Palvi Aggarwal

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.

| 21 | 124 | 7 | 10 |
|-------------|----------------|---------------------|---------|
| papers | citations | h-index | g-index |
| 21 | 162 | 2. 1 avg, IF | 3.26 |
| ext. papers | ext. citations | | L-index |

| # | Paper Paper | IF | Citations |
|----|---|-----|-----------|
| 21 | Influence of Probing Action Costs on Adversarial Decision-Making in a Deception Game. <i>Lecture Notes in Networks and Systems</i> , 2022 , 649-658 | 0.5 | |
| 20 | Designing effective masking strategies for cyberdefense through human experimentation and cognitive models. <i>Computers and Security</i> , 2022 , 117, 102671 | 4.9 | 2 |
| 19 | Modeling the effects of network size in a deception game involving honeypots 2022 , 339-355 | | |
| 18 | Towards a Cognitive Theory of Cyber Deception. <i>Cognitive Science</i> , 2021 , 45, e13013 | 2.2 | 5 |
| 17 | Cyber Security: Effects of Penalizing Defenders in Cyber-Security Games via Experimentation and Computational Modeling. <i>Frontiers in Psychology</i> , 2020 , 11, 11 | 3.4 | 22 |
| 16 | An Exploratory Study of a Masking Strategy of Cyberdeception Using CyberVAN. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020 , 64, 446-450 | 0.4 | 4 |
| 15 | Exploiting Bounded Rationality in Risk-Based Cyber Camouflage Games. <i>Lecture Notes in Computer Science</i> , 2020 , 103-124 | 0.9 | 3 |
| 14 | Design of Dynamic and Personalized Deception: A Research Framework and New Insights 2020, | | 9 |
| 13 | Adaptive Cyber Deception: Cognitively Informed Signaling for Cyber Defense 2020, | | 12 |
| 12 | HackIT: A Human-in-the-Loop Simulation Tool for Realistic Cyber Deception Experiments. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 109-121 | 0.4 | 4 |
| 11 | HackIt: A Real-Time Simulation Tool for Studying Real-World Cyberattacks in the Laboratory 2020 , 949- | 959 | 7 |
| 10 | Influence of Network Size on Adversarial Decisions in a Deception Game Involving Honeypots. <i>Frontiers in Psychology</i> , 2020 , 11, 535803 | 3.4 | 6 |
| 9 | Learning About the Effects of Alert Uncertainty in Attack and Defend Decisions via Cognitive Modeling. <i>Human Factors</i> , 2020 , 18720820945425 | 3.8 | |
| 8 | Computational cognitive modeling and validation of Dp140 induced alteration of working memory in Duchenne Muscular Dystrophy. <i>Scientific Reports</i> , 2020 , 10, 11989 | 4.9 | 6 |
| 7 | Toward Personalized Deceptive Signaling for Cyber Defense Using Cognitive Models. <i>Topics in Cognitive Science</i> , 2020 , 12, 992-1011 | 2.5 | 8 |
| 6 | Understanding Cyber Situational Awareness in a Cyber Security Game involving. <i>International Journal on Cyber Situational Awareness</i> , 2018 , 4, 11-38 | 1.5 | 8 |
| 5 | Modeling the effects of amount and timing of deception in simulated network scenarios 2017, | | 5 |

LIST OF PUBLICATIONS

| 4 | 2017, | 4 |
|---|---|----|
| 3 | Looking from the hackerd perspective: Role of deceptive strategies in cyber security 2016, | 5 |
| 2 | Cyber-Security: Role of Deception in Cyber-Attack Detection. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 85-96 | 10 |
| 1 | Cyber security: A game-theoretic analysis of defender and attacker strategies in defacing-website games 2015 , | 4 |