Christopher Kiekintveld

List of Publications by Year
in descending order

18 papers	493 citations	840776 11 h-index	940533 16 g-index
19 all docs	19 docs citations	19 times ranked	333 citing authors

#	Article	IF	Citations
1	Survey and Taxonomy of Adversarial Reconnaissance Techniques. ACM Computing Surveys, 2023, 55, 1-38.	23.0	15
2	The Dark Triad and strategic resource control in a competitive computer game. Personality and Individual Differences, 2021, 168, 110343.	2.9	10
3	Network discovery and scanning strategies and the Dark Triad. Computers in Human Behavior, 2021, 122, 106799.	8.5	8
4	A Game Theoretic Framework for Software Diversity for Network Security. Lecture Notes in Computer Science, 2020, , 297-311.	1.3	5
5	Hardening networks against strategic attackers using attack graph games. Computers and Security, 2019, 87, 101578.	6.0	16
6	Optimizing honeypot strategies against dynamic lateral movement using partially observable stochastic games. Computers and Security, 2019, 87, 101579.	6.0	25
7	Algorithms for Subgame Abstraction with Applications to Cyber Defense. Lecture Notes in Computer Science, 2018, , 556-568.	1.3	0
8	Optimal Strategies for Detecting Data Exfiltration by Internal and External Attackers. Lecture Notes in Computer Science, 2017, , 171-192.	1.3	4
9	Reports on the 2015 AAAI Spring Symposium Series. AI Magazine, 2015, 36, 113-119.	1.6	0
10	Game-Theoretic Foundations for the Strategic Use of Honeypots in Network Security. Advances in Information Security, 2015, , 81-101.	1.2	42
11	An extended study on multi-objective security games. Autonomous Agents and Multi-Agent Systems, 2014, 28, 31-71.	2.1	16
12	Generating Effective Patrol Strategies to Enhance U.S. Border Security. Journal of Strategic Security, 2013, 6, 152-159.	0.4	1
13	Game Theoretic Model of Strategic Honeypot Selection in Computer Networks. Lecture Notes in Computer Science, 2012, , 201-220.	1.3	45
14	Reports of the AAAI 2011 Conference Workshops. AI Magazine, 2012, 33, 57-70.	1.6	0
15	TRUSTS: Scheduling Randomized Patrols for Fare Inspection in Transit Systems Using Game Theory. AI Magazine, 2012, 33, 59-72.	1.6	78
16	Software Assistants for Randomized Patrol Planning for the LAX Airport Police and the Federal Air Marshal Service. Interfaces, 2010, 40, 267-290.	1.5	141
17	Forecasting market prices in a supply chain game. Electronic Commerce Research and Applications, 2009, 8, 63-77.	5.0	23
18	STRATEGIC INTERACTIONS IN A SUPPLY CHAIN GAME. Computational Intelligence, 2005, 21, 1-26.	3.2	52