

# João Alexandre Leite

## List of Publications by Year in descending order

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Version: 2024-02-01

67  
papers

645  
citations

759055

12  
h-index

642610

23  
g-index

74  
all docs

74  
docs citations

74  
times ranked

219  
citing authors

#	ARTICLE	IF	CITATIONS
1	Dynamic updates of non-monotonic knowledge bases. The Journal of Logic Programming, 2000, 45, 43-70.	1.9	130
2	Evolving Logic Programs. Lecture Notes in Computer Science, 2002, , 50-62.	1.0	74
3	The Refined Extension Principle for Semantics of Dynamic Logic Programming. Studia Logica, 2005, 79, 7-32.	0.4	48
4	The Added Value of Argumentation. Law, Governance and Technology Series, 2013, , 357-403.	0.3	38
5	Generalizing updates: From models to programs. Lecture Notes in Computer Science, 1998, , 224-246.	1.0	27
6	Normative Systems Represented as Hybrid Knowledge Bases. Lecture Notes in Computer Science, 2011, , 330-346.	1.0	18
7	On updates of hybrid knowledge bases composed of ontologies and rules. Artificial Intelligence, 2015, 229, 33-104.	3.9	17
8	Reactive multi-context systems: Heterogeneous reasoning in dynamic environments. Artificial Intelligence, 2018, 256, 68-104.	3.9	16
9	The rise and fall of semantic rule updates based onSE-models. Theory and Practice of Logic Programming, 2014, 14, 869-907.	1.1	14
10	Extending Social Abstract Argumentation with Votes on Attacks. Lecture Notes in Computer Science, 2014, , 16-31.	1.0	14
11	Statistical Model Checking for Distributed Probabilistic-Control Hybrid Automata with Smart Grid Applications. Lecture Notes in Computer Science, 2011, , 131-146.	1.0	13
12	Multi-dimensional Dynamic Knowledge Representation. Lecture Notes in Computer Science, 2001, , 365-378.	1.0	12
13	A Query Tool for $\mathcal{EL}$ with Non-monotonic Rules. Lecture Notes in Computer Science, 2013, , 216-231.	1.0	12
14	A Unifying Perspective on Knowledge Updates. Lecture Notes in Computer Science, 2012, , 372-384.	1.0	10
15	A Bird's-Eye View of Forgetting in Answer-Set Programming. Lecture Notes in Computer Science, 2017, , 10-22.	1.0	8
16	Splitting and updating hybrid knowledge bases. Theory and Practice of Logic Programming, 2011, 11, 801-819.	1.1	7
17	When you must forget: Beyond strong persistence when forgetting in answer set programming. Theory and Practice of Logic Programming, 2017, 17, 837-854.	1.1	7
18	A Syntactic Operator for Forgetting that Satisfies Strong Persistence. Theory and Practice of Logic Programming, 2019, 19, 1038-1055.	1.1	7

#	ARTICLE	IF	CITATIONS
19	Forgetting in Modular Answer Set Programming. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 2843-2850.	3.6	7
20	Adding Evolving Abilities to a Multi-Agent System. , 2006, , 246-265.		7
21	Next Step for NoHR: OWL 2 QL. Lecture Notes in Computer Science, 2015, , 569-586.	1.0	6
22	Back and Forth between Rules and SE-Models. Lecture Notes in Computer Science, 2011, , 174-186.	1.0	6
23	On Some Differences Between Semantics of Logic Program Updates. Lecture Notes in Computer Science, 2004, , 375-385.	1.0	6
24	Evolving Logic Programming Based Agents with Temporal Operators. , 2008, , .		5
25	NoHR: Integrating XSB Prolog with the OWL 2 Profiles and Beyond. Lecture Notes in Computer Science, 2017, , 236-249.	1.0	5
26	On the limits of forgetting in Answer Set Programming. Artificial Intelligence, 2020, 286, 103307.	3.9	5
27	NoHR: An Overview. KI - Kunstliche Intelligenz, 2020, 34, 509-515.	2.2	5
28	A Modified Semantics for LUPS. Lecture Notes in Computer Science, 2001, , 261-275.	1.0	5
29	On the Use of Multi-dimensional Dynamic Logic Programming to Represent Societal Agents™ Viewpoints. Lecture Notes in Computer Science, 2001, , 276-289.	1.0	5
30	Evolving Bridge Rules in Evolving Multi-Context Systems. Lecture Notes in Computer Science, 2014, , 52-69.	1.0	5
31	EVOLP: An Implementation. Lecture Notes in Computer Science, 2008, , 288-298.	1.0	5
32	A Language for Multi-dimensional Updates. Electronic Notes in Theoretical Computer Science, 2002, 70, 20-38.	0.9	4
33	Towards closed world reasoning in dynamic open worlds. Theory and Practice of Logic Programming, 2010, 10, 547-563.	1.1	4
34	On Syntactic Forgetting Under Uniform Equivalence. Lecture Notes in Computer Science, 2021, , 297-312.	1.0	4
35	MKNF Knowledge Bases in Multi-Context Systems. Lecture Notes in Computer Science, 2012, , 146-162.	1.0	4
36	Forgetting in Answer Set Programming – A Survey. Theory and Practice of Logic Programming, 2023, 23, 111-156.	1.1	4

