Marcin Jurdzinski

List of Publications by Year
in descending order

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32 papers	1,048 citations	687363 13 h-index	713466 21 g-index
32 all docs	32 docs citations	32 times ranked	269 citing authors

#	Article	IF	Citations
1	Distributed Methods for Computing Approximate Equilibria. Algorithmica, 2019, 81, 1205-1231.	1.3	10
2	Universal trees grow inside separating automata: Quasi-polynomial lower bounds for parity games. , 2019, , 2333-2349.		10
3	Succinct progress measures for solving parity games. , 2017, , .		25
4	Perfect half space games. , 2017, , .		4
5	Distributed Methods for Computing Approximate Equilibria. Lecture Notes in Computer Science, 2016, , 15-28.	1.3	4
6	Reachability in two-clock timed automata is PSPACE-complete. Information and Computation, 2015, 243, 26-36.	0.7	20
7	Fixed-Dimensional Energy Games are in Pseudo-Polynomial Time. Lecture Notes in Computer Science, 2015, , 260-272.	1.3	18
8	Approximate Well-Supported Nash Equilibria in Symmetric Bimatrix Games. Lecture Notes in Computer Science, 2014, , 244-254.	1.3	6
9	The covering and boundedness problems for branching vector addition systems. Journal of Computer and System Sciences, 2013, 79, 23-38.	1.2	25
10	Reachability in Two-Clock Timed Automata Is PSPACE-Complete. Lecture Notes in Computer Science, 2013, , 212-223.	1.3	13
11	Almost-Sure Model-Checking of Reactive Timed Automata. , 2012, , .		5
12	Algorithms for Solving Parity Games. , 2011, , 74-98.		4
13	Average-price-per-reward games on hybrid automata with strong resets. International Journal on Software Tools for Technology Transfer, 2011, 13, 553-569.	1.9	2
14	Alternating automata on data trees and XPath satisfiability. ACM Transactions on Computational Logic, 2011, 12, 1-21.	0.9	15
15	Linear Complementarity Algorithms for Infinite Games. Lecture Notes in Computer Science, 2010, , 382-393.	1.3	0
16	Concavely-Priced Probabilistic Timed Automata. Lecture Notes in Computer Science, 2009, , 415-430.	1.3	13
17	Algorithms for Solving Infinite Games. Lecture Notes in Computer Science, 2009, , 46-48.	1.3	0
18	A Deterministic Subexponential Algorithm for Solving Parity Games. SIAM Journal on Computing, 2008, 38, 1519-1532.	1.0	68

#	Article	IF	Citations
19	A Simple P-Matrix Linear Complementarity Problem for Discounted Games. , 2008, , 283-293.		6
20	Concavely-Priced Timed Automata. Lecture Notes in Computer Science, 2008, , 48-62.	1.3	9
21	Average-Price and Reachability-Price Games on Hybrid Automata with Strong Resets. Lecture Notes in Computer Science, 2008, , 63-77.	1.3	8
22	Model Checking Probabilistic Timed Automata with One or Two Clocks. Logical Methods in Computer Science, 2008, 4, .	0.4	25
23	Average-Price-per-Reward Games on Hybrid Automata with Strong Resets. Lecture Notes in Computer Science, 2008, , 167-181.	1.3	0
24	Alternation-free modal mu-calculus for data trees. , 2007, , .		26
25	Reachability-Time Games on Timed Automata. Lecture Notes in Computer Science, 2007, , 838-849.	1.3	21
26	Games with secure equilibria. Theoretical Computer Science, 2006, 365, 67-82.	0.9	57
27	Games with Secure Equilibria,. Lecture Notes in Computer Science, 2005, , 141-161.	1.3	2
28	Undecidability of domino games and hhp-bisimilarity. Information and Computation, 2003, 184, 343-368.	0.7	18
29	A Discrete Strategy Improvement Algorithm for Solving Parity Games. Lecture Notes in Computer Science, 2000, , 202-215.	1.3	120
30	Small Progress Measures for Solving Parity Games. Lecture Notes in Computer Science, 2000, , 290-301.	1.3	218
31	Deciding the winner in parity games is in UP â© co-UP. Information Processing Letters, 1998, 68, 119-124.	0.6	266
32	Stochastic Timed Automata. Logical Methods in Computer Science, 0, Volume 10, Issue 4, .	0.4	30