learning to Negotiate Optimally in Non-stationary Environments. <i>Lecture Notes in Computer Science</i> , 2006 , 288-300	0.9	19
134	Risk-Bounded Formation of Fuzzy Coalitions Among Service Agents. <i>Lecture Notes in Computer Science</i> , 2006 , 332-346	0.9	2
133	Designing and Evaluating an Adaptive Trading Agent for Supply Chain Management. <i>Lecture Notes in Computer Science</i> , 2006 , 140-156	0.9	5
132	The Semantic Grid: Past, Present, and Future. <i>Proceedings of the IEEE</i> , 2005 , 93, 669-681	14.3	104
131	Self-organized routing for wireless microsensor networks. <i>IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans</i> , 2005 , 35, 349-359		54
130	Research directions for service-oriented multiagent systems. <i>IEEE Internet Computing</i> , 2005 , 9, 65-70	2.4	73
129	Protocol engineering for web services conversations. <i>Engineering Applications of Artificial Intelligence</i> , 2005 , 18, 237-254	7.2	23
128	USING REINFORCEMENT LEARNING TO COORDINATE BETTER. <i>Computational Intelligence</i> , 2005 , 21, 217-245	2.5	2
127	Managing commitments in multiple concurrent negotiations. <i>Electronic Commerce Research and Applications</i> , 2005 , 4, 362-376	4.6	48
126	Resource allocation in communication networks using market-based agents. <i>Knowledge-Based Systems</i> , 2005 , 18, 163-170	7.3	14
125	A Comparative Study of Game Theoretic and Evolutionary Models of Bargaining for Software Agents. <i>Artificial Intelligence Review</i> , 2005 , 23, 187-205	9.7	44

124	Bargaining with incomplete information. <i>Annals of Mathematics and Artificial Intelligence</i> , 2005 , 44, 207-232	2.32	47
123	A Probabilistic Trust Model for Handling Inaccurate Reputation Sources. <i>Lecture Notes in Computer Science</i> , 2005 , 193-209	0.9	41
122	Agent-based virtual organisations for the Grid. <i>Multiagent and Grid Systems</i> , 2005 , 1, 237-249	0.5	28
121	Collective Cognition and Emergence in Multi-Agent Systems 2005 , 401-408		1
120	Is It Worth Arguing?. <i>Lecture Notes in Computer Science</i> , 2005 , 234-250	0.9	16
119	A market-based approach to recommender systems. <i>ACM Transactions on Information Systems</i> , 2005 , 23, 227-266	4.8	43
118	A Software Framework for Automated Negotiation. <i>Lecture Notes in Computer Science</i> , 2005 , 213-235	0.9	41
117	Sequential auctions for objects with common and private values 2005 ,		14
116	Coping with inaccurate reputation sources 2005 ,		82
115	Trust evaluation through relationship analysis 2005 ,		28
114	Argument-based negotiation in a social context 2005 ,		7
113	. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2005 , 17, 1678-1688	4.2	19
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