Samson Abramsky

List of Publications by Year
in descending order

113 papers	**4,396** citations	185998 **28** h-index

133063 **59** g-index

123 all docs	**123** docs citations	**123** times ranked	**912** citing authors

#	Article	IF	Citations
1	Domain theory in logical form*. Annals of Pure and Applied Logic, 1991, 51, 1-77.	0.3	344
2	Full Abstraction for PCF. Information and Computation, 2000, 163, 409-470.	0.5	340
3	The sheaf-theoretic structure of non-locality and contextuality. New Journal of Physics, 2011, 13, 113036.	1.2	309
4	Computational interpretations of linear logic. Theoretical Computer Science, 1993, 111, 3-57.	0.5	272
5	Games and full completeness for multiplicative linear logic. Journal of Symbolic Logic, 1994, 59, 543-574.	0.4	251
6	Full Abstraction in the Lazy Lambda Calculus. Information and Computation, 1993, 105, 159-267.	0.5	181
7	Observation equivalence as a testing equivalence. Theoretical Computer Science, 1987, 53, 225-241.	0.5	158
8	Strictness analysis for higher-order functions. Science of Computer Programming, 1986, 7, 249-278.	1.5	147
9	A domain equation for bisimulation. Information and Computation, 1991, 92, 161-218.	0.5	137
10	Quantales, observational logic and process semantics. Mathematical Structures in Computer Science, 1993, 3, 161-227.	0.5	135
11	Geometry of Interaction and linear combinatory algebras. Mathematical Structures in Computer Science, 2002, 12, 625-665.	0.5	105
12	Contextual Fraction as a Measure of Contextuality. Physical Review Letters, 2017, 119, 050504.	2.9	93
13	Categorical Quantum Mechanics. , 2009, , 261-323.		81
14	Proofs as processes. Theoretical Computer Science, 1994, 135, 5-9.	0.5	80
15	Linearity, Sharing and State: A Fully Abstract Game Semantics for Idealized Algol with Active Expressions. , 1997, , 297-329.		79
16	Retracing some paths in process algebra. Lecture Notes in Computer Science, 1996, , 1-17.	1.0	68
17	Logical Bell inequalities. Physical Review A, 2012, 85, .	1.0	67
18	Abstract Interpretation, Logical Relations, and Kan Extensions. Journal of Logic and Computation, 1990, 1, 5-40.	0.5	62

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19	A structural approach to reversible computation. Theoretical Computer Science, 2005, 347, 441-464.	0.5	62
20	From IF to BI. SynthÃˆse, 2009, 167, 207-230.	0.6	62
21	Call-by-value games. Lecture Notes in Computer Science, 1998, , 1-17.	1.0	61
22	Nuclear and trace ideals in tensored âˆ—-categories. Journal of Pure and Applied Algebra, 1999, 143, 3-47.	0.3	60
23	Full Abstraction for PCF (extended abstract). Lecture Notes in Computer Science, 1994, , 1-15.	1.0	54
24	Linearity, Sharing and State: a fully abstract game semantics for Idealized Algol with active expressions. Electronic Notes in Theoretical Computer Science, 1996, 3, 2-14.	0.9	51
25	Semantics of Interaction: an Introduction to Game Semantics. , 1997, , 1-32.		48
26	Applying Game Semantics to Compositional Software Modeling and Verification. Lecture Notes in Computer Science, 2004, , 421-435.	1.0	47
27	Interaction Categories and the Foundations of Typed Concurrent Programming. , 1996, , 35-113.		47
28	Full abstraction for Idealized Algol with passive expressions. Theoretical Computer Science, 1999, 227, 3-42.	0.5	39
29	Games and full Completeness for multiplicative Linear Logic. Lecture Notes in Computer Science, 1992, , 291-301.	1.0	39
30	Abstract Scalars, Loops, and Free Traced and Strongly Compact Closed Categories. Lecture Notes in Computer Science, 2005, , 1-29.	1.0	37
31	A categorical quantum logic. Mathematical Structures in Computer Science, 2006, 16, 469-489.	0.5	34
32	The Cohomology of Non-Locality and Contextuality. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 95, 1-14.	0.8	34
33	No-Cloning in Categorical Quantum Mechanics. , 2009, , 1-28.		33
34	Strictness analysis and polymorphic invariance. Lecture Notes in Computer Science, 1986, , 1-23.	1.0	31
35	Game Semantics. , 1999, , 1-55.		29
36	Game semantics for programming languages. Lecture Notes in Computer Science, 1997, , 1-4.	1.0	26