#	ARTICLE	IF	CITATIONS
37	Equivalence of defeasible normative systems. <i>Journal of Applied Non-Classical Logics</i> , 2013, 23, 25-48.	0.4	3
38	Inconsistency Management in Reactive Multi-context Systems. <i>Lecture Notes in Computer Science</i> , 2016, , 529-535.	1.0	3
39	Forgetting in ASP: The Forgotten Properties. <i>Lecture Notes in Computer Science</i> , 2016, , 543-550.	1.0	3
40	Computing Environment-Aware Agent Behaviours with Logic Program Updates. <i>Lecture Notes in Computer Science</i> , 2002, , 216-232.	1.0	3
41	Forgetting in Answer Set Programming with Anonymous Cycles. <i>Lecture Notes in Computer Science</i> , 2019, , 552-565.	1.0	3
42	An Evolvable Rule-Based E-mail Agent. <i>Lecture Notes in Computer Science</i> , 2003, , 394-408.	1.0	3
43	Evolving Multi-agent Viewpoints – An Architecture. <i>Lecture Notes in Computer Science</i> , 2001, , 169-182.	1.0	3
44	EVOLP: Transformation-Based Semantics. <i>Lecture Notes in Computer Science</i> , 2008, , 117-136.	1.0	3
45	Adding Knowledge Updates to 3APL. , 2006, , 165-181.		3
46	Answer-Set Programming Based Dynamic User Modeling for Recommender Systems. , 2007, , 29-42.		3
47	Applications of logical approaches to argumentation. <i>Argument and Computation</i> , 2015, 6, 1-2.	0.7	2
48	Telco Network Inventory Validation with NoHR. <i>Lecture Notes in Computer Science</i> , 2019, , 18-31.	1.0	2
49	On Efficient Evolving Multi-Context Systems. <i>Lecture Notes in Computer Science</i> , 2014, , 284-296.	1.0	2
50	Reasoning over Ontologies and Non-monotonic Rules. <i>Lecture Notes in Computer Science</i> , 2015, , 388-401.	1.0	2
51	Iterative Variable Elimination in ASP. <i>Lecture Notes in Computer Science</i> , 2017, , 643-656.	1.0	2
52	A Brief History of Updates of Answer-Set Programs. <i>Theory and Practice of Logic Programming</i> , 2023, 23, 57-110.	1.1	2
53	ERASP – a system for enhancing recommendations using answer-set programming. <i>International Journal of Reasoning-based Intelligent Systems</i> , 2009, 1, 147.	0.1	1
54	Tractable Reasoning Using Logic Programs with Intensional Concepts. <i>Lecture Notes in Computer Science</i> , 2021, , 329-345.	1.0	1

#	ARTICLE	IF	CITATIONS
55	Minimal Change in Evolving Multi-Context Systems. Lecture Notes in Computer Science, 2015, , 611-623.	1.0	1
56	moviola: Interpreting Dynamic Logic Programs via Multi-shot Answer Set Programming. Lecture Notes in Computer Science, 2017, , 336-342.	1.0	1
57	Playing with Rules. Lecture Notes in Computer Science, 2010, , 1-19.	1.0	1
58	Time Is Up! “ Norms with Deadlines in Action Languages. Lecture Notes in Computer Science, 2013, , 223-238.	1.0	1
59	On Supporting Strong and Default Negation in Answer-Set Program Updates. Lecture Notes in Computer Science, 2014, , 41-53.	1.0	1
60	Special Issue arising from the 9th European Conference on Logics in Artificial Intelligence, JELIA'2004. Journal of Applied Logic, 2007, 5, 389-391.	1.1	0
61	Scalable Dynamic User Preferences for Recommender Systems through the Use of the Well-Founded Semantics. , 2008, , .		0
62	Preface to the special issue on computational logics in multi-agent systems. Annals of Mathematics and Artificial Intelligence, 2011, 62, 1-5.	0.9	0
63	Preface to the Special Issue on Computational Logic in Multi-Agent Systems (CLIMA XII). Journal of Logic and Computation, 2014, 24, 1141-1144.	0.5	0
64	Preface to the Special Issue on Computational Logic in Multi-Agent Systems (CLIMA XIV). Journal of Logic and Computation, 2018, 28, 475-476.	0.5	0
65	A Logic Programming System for Evolving Programs with Temporal Operators. Lecture Notes in Computer Science, 2009, , 101-112.	1.0	0
66	Early Recovery in Logic Program Updates. Lecture Notes in Computer Science, 2013, , 512-517.	1.0	0
67	Improving Optical Music Recognition by Means of Abductive Constraint Logic Programming. Lecture Notes in Computer Science, 1999, , 342-356.	1.0	0