Guido Proietti

List of Publications by Year
in descending order

99	858	686830 13	642321 23
papers	citations	h-index	g-index

109	109	109	326
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Finding the most vital node of a shortest path. Theoretical Computer Science, 2003, 296, 167-177.	0.5	80
2	A faster computation of the most vital edge of a shortest path. Information Processing Letters, 2001, 79, 81-85.	0.4	74
3	Improved approximability and non-approximability results for graph diameter decreasing problems. Theoretical Computer Science, 2012, 417, 12-22.	0.5	39
4	Swapping a Failing Edge of a Single Source Shortest Paths Tree Is Good and Fast. Algorithmica, 2002, 35, 56-74.	1.0	37
5	Finding the detour-critical edge of a shortest path between two nodes. Information Processing Letters, 1998, 67, 51-54.	0.4	31
6	On the complexity of minimizing interference in ad-hoc and sensor networks. Theoretical Computer Science, 2008, 402, 43-55.	0.5	31
7	Swapping a failing edge of a shortest paths tree by minimizing the average stretch factor. Theoretical Computer Science, 2007, 383, 23-33.	0.5	23
8	Reusing Optimal TSP Solutions for Locally Modified Input Instances. , 2006, , 251-270.		22
9	An optimal algorithm for decomposing a window into maximal quadtree blocks. Acta Informatica, 1999, 36, 257-266.	0.5	20
10	Hardness, approximability, and fixed-parameter tractability of the clustered shortest-path tree problem. Journal of Combinatorial Optimization, 2019, 38, 165-184.	0.8	20
11	Finding All the Best Swaps of a Minimum Diameter Spanning Tree Under Transient Edge Failures. Journal of Graph Algorithms and Applications, 2001, 5, 39-57.	0.4	20
12	Time and space efficient secondary memory representation of quadtrees. Information Systems, 1997, 22, 25-37.	2.4	17
13	Nearly Linear Time Minimum Spanning Tree Maintenance for Transient Node Failures. Algorithmica, 2004, 40, 119-132.	1.0	15
14	Polynomial Time Algorithms for 2-Edge-Connectivity Augmentation Problems. Algorithmica, 2003, 36, 361-374.	1.0	14
15	Efficient secondary memory processing of window queries on spatial data. Information Sciences, 1995, 84, 67-83.	4.0	13
16	Network verification via routing table queries. Journal of Computer and System Sciences, 2015, 81, 234-248.	0.9	13
17	A truthful mechanism for the non-utilitarian minimum radius spanning tree problem. , 2005, , .		12
18	On k-connectivity problems with sharpened triangle inequality. Journal of Discrete Algorithms, 2008, 6, 605-617.	0.7	11

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19	On the Hardness of Constructing Minimal 2-Connected Spanning Subgraphs in Complete Graphs with Sharpened Triangle Inequality. Lecture Notes in Computer Science, 2002, , 59-70.	1.0	11
20	Computational Aspects of a 2-Player Stackelberg Shortest Paths Tree Game. Lecture Notes in Computer Science, 2008, , 251-262.	1.0	11
21	Locality-Based Network Creation Games. ACM Transactions on Parallel Computing, 2016, 3, 1-26.	1.2	11
22	MOF-tree: A spatial access method to manipulate multiple overlapping features. Information Systems, 1997, 22, 465-481.	2.4	10
23	Dynamic Maintenance Versus Swapping: An Experimental Study on Shortest Paths Trees. Lecture Notes in Computer Science, 2001, , 207-217.	1.0	10
24	How to Swap a Failing Edge of a Single Source Shortest Paths Tree. Lecture Notes in Computer Science, 1999, , 144-153.	1.0	10
25	Accurate modeling of region data. IEEE Transactions on Knowledge and Data Engineering, 2001, 13, 874-883.	4.0	9
26	Locality-based network creation games. , 2014, , .		9
27	Finding Best Swap Edges Minimizing the Routing Cost of a Spanning Tree. Algorithmica, 2014, 68, 337-357.	1.0	9
28	Dynamic Maintenance of a Shortest-Path Tree on Homogeneous Batches of Updates. Journal of Experimental Algorithmics, 2015, 20, 1-33.	0.7	9
29	Specializations and generalizations of the Stackelberg minimum spanning tree game. Theoretical Computer Science, 2015, 562, 643-657.	0.5	9
30	Bounded-Distance Network Creation Games. Lecture Notes in Computer Science, 2012, , 72-85.	1.0	9
31	Chapter 6: Access Methods and Query Processing Techniques. Lecture Notes in Computer Science, 2003, , 203-261.	1.0	8
32	The max-distance network creation game on general host graphs. Theoretical Computer Science, 2015, 573, 43-53.	0.5	8
33	Bounded-Distance Network Creation Games. ACM Transactions on Economics and Computation, 2015, 3, 1-20.	0.7	8
34	Efficient Truthful Mechanisms for the Single-Source Shortest Paths Tree Problem. Lecture Notes in Computer Science, 2005, , 941-951.	1.0	8
35	On k-Edge-Connectivity Problems with Sharpened Triangle Inequality. Lecture Notes in Computer Science, 2003, , 189-200.	1.0	8
36	Network Creation Games with Traceroute-Based Strategies. Lecture Notes in Computer Science, 2014, , 210-223.	1.0	8