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37	Interaction Categories. Workshops in Computing, 1993, , 57-69.	0.4	26
38	Big toy models. SynthÃˆse, 2012, 186, 697-718.	0.6	25
39	Sequentiality vs. concurrency in games and logic. Mathematical Structures in Computer Science, 2003, 13, 531-565.	0.5	24
40	An Operational Interpretation of Negative Probabilities and No-Signalling Models. Lecture Notes in Computer Science, 2014, , 59-75.	1.0	24
41	Physical Traces. Electronic Notes in Theoretical Computer Science, 2003, 69, 1-22.	0.9	23
42	On semantic foundations for applicative multiprogramming. , 1983, , 1-14.		22
43	Relational Hidden Variables and Non-Locality. Studia Logica, 2013, 101, 411-452.	0.4	22
44	Specification Structures and propositions-as-types for concurrency. Lecture Notes in Computer Science, 1996, , 5-40.	1.0	20
45	Temperleyâ€"Lieb Algebra. Chapman & Hall/CRC Applied Mathematics and Nonlinear Science Series, 2007, , 515-558.	0.1	20
46	Mixed computation of Prolog programs. New Generation Computing, 1988, 6, 119-141.	2.5	18
47	An internal language for autonomous categories. Applied Categorical Structures, 1993, 1, 311-343.	0.2	18
48	What are the Fundamental Structures of Concurrency?. Electronic Notes in Theoretical Computer Science, 2006, 162, 37-41.	0.9	17
49	Relational Databases and Bellâ€™s Theorem. Lecture Notes in Computer Science, 2013, , 13-35.	1.0	17
50	INFORMATION, PROCESSES AND GAMES. , 2008, , 483-549.		17
51	A game semantics for generic polymorphism. Annals of Pure and Applied Logic, 2005, 133, 3-37.	0.3	16
52	The pebbling comonad in Finite Model Theory. , 2017, , .		16
53	A generalized Kahn Principle for abstract asynchronous networks. , 1989, , 1-21.		15
54	Semantics of interaction. Lecture Notes in Computer Science, 1996, , 1-1.	1.0	15

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55	A relational approach to strictness analysis for higher-order polymorphic functions. , 1991, , .		14
56	Coalgebras, Chu Spaces, and Representations of Physical Systems. Journal of Philosophical Logic, 2013, 42, 551-574.	0.6	14
57	Coalgebraic analysis of subgame-perfect equilibria in infinite games without discounting. Mathematical Structures in Computer Science, 2017, 27, 751-761.	0.5	14
58	Contextual Semantics: From Quantum Mechanics to Logic, Databases, Constraints, and Complexity. Advanced Series on Mathematical Psychology, 2016, , 23-50.	0.7	13
59	Intensionality, Definability and Computation. Outstanding Contributions To Logic, 2014, , 121-142.	0.2	12
60	Linear realizability and full completeness for typed lambda-calculi. Annals of Pure and Applied Logic, 2005, 134, 122-168.	0.3	11
61	Game Semantics for Access Control. Electronic Notes in Theoretical Computer Science, 2009, 249, 135-156.	0.9	11
62	Coalgebras, Chu Spaces, and Representations of Physical Systems. , 2010, , .		10
63	A comonadic view of simulation and quantum resources. , 2019, , .		10
64	A Fully Complete PER Model for ML Polymorphic Types. Lecture Notes in Computer Science, 2000, , 140-155.	1.0	10
65	Experiments, powerdomains and fully abstract models for applicative multiprogramming. Lecture Notes in Computer Science, 1983, , 1-13.	1.0	9
66	Semantic Unification. Lecture Notes in Computer Science, 2014, , 1-13.	1.0	9
67	Contextuality: At the Borders of Paradox. , 2018, , .		9
68	Arrow's Theorem by Arrow Theory. , 2015, , 15-30.		8
69	Operational theories and categorical quantum mechanics. , 2016, , 88-122.		8
70	Hardy is (almost) everywhere: Nonlocality without inequalities for almost all entangled multipartite states. Information and Computation, 2016, 250, 3-14.	0.5	8
71	Algorithmic Game Semantics. , 2002, , 21-47.		8
72	Relating Structure and Power: Comonadic Semantics for Computational Resources. Lecture Notes in Computer Science, 2018, , 1-5.	1.0	8

