

Antonio Bucchiarone

List of Publications by Year in descending order

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Version: 2024-02-01

97
papers

1,171
citations

471477

17
h-index

580810

25
g-index

104
all docs

104
docs citations

104
times ranked

770
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Grand challenges in model-driven engineering: an analysis of the state of the research. <i>Software and Systems Modeling</i> , 2020, 19, 5-13. | 2.7 | 96 |
| 2 | Web Service Composition Approaches: From Industrial Standards to Formal Methods. , 2007, , . | | 93 |
| 3 | From Monolithic to Microservices: An Experience Report from the Banking Domain. <i>IEEE Software</i> , 2018, 35, 50-55. | 1.8 | 82 |
| 4 | Dynamic Adaptation of Fragment-Based and Context-Aware Business Processes. , 2012, , . | | 52 |
| 5 | Autonomous Shuttle-as-a-Service (ASaaS): Challenges, Opportunities, and Social Implications. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2021, 22, 3790-3799. | 8.0 | 35 |
| 6 | Adaptation of service-based business processes by context-aware replanning. , 2011, , . | | 32 |
| 7 | Cyber-Storms Come from Clouds: Security of Cloud Computing in the IoT Era. <i>Future Internet</i> , 2019, 11, 127. | 3.8 | 31 |
| 8 | Modelling Dynamic Software Architectures using Typed Graph Grammars. <i>Electronic Notes in Theoretical Computer Science</i> , 2008, 213, 39-53. | 0.9 | 30 |
| 9 | A context-aware framework for dynamic composition of process fragments in the internet of services. <i>Journal of Internet Services and Applications</i> , 2017, 8, . | 2.1 | 29 |
| 10 | Formal Analysis and Verification of Self-Healing Systems. <i>Lecture Notes in Computer Science</i> , 2010, , 139-153. | 1.3 | 26 |
| 11 | What Is the Future of Modeling?. <i>IEEE Software</i> , 2021, 38, 119-127. | 1.8 | 26 |
| 12 | TeStor: Deriving Test Sequences from Model-Based Specifications. <i>Lecture Notes in Computer Science</i> , 2005, , 267-282. | 1.3 | 25 |
| 13 | Design for Adaptation of Distributed Service-Based Systems. <i>Lecture Notes in Computer Science</i> , 2015, , 383-393. | 1.3 | 22 |
| 14 | An architectural approach to the correct and automatic assembly of evolving component-based systems. <i>Journal of Systems and Software</i> , 2008, 81, 2237-2251. | 4.5 | 21 |
| 15 | Microservices: Migration of a Mission Critical System. <i>IEEE Transactions on Services Computing</i> , 2021, 14, 1464-1477. | 4.6 | 21 |
| 16 | Incremental Composition for Adaptive By-Design Service Based Systems. , 2016, , . | | 20 |
| 17 | Collective Adaptation through Multi-Agents Ensembles. <i>ACM Transactions on Autonomous and Adaptive Systems</i> , 2019, 14, 1-28. | 0.8 | 20 |
| 18 | Graph-Based Design and Analysis of Dynamic Software Architectures. <i>Lecture Notes in Computer Science</i> , 2008, , 37-56. | 1.3 | 19 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | A Framework for Rule-Based Dynamic Adaptation. Lecture Notes in Computer Science, 2010, , 284-300. | 1.3 | 19 |
| 20 | On-the-Fly Adaptation of Dynamic Service-Based Systems: Incrementality, Reduction and Reuse. Lecture Notes in Computer Science, 2013, , 146-161. | 1.3 | 18 |
| 21 | Architecting Fault-tolerant Component-based Systems: from requirements to testing. Electronic Notes in Theoretical Computer Science, 2007, 168, 77-90. | 0.9 | 17 |
| 22 | Self-Repairing systems modeling and verification using AGG. , 2009, , . | | 17 |
| 23 | A context-driven adaptation process for service-based applications. , 2010, , . | | 17 |
| 24 | Towards Modeling and Execution of Collective Adaptive Systems. Lecture Notes in Computer Science, 2014, , 69-81. | 1.3 | 17 |
| 25 | ASTRO-CaptEvo: Dynamic Context-Aware Adaptation for Service-Based Systems. , 2012, , . | | 16 |
| 26 | Teaching DevOps in Academia and Industry: Reflections and Vision. Lecture Notes in Computer Science, 2020, , 1-14. | 1.3 | 15 |
| 27 | A Formalisation of Adaptable Pervasive Flows. Lecture Notes in Computer Science, 2010, , 61-75. | 1.3 | 15 |
| 28 | GDF: A Gamification Design Framework Powered by Model-Driven Engineering. , 2019, , . | | 12 |
| 29 | A Context-Aware Framework for Business Processes Evolution. , 2011, , . | | 10 |
| 30 | SOAdapt: A process reference model for developing adaptable service-based applications. Information and Software Technology, 2012, 54, 299-316. | 4.4 | 10 |
| 31 | SMART: A process-oriented methodology for resilient smart cities. , 2016, , . | | 10 |
| 32 | QuARS Express - A Tool Demonstration. , 2008, , . | | 9 |
| 33 | An experience in using a tool for evaluating a large set of natural language requirements. , 2010, , . | | 9 |
| 34 | Domain Objects for Continuous Context-Aware Adaptation of Service-Based Systems. , 2013, , . | | 9 |
| 35 | Exploiting Multi-level Modelling for Designing and Deploying Gameful Systems. , 2019, , . | | 9 |
| 36 | Enacting Emergent Configurations in the IoT Through Domain Objects. Lecture Notes in Computer Science, 2018, , 279-294. | 1.3 | 9 |

