Orna Kupferman

List of Publications by Year
in descending order

74	3,151	331538	206029
papers	citations	21 h-index	48 g-index

80	80	80	991
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Alternating-time temporal logic. Journal of the ACM, 2002, 49, 672-713.	1.8	954
2	An automata-theoretic approach to branching-time model checking. Journal of the ACM, 2000, 47, 312-360.	1.8	402
3	Model Checking of Safety Properties. , 2001, 19, 291-314.		388
4	Weak alternating automata are not that weak. ACM Transactions on Computational Logic, 2001, 2, 408-429.	0.7	153
5	Vacuity detection in temporal model checking. International Journal on Software Tools for Technology Transfer, 2003, 4, 224-233.	1.7	136
6	Lattice Automata. , 2007, , 199-213.		67
7	Rational Synthesis. Lecture Notes in Computer Science, 2010, , 190-204.	1.0	63
8	Weak alternating automata and tree automata emptiness. , 1998, , .		62
9	From liveness to promptness. Formal Methods in System Design, 2009, 34, 83-103.	0.9	61
10	Safraless Compositional Synthesis. Lecture Notes in Computer Science, 2006, , 31-44.	1.0	61
11	Church's Problem Revisited. Bulletin of Symbolic Logic, 1999, 5, 245-263.	0.2	52
12	Coverage Metrics for Formal Verification. Lecture Notes in Computer Science, 2003, , 111-125.	1.0	47
13	Abstraction for Falsification. Lecture Notes in Computer Science, 2005, , 67-81.	1.0	37
14	Regular Vacuity. Lecture Notes in Computer Science, 2005, , 191-206.	1.0	36
15	On the Complexity of Verifying Concurrent Transition Systems. Information and Computation, 2002, 173, 143-161.	0.5	34
16	Synthesis with rational environments. Annals of Mathematics and Artificial Intelligence, 2016, 78, 3-20.	0.9	34
17	From linear time to branching time. ACM Transactions on Computational Logic, 2005, 6, 273-294.	0.7	31
18	Formally Reasoning About Quality. Journal of the ACM, 2016, 63, 1-56.	1.8	30

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19	Formalizing and Reasoning about Quality. Lecture Notes in Computer Science, 2013, , 15-27.	1.0	27
20	BÃœCHI COMPLEMENTATION MADE TIGHTER. International Journal of Foundations of Computer Science, 2006, 17, 851-867.	0.8	25
21	From pre-historic to post-modern symbolic model checking. Lecture Notes in Computer Science, 1998, , 195-206.	1.0	24
22	LATTICED SIMULATION RELATIONS AND GAMES. International Journal of Foundations of Computer Science, 2010, 21, 167-189.	0.8	24
23	Improved model checking of hierarchical systems. Information and Computation, 2012, 210, 68-86.	0.5	24
24	From Pre-Historic to Post-Modern Symbolic Model Checking. Formal Methods in System Design, 2003, 23, 303-327.	0.9	22
25	Coverage metrics for formal verification. International Journal on Software Tools for Technology Transfer, 2006, 8, 373-386.	1.7	22
26	Automata Theory and Model Checking. , 2018, , 107-151.		22
27	From complementation to certification. Theoretical Computer Science, 2005, 345, 83-100.	0.5	21
28	Coverage metrics for temporal logic model checking*. Formal Methods in System Design, 2006, 28, 189-212.	0.9	19
29	TYPENESS FOR Ï‰-REGULAR AUTOMATA. International Journal of Foundations of Computer Science, 2006, 17, 869-883.	0.8	15
30	Co-ing Büchi Made Tight and Useful. , 2009, , .		14
31	On the Construction of Fine Automata for Safety Properties. Lecture Notes in Computer Science, 2006, , 110-124.	1.0	14
32	Relating word and tree automata. Annals of Pure and Applied Logic, 2006, 138, 126-146.	0.3	13
33	Nondeterminism in the Presence of a Diverse or Unknown Future. Lecture Notes in Computer Science, 2013, , 89-100.	1.0	13
34	From Complementation to Certification. Lecture Notes in Computer Science, 2004, , 591-606.	1.0	12
35	Network-formation games with regular objectives. Information and Computation, 2016, 251, 165-178.	0.5	11
36	Quantitative Assume Guarantee Synthesis. Lecture Notes in Computer Science, 2017, , 353-374.	1.0	11