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37	Edge-Connectivity Augmentation and Network Matrices. Lecture Notes in Computer Science, 2004, , 355-364.	1.0	7
38	The Max-Distance Network Creation Game on General Host Graphs. Lecture Notes in Computer Science, 2012, , 392-405.	1.0	7
39	Fault-Tolerant Approximate Shortest-Path Trees. Lecture Notes in Computer Science, 2014, , 137-148.	1.0	7
40	Finding the Most Vital Node of a Shortest Path. Lecture Notes in Computer Science, 2001, , 278-287.	1.0	7
41	A Faster Computation of All the Best Swap Edges of a Shortest Paths Tree. Algorithmica, 2015, 73, 547-570.	1.0	6
42	Polynomial Time Algorithms for Edge-Connectivity Augmentation of Hamiltonian Paths. Lecture Notes in Computer Science, 2001, , 345-354.	1.0	6
43	Maintaining a Minimum Spanning Tree under Transient Node Failures. Lecture Notes in Computer Science, 2000, , 346-355.	1.0	6
44	A generalized comparison of linear representations of thematic layers. Data and Knowledge Engineering, 2001, 37, 1-23.	2.1	5
45	On the hardness of constructing minimal 2-connected spanning subgraphs in complete graphs with sharpened triangle inequality. Theoretical Computer Science, 2004, 326, 137-153.	0.5	5
46	Exact and Approximate Truthful Mechanisms for the Shortest Paths Tree Problem. Algorithmica, 2007, 49, 171-191.	1.0	5
47	Tracking routes in communication networks. Theoretical Computer Science, 2020, 844, 1-15.	0.5	5
48	On the creation of quadtrees by using a branching process. Image and Vision Computing, 1996, 14, 159-164.	2.7	4
49	Partitioning the Nodes of a Graph to Minimize the Sum of Subgraph Radii. Lecture Notes in Computer Science, 2006, , 578-587.	1.0	4
50	A Faster Computation of All the Best Swap Edges of a Tree Spanner. Lecture Notes in Computer Science, 2015, , 239-253.	1.0	4
51	Swapping a Failing Edge of a Shortest Paths Tree by Minimizing the Average Stretch Factor. Lecture Notes in Computer Science, 2004, , 99-110.	1.0	4
52	S*-Tree: An Improved S+-Tree for Coloured Images. Lecture Notes in Computer Science, 1999, , 156-168.	1.0	3
53	An efficient spatial access method for spatial images containing multiple non-overlapping features. Information Systems, 2000, 25, 553-568.	2.4	3
54	ATM layouts with bounded hop count and congestion. Distributed Computing, 2001, 14, 65-73.	0.7	3

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55	Fault-Tolerant Approximate Shortest-Path Trees. Algorithmica, 2018, 80, 3437-3460.	1.0	3
56	On the Complexity of Minimizing Interference in Ad-Hoc and Sensor Networks. Lecture Notes in Computer Science, 2006, , 13-24.	1.0	3
57	Network Verification via Routing Table Queries. Lecture Notes in Computer Science, 2011, , 270-281.	1.0	3
58	A Faster Approximation Algorithm for 2-Edge-Connectivity Augmentation. Lecture Notes in Computer Science, 2002, , 150-162.	1.0	3
59	Finding All the Best Swaps of a Minimum Diameter Spanning Tree Under Transient Edge Failures. Lecture Notes in Computer Science, 1998, , 55-66.	1.0	3
60	Probabilistic models for images and quadtrees: differences and equivalences. Image and Vision Computing, 1999, 17, 659-665.	2.7	2
61	Efficient management of transient station failures in linear radio communication networks with bases. Journal of Parallel and Distributed Computing, 2006, 66, 556-565.	2.7	2
62	Exact and approximate algorithms for movement problems on (special classes of) graphs. Theoretical Computer Science, 2016, 652, 86-101.	0.5	2
63	Strongly Polynomial-Time Truthful Mechanisms in One Shot. Lecture Notes in Computer Science, 2006, , 377-388.	1.0	2
64	Size Estimation of the Intersection Join between Two Line Segment Datasets. Lecture Notes in Computer Science, 2000, , 229-238.	1.0	2
65	Path-Fault-Tolerant Approximate Shortest-Path Trees. Lecture Notes in Computer Science, 2015, , 224-238.	1.0	2
66	Effective Edge-Fault-Tolerant Single-Source Spanners via Best (or Good) Swap Edges. Lecture Notes in Computer Science, 2017, , 303-317.	1.0	2
67	Specializations and Generalizations of the Stackelberg Minimum Spanning Tree Game. Lecture Notes in Computer Science, 2010, , 75-86.	1.0	2
68	On the Existence of Truthful Mechanisms for the Minimum-Cost Approximate Shortest-Paths Tree Problem. Lecture Notes in Computer Science, 2006, , 295-309.	1.0	2
69	Finding Best Swap Edges Minimizing the Routing Cost of a Spanning Tree. Lecture Notes in Computer Science, 2010, , 138-149.	1.0	2
70	Tracking Routes in Communication Networks. Lecture Notes in Computer Science, 2019, , 81-93.	1.0	2
71	Multiple-Edge-Fault-Tolerant Approximate Shortest-Path Trees. Algorithmica, 2022, 84, 37-59.	1.0	2
72	Hardness of an Asymmetric 2-Player Stackelberg Network Pricing Game. Algorithms, 2021, 14, 8.	1.2	2