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| 37 | An Approach for Collective Adaptation in Socio-Technical Systems. , 2015, , . | | 8 |
| 38 | On the Social Implications of Collective Adaptive Systems. IEEE Technology and Society Magazine, 2020, 39, 36-46. | 0.8 | 8 |
| 39 | Guest Editorial Diversification in Urban Transportation Systems and Beyond: Integrating People and Goods for the Future of Mobility. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 2008-2012. | 8.0 | 8 |
| 40 | DevOps and Its Philosophy: Education Matters!. , 2020, , 349-361. | | 8 |
| 41 | A Model-Driven Approach Towards Automatic Migration to Microservices. Lecture Notes in Computer Science, 2020, , 15-36. | 1.3 | 8 |
| 42 | Rule-Based Modeling and Static Analysis of Self-adaptive Systems by Graph Transformation. Lecture Notes in Computer Science, 2015, , 582-601. | 1.3 | 8 |
| 43 | ATLAS: A World-Wide Travel Assistant Exploiting Service-Based Adaptive Technologies. Lecture Notes in Computer Science, 2017, , 561-570. | 1.3 | 8 |
| 44 | QoS Composition of Services for Data-Intensive Application. , 2007, , . | | 7 |
| 45 | Service Engineering. Lecture Notes in Computer Science, 2010, , 271-337. | 1.3 | 7 |
| 46 | Collective Adaptation in Process-Based Systems. , 2014, , . | | 7 |
| 47 | All Together Now: Collective Intelligence for Computer-Supported Collective Action. , 2015, , . | | 7 |
| 48 | Combining Self-Organisation and Autonomic Computing in CASs with Aggregate-MAPE. , 2016, , . | | 7 |
| 49 | Leveraging Collective Run-Time Adaptation for UAV-Based Systems. , 2016, , . | | 7 |
| 50 | A Model-Driven Solution to Support Smart Mobility Planning. , 2018, , . | | 7 |
| 51 | Agent-Based Framework for Self-Organization of Collective and Autonomous Shuttle Fleets. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 3631-3643. | 8.0 | 7 |
| 52 | CAptLang. , 2013, , . | | 6 |
| 53 | Domain Objects for Dynamic and Incremental Service Composition. Lecture Notes in Computer Science, 2014, , 62-80. | 1.3 | 6 |
| 54 | Towards a Domain Specific Language for Engineering Collective Adaptive Systems. , 2017, , . | | 6 |

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| 55 | Size Matters: Microservices Research and Applications. , 2020, , 29-42. | | 6 |
| 56 | Towards an architectural approach for the dynamic and automatic composition of software components. , 2006, , . | | 5 |
| 57 | Exploiting assumption-based verification for the adaptation of service-based applications. , 2010, , . | | 5 |
| 58 | Ten Years of Self-adaptive Systems: From Dynamic Ensembles to Collective Adaptive Systems. Lecture Notes in Computer Science, 2019, , 19-39. | 1.3 | 5 |
| 59 | Towards engineering future gameful applications. , 2020, , . | | 5 |
| 60 | Papyrus for gamers, let's play modeling. , 2020, , . | | 5 |
| 61 | Research challenges on multi-layer and mixed-initiative monitoring and adaptation for service-based systems. , 2012, , . | | 4 |
| 62 | CAptEvo: Context-Aware Adaptation and Evolution of Business Processes. Lecture Notes in Computer Science, 2012, , 252-254. | 1.3 | 4 |
| 63 | Decentralized Dynamic Adaptation for Service-Based Collective Adaptive Systems. Lecture Notes in Computer Science, 2017, , 5-20. | 1.3 | 4 |
| 64 | BASIC: Towards a Blockchain Agent-Based Simulator for Cities. Lecture Notes in Computer Science, 2019, , 144-162. | 1.3 | 4 |
| 65 | Dynamic adaptation of service-based applications: a design for adaptation approach. Journal of Internet Services and Applications, 2020, 11, . | 2.1 | 4 |
| 66 | Using a Lifecycle Model for Developing and Executing Real-Time Online Applications on Clouds. Lecture Notes in Computer Science, 2012, , 33-43. | 1.3 | 4 |
| 67 | An Architecture-Centric Approach for Producing Quality Systems. Lecture Notes in Computer Science, 2005, , 21-37. | 1.3 | 4 |
| 68 | A Goal Model for Collective Adaptive Systems. , 2014, , . | | 3 |
| 69 | From Requirements to Java Code. , 2009, , 263-301. | | 3 |
| 70 | Dynamic Software Architecture Development: Towards an Automated Process. , 2009, , . | | 2 |
| 71 | Sustainable Safety in Mobile Multi-robot Systems via Collective Adaptation. , 2015, , . | | 2 |
| 72 | Domain Objects and Microservices for Systems Development: A Roadmap. Advances in Intelligent Systems and Computing, 2018, , 97-107. | 0.6 | 2 |

