

# Marcin Jurdzinski

## List of Publications by Year in descending order

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Version: 2024-02-01

32  
papers

1,048  
citations

687220

13  
h-index

713332

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. <i>Algorithmica</i> , 2019, 81, 1205-1231.	1.0	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. <i>Lecture Notes in Computer Science</i> , 2016, , 15-28.	1.0	4
6	Reachability in two-clock timed automata is PSPACE-complete. <i>Information and Computation</i> , 2015, 243, 26-36.	0.5	20
7	Fixed-Dimensional Energy Games are in Pseudo-Polynomial Time. <i>Lecture Notes in Computer Science</i> , 2015, , 260-272.	1.0	18
8	Approximate Well-Supported Nash Equilibria in Symmetric Bimatrix Games. <i>Lecture Notes in Computer Science</i> , 2014, , 244-254.	1.0	6
9	The covering and boundedness problems for branching vector addition systems. <i>Journal of Computer and System Sciences</i> , 2013, 79, 23-38.	0.9	25
10	Reachability in Two-Clock Timed Automata Is PSPACE-Complete. <i>Lecture Notes in Computer Science</i> , 2013, , 212-223.	1.0	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. <i>International Journal on Software Tools for Technology Transfer</i> , 2011, 13, 553-569.	1.7	2
14	Alternating automata on data trees and XPath satisfiability. <i>ACM Transactions on Computational Logic</i> , 2011, 12, 1-21.	0.7	15
15	Linear Complementarity Algorithms for Infinite Games. <i>Lecture Notes in Computer Science</i> , 2010, , 382-393.	1.0	0
16	Concavely-Priced Probabilistic Timed Automata. <i>Lecture Notes in Computer Science</i> , 2009, , 415-430.	1.0	13
17	Algorithms for Solving Infinite Games. <i>Lecture Notes in Computer Science</i> , 2009, , 46-48.	1.0	0
18	A Deterministic Subexponential Algorithm for Solving Parity Games. <i>SIAM Journal on Computing</i> , 2008, 38, 1519-1532.	0.8	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.	1.0	9
21	Average-Price and Reachability-Price Games on Hybrid Automata with Strong Resets. Lecture Notes in Computer Science, 2008, , 63-77.	1.0	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.	1.0	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.	1.0	21
26	Games with secure equilibria. Theoretical Computer Science, 2006, 365, 67-82.	0.5	57
27	Games with Secure Equilibria,. Lecture Notes in Computer Science, 2005, , 141-161.	1.0	2
28	Undecidability of domino games and hhp-bisimilarity. Information and Computation, 2003, 184, 343-368.	0.5	18
29	A Discrete Strategy Improvement Algorithm for Solving Parity Games. Lecture Notes in Computer Science, 2000, , 202-215.	1.0	120
30	Small Progress Measures for Solving Parity Games. Lecture Notes in Computer Science, 2000, , 290-301.	1.0	218
31	Deciding the winner in parity games is in $UP \hat{=} co-UP$ . Information Processing Letters, 1998, 68, 119-124.	0.4	266
32	Stochastic Timed Automata. Logical Methods in Computer Science, 0, Volume 10, Issue 4, .	0.4	30