

Stefan Rass

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.

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	Supervised Machine Learning with Plausible Deniability. <i>Computers and Security</i> , 2022 , 112, 102506	4.9	0
42	Multi-categorical Risk Assessment for Urban Critical Infrastructures. <i>Lecture Notes in Computer Science</i> , 2021 , 152-167	0.9	
41	Computing mixed strategies equilibria in presence of switching costs by the solution of nonconvex QP problems. <i>Computational Optimization and Applications</i> , 2021 , 79, 561-599	1.4	2
40	Judging the quality of (fake) news on the internet. <i>Mind and Society</i> , 2021 , 20, 129-133	0.9	1
39	A Cryptography-Powered Infrastructure to Ensure the Integrity of Robot Workflows. <i>Journal of Cybersecurity and Privacy</i> , 2021 , 1, 93-118	4	1
38	A Method for the Joint Analysis of Numerical and Textual IT-System Data to Predict Critical System States. <i>Communications in Computer and Information Science</i> , 2021 , 242-261	0.3	
37	Cyber-Security in Critical Infrastructures. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 ,	0.6	6
36	Mathematical Decision Making. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 43-78	0.6	
35	Bounded Rationality. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 99-114	0.6	
34	Types of Games. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 79-97	0.6	
33	Security Games over Lexicographic Orders. <i>Lecture Notes in Computer Science</i> , 2020 , 422-441	0.9	2
32	Optimal Inspection Plans. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 179-209	0.6	2
31	Patrolling and Surveillance Games. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 159-177	0.6	
30	Authentic Quantum Nonces. <i>Quantum Science and Technology</i> , 2020 , 35-44	1.2	1
29	Defense-in-Depth-Games. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 211-221	0.6	
28	Practicalities. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 249-282	0.6	
27	Cryptographic Games. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 223-247	0.6	

26	Estimating Cascading Effects in Cyber-Physical Critical Infrastructures. <i>Lecture Notes in Computer Science</i> , 2020 , 43-56	0.9	4
25	Critical Infrastructures. <i>Advanced Sciences and Technologies for Security Applications</i> , 2020 , 21-42	0.6	2
24	A Novel Approach to Quality-of-Service Provisioning in Trusted Relay Quantum Key Distribution Networks. <i>IEEE/ACM Transactions on Networking</i> , 2020 , 28, 168-181	3.8	13
23	Generic Parity-Based Concurrent Error Detection for Lightweight ARX Ciphers. <i>IEEE Access</i> , 2020 , 8, 142016-142025	3.5	15
22	Trust and Distrust: On Sense and Nonsense in Big Data. <i>IFIP Advances in Information and Communication Technology</i> , 2019 , 81-94	0.5	
21	Honeypot Type Selection Games for Smart Grid Networks. <i>Lecture Notes in Computer Science</i> , 2019 , 85-96	0.9	3
20	A Measure for Resilience of Critical Infrastructures. <i>Lecture Notes in Computer Science</i> , 2019 , 57-71	0.9	0
19	Cut-The-Rope: A Game of Stealthy Intrusion. <i>Lecture Notes in Computer Science</i> , 2019 , 404-416	0.9	5
18	An Overview of Data Quality Frameworks. <i>IEEE Access</i> , 2019 , 7, 24634-24648	3.5	32
17	. <i>IEEE Access</i> , 2018 , 6, 13958-13971	3.5	33
16	Password Security as a Game of Entropies. <i>Entropy</i> , 2018 , 20,	2.8	10
15	Security from the Adversary Inertia Controlling Convergence Speed When Playing Mixed Strategy Equilibria. <i>Games</i> , 2018 , 9, 59	0.9	2
14	. <i>IEEE Access</i> , 2018 , 6, 63664-63688	3.5	8
13	Disappointment-Aversion in Security Games. <i>Lecture Notes in Computer Science</i> , 2018 , 314-325	0.9	0
12	Risk Assessment Uncertainties in Cybersecurity Investments. <i>Games</i> , 2018 , 9, 34	0.9	13
11	Physical Intrusion Games Optimizing Surveillance by Simulation and Game Theory. <i>IEEE Access</i> , 2017 , 5, 8394-8407	3.5	26
10	Security for the Robot Operating System. <i>Robotics and Autonomous Systems</i> , 2017 , 98, 192-203	3.5	43
9	Defending Against Advanced Persistent Threats Using Game-Theory. <i>PLoS ONE</i> , 2017 , 12, e0168675	3.7	50

8	Side-channel leakage models for RISC instruction set architectures from empirical data. <i>Microprocessors and Microsystems</i> , 2016 , 47, 74-81	2.4	4
7	Decisions with Uncertain Consequences-A Total Ordering on Loss-Distributions. <i>PLoS ONE</i> , 2016 , 11, e0168583	3.7	11
6	Oblivious Lookup-Tables. <i>Tatra Mountains Mathematical Publications</i> , 2016 , 67, 191-203	0.4	1
5	. <i>IEEE Access</i> , 2016 , 4, 7874-7882	3.5	6
4	Using neural networks to aid CVSS risk aggregation ¶An empirically validated approach. <i>Journal of Innovation in Digital Ecosystems</i> , 2016 , 3, 148-154		7
3	Secure Communication over Software-Defined Networks. <i>Mobile Networks and Applications</i> , 2015 , 20, 105-110	2.9	7
2	On Game-Theoretic Network Security Provisioning. <i>Journal of Network and Systems Management</i> , 2013 , 21, 47-64	2.1	21
1	Building a Quantum Network: How to Optimize Security and Expenses. <i>Journal of Network and Systems Management</i> , 2010 , 18, 283-299	2.1	3