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37	On Locally Checkable Properties. Lecture Notes in Computer Science, 2006, , 302-316.	1.0	11
38	Alternation Removal in BÃ¼chi Automata. Lecture Notes in Computer Science, 2010, , 76-87.	1.0	11
39	Vacuity in Testing. , 2008, , 4-17.		10
40	Synthesis of Trigger Properties. Lecture Notes in Computer Science, 2010, , 312-331.	1.0	8
41	Hierarchical Network Formation Games. Lecture Notes in Computer Science, 2017, , 229-246.	1.0	6
42	What Triggers a Behavior?. , 2007, , .		5
43	Coping with selfish on-going behaviors. Information and Computation, 2012, 210, 1-12.	0.5	5
44	Spanning the spectrum from safety to liveness. Acta Informatica, 2018, 55, 703-732.	0.5	5
45	A Framework for Ranking Vacuity Results. Lecture Notes in Computer Science, 2013, , 148-162.	1.0	5
46	Reasoning about Online Algorithms with Weighted Automata. , 2009, , .		5
47	On relative and probabilistic finite counterability. Formal Methods in System Design, 2018, 52, 117-146.	0.9	4
48	Perspective Games. , 2019, , .		4
49	Network-Formation Games with Regular Objectives. Lecture Notes in Computer Science, 2014, , 119-133.	1.0	4
50	Good-Enough Synthesis. Lecture Notes in Computer Science, 2020, , 541-563.	1.0	4
51	When does abstraction help?. Information Processing Letters, 2013, 113, 901-905.	0.4	3
52	Certifying Inexpressibility. Lecture Notes in Computer Science, 2021, , 385-405.	1.0	3
53	On Synthesis of Specifications with Arithmetic. Lecture Notes in Computer Science, 2020, , 161-173.	1.0	3
54	Multi-player flow games. Autonomous Agents and Multi-Agent Systems, 2019, 33, 798-820.	1.3	2

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55	Capacitated automata and systems. Information and Computation, 2019, 269, 104451.	0.5	2
56	On High-Quality Synthesis. Lecture Notes in Computer Science, 2016, , 1-15.	1.0	2
57	An abstraction-refinement framework for trigger querying. Formal Methods in System Design, 2014, 44, 149-175.	0.9	1
58	Latticed-LTL synthesis in the presence of noisy inputs. Discrete Event Dynamic Systems: Theory and Applications, 2017, 27, 547-572.	0.6	1
59	Synthesis from component libraries with costs. Theoretical Computer Science, 2018, 712, 50-72.	0.5	1
60	An Abstraction-Refinement Methodologyfor Reasoning about Network Gamesâ€. Games, 2018, 9, 39.	0.4	1
61	A Parametrized Analysis of Algorithms on Hierarchical Graphs. International Journal of Foundations of Computer Science, 2019, 30, 979-1003.	0.8	1
62	Sensing as a Complexity Measure. International Journal of Foundations of Computer Science, 2019, 30, 831-873.	0.8	1
63	Dynamic resource allocation games. Theoretical Computer Science, 2020, 807, 42-55.	0.5	1
64	Attention-Based Coverage Metrics. Lecture Notes in Computer Science, 2013, , 230-245.	1.0	1
65	An Abstraction-Refinement Framework for Trigger Querying. Lecture Notes in Computer Science, 2011, , 263-279.	1.0	1
66	Ï‰-Regular Languages Are Testable with a Constant Number of Queries. Lecture Notes in Computer Science, 2002, , 26-38.	1.0	1
67	On (I/O)-Aware Good-For-Games Automata. Lecture Notes in Computer Science, 2020, , 161-178.	1.0	1
68	Mutually Accepting Capacitated Automata. Lecture Notes in Computer Science, 2020, , 1-12.	1.0	1
69	Canonicity in GFG and Transition-Based Automata. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 326, 199-215.	0.8	1
70	Formal Analysis of Scientific-Computation Methods. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2003, 36, 295-300.	0.4	0
71	Certifying DFA Bounds for Recognition and Separation. Lecture Notes in Computer Science, 2021, , 48-64.	1.0	0
72	A Parametrized Analysis of Algorithms on Hierarchical Graphs. Lecture Notes in Computer Science, 2017, , 114-127.	1.0	0

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73	Certifying DFA Bounds for Recognition and Separation. Innovations in Systems and Software Engineering, 0, , 1.	1.6	0
74	What Triggers a Behavior?. , 2007, , .		0