Stefan Rass

List of Publications by Citations

43 papers	324 citations	10 h-index	17 g-index
48 ext. papers	448 ext. citations	1.7 avg, IF	4.27 L-index

#	Paper	IF	Citations
43	Defending Against Advanced Persistent Threats Using Game-Theory. *PLoS ONE*, **2017**, 12, e0168675	3.7	50
42	Security for the Robot Operating System. *Robotics and Autonomous Systems*, **2017**, 98, 192-203	3.5	43
41	. *IEEE Access*, **2018**, 6, 13958-13971	3.5	33
40	An Overview of Data Quality Frameworks. *IEEE Access*, **2019**, 7, 24634-24648	3.5	32
39	Physical Intrusion Games Optimizing Surveillance by Simulation and Game Theory. *IEEE Access*, **2017**, 5, 8394-8407	3.5	26
38	On Game-Theoretic Network Security Provisioning. *Journal of Network and Systems Management*, **2013**, 21, 47-64	2.1	21
37	A Novel Approach to Quality-of-Service Provisioning in Trusted Relay Quantum Key Distribution Networks. *IEEE/ACM Transactions on Networking*, **2020**, 28, 168-181	3.8	13
36	Risk Assessment Uncertainties in Cybersecurity Investments. *Games*, **2018**, 9, 34	0.9	13
35	Decisions with Uncertain Consequences-A Total Ordering on Loss-Distributions. *PLoS ONE*, **2016**, 11, e0168583	3.7	11
34	Password Security as a Game of Entropies. *Entropy*, **2018**, 20,	2.8	10
33	. *IEEE Access*, **2018**, 6, 63664-63688	3.5	8
32	Secure Communication over Software-Defined Networks. *Mobile Networks and Applications*, **2015**, 20, 105-110	2.9	7
31	Using neural networks to aid CVSS risk aggregation An empirically validated approach. *Journal of Innovation in Digital Ecosystems*, **2016**, 3, 148-154		7
30	Cyber-Security in Critical Infrastructures. *Advanced Sciences and Technologies for Security Applications*, **2020**,	0.6	6
29	. *IEEE Access*, **2016**, 4, 7874-7882	3.5	6
28	Cut-The-Rope: A Game of Stealthy Intrusion. *Lecture Notes in Computer Science*, **2019**, 404-416	0.9	5
27	Side-channel leakage models for RISC instruction set architectures from empirical data. *Microprocessors and Microsystems*, **2016**, 47, 74-81	2.4	4

26	Estimating Cascading Effects in Cyber-Physical Critical Infrastructures. *Lecture Notes in Computer Science*, **2020**, 43-56	0.9	4
25	Building a Quantum Network: How to Optimize Security and Expenses. *Journal of Network and Systems Management*, **2010**, 18, 283-299	2.1	3
24	Honeypot Type Selection Games for Smart Grid Networks. *Lecture Notes in Computer Science*, **2019**, 85-96	0.9	3
23	Generic Parity-Based Concurrent Error Detection for Lightweight ARX Ciphers. *IEEE Access*, **2020**, 8, 142016-142025	3.5	3
22	Security Games over Lexicographic Orders. *Lecture Notes in Computer Science*, **2020**, 422-441	0.9	2
21	Optimal Inspection Plans. *Advanced Sciences and Technologies for Security Applications*, **2020**, 179-209	0.6	2
20	Critical Infrastructures. *Advanced Sciences and Technologies for Security Applications*, **2020**, 21-42	0.6	2
19	Computing mixed strategies equilibria in presence of switching costs by the solution of nonconvex QP problems. *Computational Optimization and Applications*, **2021**, 79, 561-599	1.4	2
18	Security from the Adversary's Inertial Controlling Convergence Speed When Playing Mixed Strategy Equilibria. *Games*, **2018**, 9, 59	0.9	2
17	Authentic Quantum Nonces. *Quantum Science and Technology*, **2020**, 35-44	1.2	1
16	Oblivious Lookup-Tables. *Tatra Mountains Mathematical Publications*, **2016**, 67, 191-203	0.4	1
15	Judging the quality of (fake) news on the internet. *Mind and Society*, **2021**, 20, 129-133	0.9	1
14	A Cryptography-Powered Infrastructure to Ensure the Integrity of Robot Workflows. *Journal of Cybersecurity and Privacy*, **2021**, 1, 93-118	4	1
13	Supervised Machine Learning with Plausible Deniability. *Computers and Security*, **2022**, 112, 102506	4.9	0
12	A Measure for Resilience of Critical Infrastructures. *Lecture Notes in Computer Science*, **2019**, 57-71	0.9	0
11	Disappointment-Aversion in Security Games. *Lecture Notes in Computer Science*, **2018**, 314-325	0.9	0
10	Trust and Distrust: On Sense and Nonsense in Big Data. *IFIP Advances in Information and Communication Technology*, **2019**, 81-94	0.5	
9	Mathematical Decision Making. *Advanced Sciences and Technologies for Security Applications*, **2020**, 43-78	0.6	

8	Bounded Rationality. *Advanced Sciences and Technologies for Security Applications*, **2020**, 99-114	0.6
7	Types of Games. *Advanced Sciences and Technologies for Security Applications*, **2020**, 79-97	0.6
6	Multi-categorical Risk Assessment for Urban Critical Infrastructures. *Lecture Notes in Computer Science*, **2021**, 152-167	0.9
5	Patrolling and Surveillance Games. *Advanced Sciences and Technologies for Security Applications*, **2020**, 159-177	0.6
4	Defense-in-Depth-Games. *Advanced Sciences and Technologies for Security Applications*, **2020**, 211-221	0.6
3	Practicalities. *Advanced Sciences and Technologies for Security Applications*, **2020**, 249-282	0.6
2	Cryptographic Games. *Advanced Sciences and Technologies for Security Applications*, **2020**, 223-247	0.6
1	A Method for the Joint Analysis of Numerical and Textual IT-System Data to Predict Critical System States. *Communications in Computer and Information Science*, **2021**, 242-261	0.3