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| 73 | Distributed Service Co-evolution Based on Domain Objects. Lecture Notes in Computer Science, 2016, , 48-63. | 1.3 | 2 |
| 74 | How to merge gamification efforts for programming and modelling: a tool implementation perspective. , 2021, , . | | 2 |
| 75 | A Graph-based Design Framework for Global Computing Systems. Electronic Notes in Theoretical Computer Science, 2009, 236, 117-130. | 0.9 | 1 |
| 76 | Adaptivity in dynamic service-based systems. , 2012, , . | | 1 |
| 77 | A car logistics scenario for context-aware adaptive service-based systems. , 2012, , . | | 1 |
| 78 | A conceptual framework for collective adaptive systems. , 2013, , . | | 1 |
| 79 | Service-Oriented Computing " ICSOC 2016 Workshops. Lecture Notes in Computer Science, 2017, , . | 1.3 | 1 |
| 80 | CASTLE: A Tool for Collective Adaptive Systems Engineering. , 2017, , . | | 1 |
| 81 | Towards an adaptive city journey planner with MDE. , 2018, , . | | 1 |
| 82 | ATLAS: A new way to exploit world-wide mobility services. Software Impacts, 2019, 1, 100005. | 1.4 | 1 |
| 83 | Gamified and Self-Adaptive Applications for the Common Good: Research Challenges Ahead. , 2021, , . | | 1 |
| 84 | A Practical Architecture-Centric Analysis Process. Lecture Notes in Computer Science, 2006, , 127-144. | 1.3 | 1 |
| 85 | A Variable Context Model for Adaptable Service-Based Applications. International Journal of Adaptive Resilient and Autonomic Systems, 2012, 3, 35-53. | 0.3 | 1 |
| 86 | Diversity in Massively Multi-agent Systems: Concepts, Implementations, and Normal Accidents. Lecture Notes in Computer Science, 2019, , 111-129. | 1.3 | 1 |
| 87 | A DevOps Perspective for QoS-Aware Adaptive Applications. Lecture Notes in Computer Science, 2020, , 95-111. | 1.3 | 1 |
| 88 | POLYGLOT for Gamified Education: Mixing Modelling and Programming Exercises. , 2021, , . | | 1 |
| 89 | Automatic synthesis of coordinators for COTS groupware applications: an example. , 0, , . | | 0 |
| 90 | Preface to DAS 2016. , 2016, , . | | 0 |

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| 91 | Message from the SASO 2018 General Chairs. , 2018, , . | | 0 |
| 92 | FAS* 2018 Doctoral Symposium Foreword. , 2018, , . | | 0 |
| 93 | The Resilience of "Planes, Trains, and Automobiles": Comment on "Driverless Cars Will Make Passenger Rail Obsolete," by Yair Wiseman [Opinion]. IEEE Technology and Society Magazine, 2019, 38, 32-35. | 0.8 | 0 |
| 94 | Ensemble-Based Software Engineering for Modern Computing Platforms. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2020, 45, 28-30. | 0.7 | 0 |
| 95 | MeetDurian: Can Location-Based Games be Used to Improve COVID-19 Hygiene Habits?. Games and Culture, 0, , 155541202110495. | 2.8 | 0 |
| 96 | Towards a Framework to Assist Iterative and Adaptive Design in Gameful Systems. , 2021, , . | | 0 |
| 97 | ROUTE: A Framework for Customizable Smart Mobility Planners. , 2022, , . | | 0 |