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73	A type-theoretic approach to deadlock-freedom of asynchronous systems. Lecture Notes in Computer Science, 1997, , 295-320.	1.0	7
74	Petri Nets, Discrete Physics, and Distributed Quantum Computation. Lecture Notes in Computer Science, 2008, , 527-543.	1.0	7
75	Possibilities determine the combinatorial structure of probability polytopes. Journal of Mathematical Psychology, 2016, 74, 58-65.	1.0	7
76	A complete characterization of all-versus-nothing arguments for stabilizer states. Philosophical Transactions Series A, Mathematical, Physical, and Engineering Sciences, 2017, 375, 20160385.	1.6	7
77	Event Domains, Stable Functions and Proof-Nets. Electronic Notes in Theoretical Computer Science, 2007, 172, 33-67.	0.9	6
78	From Lawvere to Brandenburgerâ€"Keisler: Interactive forms of diagonalization and self-reference. Journal of Computer and System Sciences, 2015, 81, 799-812.	0.9	6
79	Non-locality, contextuality and valuation algebras: a general theory of disagreement. Philosophical Transactions Series A, Mathematical, Physical, and Engineering Sciences, 2019, 377, 20190036.	1.6	6
80	Fully Complete Minimal PER Models for the Simply Typed Î»-Calculus. Lecture Notes in Computer Science, 2001, , 443-457.	1.0	6
81	Grand Challenge 7: Journeys in Non-Classical Computation. , 0, , .		6
82	A classification of multipartite states by degree of non-locality. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 171, 10-25.	0.8	6
83	Game Theory Meets Theoretical Computer Science. Theoretical Computer Science, 2005, 343, 1-3.	0.5	5
84	Comonadic semantics for guarded fragments. , 2021, , .		5
85	Relating structure and power: Comonadic semantics for computational resources. Journal of Logic and Computation, 2021, 31, 1390-1428.	0.5	5
86	A Game Semantics for Generic Polymorphism. Lecture Notes in Computer Science, 2003, , 1-22.	1.0	5
87	No-Signalling Is Equivalent To Free Choice of Measurements. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 171, 1-9.	0.8	5
88	An Integrated Engineering Study Scheme in Computing. Computer Journal, 1993, 36, 320-334.	1.5	4
89	Heterotic Computing Examples with Optics, Bacteria, and Chemicals. Lecture Notes in Computer Science, 2012, , 198-209.	1.0	4
90	Whither semantics?. Theoretical Computer Science, 2020, 807, 3-14.	0.5	4

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91	Classical Logic, Classical Probability, and Quantum Mechanics. Jerusalem Studies in Philosophy and History of Science, 2020, , 1-17.	0.7	4
92	Petri Nets, Discrete Physics, and Distributed Quantum Computation. Lecture Notes in Computer Science, 2007, , 1-2.	1.0	3
93	From CSP to Game Semantics. , 2010, , 33-45.		3
94	Games for Dependent Types. Lecture Notes in Computer Science, 2015, , 31-43.	1.0	3
95	Process Realizability. Electronic Notes in Theoretical Computer Science, 1999, 23, 1-2.	0.9	2
96	Game semantics for dependent types. Information and Computation, 2018, 261, 401-431.	0.5	2
97	Axiomatizing Fully Complete Models for ML Polymorphic Types. Lecture Notes in Computer Science, 2000, , 141-151.	1.0	2
98	An Internal Language for Autonomous Categories. Workshops in Computing, 1993, , 235-246.	0.4	2
99	From Lawvere to Brandenburger-Keisler: Interactive Forms of Diagonalization and Self-reference. Lecture Notes in Computer Science, 2012, , 1-19.	1.0	2
100	Robin Milner's Work on Concurrency. Electronic Notes in Theoretical Computer Science, 2010, 265, 5-10.	0.9	1
101	The foundations of computation, physics and mentality: the Turing legacy. Philosophical Transactions Series A, Mathematical, Physical, and Engineering Sciences, 2012, 370, 3273-3276.	1.6	1
102	The Logic and Topology of Non-locality and Contextuality. Lecture Notes in Computer Science, 2011, , 1-1.	1.0	1
103	DEMONIC programming: a computational language for single-particle equilibrium thermodynamics, and its formal semantics.. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 195, 1-16.	0.8	1
104	Foundations of object-based concurrent programming (panel session). , 1991, , .		0
105	A Domain Equation for Bisimulation. Information and Computation, 2001, 165, 119-122.	0.5	0
106	Logic and Geometry of Agents in Agent-Based Modeling. , 2009, , 5286-5299.		0
107	Events in context. Theoretical Computer Science, 2014, 546, 7-9.	0.5	0
108	Full Completeness: Interactive and Geometric Characterizations of the Space of Proofs (Abstract). Lecture Notes in Computer Science, 2007, , 1-2.	1.0	0

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109	Games, Interaction and Computation. Lecture Notes in Computer Science, 2010, , 1-1.	1.0	0
110	Logic and Geometry of Agents in Agent-Based Modeling. , 2012, , 1767-1780.		0
111	Logic and Geometry of Agents in Agent-Based Modeling. , 2017, , 1-19.		0
112	Logic and Geometry of Agents in Agent-Based Modeling. , 2020, , 705-723.		0
113	Dynamic game semantics. Mathematical Structures in Computer Science, 2020, 30, 892-951.	0.5	0