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73	Cutting bamboo down to size. Theoretical Computer Science, 2022, 909, 54-67.	0.5	2
74	Intersection reporting on two collections of disjoint sets. Information Sciences, 1999, 114, 41-52.	4.0	1
75	Range Augmentation Problems in Static Ad-Hoc Wireless Networks. Lecture Notes in Computer Science, 2005, , 49-64.	1.0	1
76	Improved Approximability and Non-approximability Results for Graph Diameter Decreasing Problems. Lecture Notes in Computer Science, 2010, , 150-161.	1.0	1
77	Approximating the Metric TSP in Linear Time. Theory of Computing Systems, 2011, 49, 615-631.	0.7	1
78	An Improved Algorithm for Computing All the Best Swap Edges of a Tree Spanner. Algorithmica, 2020, 82, 279-299.	1.0	1
79	New Approximation Algorithms for the Heterogeneous Weighted Delivery Problem. Lecture Notes in Computer Science, 2021, , 167-184.	1.0	1
80	Network Creation Games with Traceroute-Based Strategies. Algorithms, 2021, 14, 35.	1.2	1
81	Locating Facilities on a Network to Minimize Their Average Service Radius. Lecture Notes in Computer Science, 2007, , 587-598.	1.0	1
82	On the Stability of Approximation for Hamiltonian Path Problems. Lecture Notes in Computer Science, 2005, , 147-156.	1.0	1
83	Approximating the Metric TSP in Linear Time. Lecture Notes in Computer Science, 2008, , 43-54.	1.0	1
84	Stability of Networks in Stretchable Graphs. Lecture Notes in Computer Science, 2010, , 100-112.	1.0	1
85	Reoptimizing the Strengthened Metric TSP on Multiple Edge Weight Modifications. Lecture Notes in Computer Science, 2012, , 111-122.	1.0	1
86	A hybrid pointerless representation of quadtrees for efficient processing of window queries. Lecture Notes in Computer Science, 1994, , 259-269.	1.0	1
87	TRUTHFUL MECHANISMS FOR BUILDING TRUST IN E-COMMERCE. , 2004, , 101-112.		1
88	A $rac{5}{4}$ -Approximation Algorithm for Biconnecting a Graph with a Given Hamiltonian Path. Lecture Notes in Computer Science, 2005, , 181-196.	1.0	0
89	Approximate Mechanisms for the Graphical TSP and Other Graph Traversal Problems. , 2007, , 503-514.		0
90	Approximate Mechanisms for the Graphical TSP and Other Graph-Traversal Problems. Internet Mathematics, 2008, 5, 411-437.	0.7	0

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91	Dynamic mechanism design. Theoretical Computer Science, 2009, 410, 1564-1572.	0.5	0
92	Strongly polynomial-time truthful mechanisms in one shot. Theoretical Computer Science, 2009, 410, 1607-1615.	0.5	0
93	Augmenting the Edge-Connectivity of a Spider Tree. Lecture Notes in Computer Science, 2004, , 159-171.	1.0	0
94	Dynamic Mechanism Design. Lecture Notes in Computer Science, 2006, , 3-15.	1.0	0
95	Designing a Truthful Mechanism for a Spanning Arborescence Bicriteria Problem. Lecture Notes in Computer Science, 2006, , 19-30.	1.0	0
96	Exact and Approximate Algorithms for Movement Problems on (Special Classes of) Graphs. Lecture Notes in Computer Science, 2013, , 322-333.	1.0	0
97	Sequence Hypergraphs. Lecture Notes in Computer Science, 2016, , 282-294.	1.0	0
98	Sequence Hypergraphs: Paths, Flows, and Cuts. Lecture Notes in Computer Science, 2018, , 191-215.	1.0	0
99	Stability of Reapproximation Algorithms for the $$eta $$-Metric Traveling Salesman (Path) Problem. Lecture Notes in Computer Science, 2018, , 156-171.	1.0	0