Aniello Murano

List of Publications by Citations

100 papers	672 citations	14 h-index	20 g-index
119 ext. papers	726 ext. citations	0.9 avg, IF	4.31 L-index

#	Paper	IF	Citations
100	Reasoning About Strategies. *ACM Transactions on Computational Logic*, **2014**, 15, 1-47	0.9	62
99	What Makes Atl* Decidable? A Decidable Fragment of Strategy Logic. *Lecture Notes in Computer Science*, **2012**, 193-208	0.9	29
98	The Complexity of Enriched Mu-Calculi. *Logical Methods in Computer Science*, **2008**, 4,		27
97	Logic-based clustering approach for management and improvement of VANETs. *Journal of High Speed Networks*, **2017**, 23, 225-236	0.4	23
96	MCMAS-SLK: A Model Checker for the Verification of Strategy Logic Specifications. *Lecture Notes in Computer Science*, **2014**, 525-532	0.9	23
95	V2V-EN Vehicle-2-Vehicle Elastic Network. *Procedia Computer Science*, **2016**, 98, 497-502	1.6	22
94	WiFACT -- Wireless Fingerprinting Automated Continuous Training **2016**,		21
93	Checking interval properties of computations. *Acta Informatica*, **2016**, 53, 587-619	0.9	20
92	A Logic-based Clustering Approach for Cooperative Traffic Control Systems. *Lecture Notes on Data Engineering and Communications Technologies*, **2017**, 737-746	0.4	20
91	Improved model checking of hierarchical systems. *Information and Computation*, **2012**, 210, 68-86	0.8	19
90	SNOT-WiFi: Sensor network-optimized training for wireless fingerprinting. *Journal of High Speed Networks*, **2018**, 24, 79-87	0.4	17
89	Pushdown module checking. *Formal Methods in System Design*, **2010**, 36, 65-95	1.4	17
88	Pushdown module checking with imperfect information. *Information and Computation*, **2013**, 223, 1-17	0.8	15
87	Strategy logic with imperfect information **2017**,		14
86	The Complexity of Enriched Calculi. *Lecture Notes in Computer Science*, **2006**, 540-551	0.9	13
85	Graded modalities in Strategy Logic. *Information and Computation*, **2018**, 261, 634-649	0.8	12
84	TYPENESS FOR REGULAR AUTOMATA. *International Journal of Foundations of Computer Science*, **2006**, 17, 869-883	0.6	12

83	Verification of Asynchronous Mobile-Robots in Partially-Known Environments. *Lecture Notes in Computer Science*, **2015**, 185-200	0.9	12
82	Typeness for Regular Automata. *Lecture Notes in Computer Science*, **2004**, 324-338	0.9	12
81	Graded computation tree logic. *ACM Transactions on Computational Logic*, **2012**, 13, 1-53	0.9	11
80	Program Complexity in Hierarchical Module Checking. *Lecture Notes in Computer Science*, **2008**, 318-332	0.9	11
79	Synthesis of hierarchical systems. *Science of Computer Programming*, **2014**, 83, 56-79	1.1	10
78	On the Boundary of Behavioral Strategies **2013**,		10
77	2-Visibly Pushdown Automata. *Lecture Notes in Computer Science*, **2007**, 132-144	0.9	10
76	Pushdown Module Checking. *Lecture Notes in Computer Science*, **2005**, 504-518	0.9	10
75	Practical verification of multi-agent systems against Slk specifications. *Information and Computation* , **2018**, 261, 588-614	0.8	9
74	Graded Computation Tree Logic **2009**,		9
73	Automata-Theoretic Decision of Timed Games. *Lecture Notes in Computer Science*, **2002**, 94-108	0.9	9
72	Natural strategic ability. *Artificial Intelligence*, **2019**, 277, 103170	3.6	8
71	On Promptness in Parity Games* *Fundamenta Informaticae*, **2015**, 139, 277-305	1	8
70	Verification of Broadcasting Multi-Agent Systems against an Epistemic Strategy Logic **2017**,		8
69	Probabilistic Strategy Logic **2019**,		8
68	A Behavioral Hierarchy of Strategy Logic. *Lecture Notes in Computer Science*, **2014**, 148-165	0.9	7
67	Solving Parity Games Using an Automata-Based Algorithm. *Lecture Notes in Computer Science*, **2016**, 64-76	0.9	7
66	On Promptness in Parity Games. *Lecture Notes in Computer Science*, **2013**, 601-618	0.9	7

65	Optimal-Reachability and Control for Acyclic Weighted Timed Automata **2002**, 485-497		7
64	Nash Equilibria in Concurrent Games with Lexicographic Preferences **2017**,		6
63	EENET: Energy Efficient Detection of NETwork Changes Using a Wireless Sensor Network. *Advances in Intelligent Systems and Computing*, **2018**, 1009-1018	0.4	6
62	Relentful Strategic Reasoning in Alternating-Time Temporal Logic. *Lecture Notes in Computer Science*, **2010**, 371-386	0.9	6
61	Enriched Calculi Module Checking. *Logical Methods in Computer Science*, **2008**, 4,		6
60	Ordered multi-stack visibly pushdown automata. *Theoretical Computer Science*, **2016**, 656, 1-26	1.1	6
59	Substructure Temporal Logic **2013**,		5
58	Multi-agent Path Planning in Known Dynamic Environments. *Lecture Notes in Computer Science*, **2015**, 218-231	0.9	5
57	Reasoning about graded strategy quantifiers. *Information and Computation*, **2018**, 259, 390-411	0.8	5
56	Checking Interval Properties of Computations **2014**,		4
55	Solving Parity Games in Scala. *Lecture Notes in Computer Science*, **2015**, 145-161	0.9	4
54	Synthesis of Hierarchical Systems. *Lecture Notes in Computer Science*, **2012**, 42-60	0.9	4
53	Model-checking graded computation-tree logic with finite path semantics. *Theoretical Computer Science*, **2020**, 806, 577-586	1.1	4
52	Equilibria for games with combined qualitative and quantitative objectives. *Acta Informatica*, **2020**, 1	0.9	3
51	Parallel Parity Games: a Multicore Attractor for the Zielonka Recursive Algorithm. *Procedia Computer Science*, **2017**, 108, 525-534	1.6	3
50	**2015**,		3
49	Pushdown Module Checking with Imperfect Information. *Lecture Notes in Computer Science*, **2007**, 460-475	0.9	3
48	Reasoning about Quality and Fuzziness of Strategic Behaviours **2019**,		3

47	Solving Parity Games: Explicit vs Symbolic. *Lecture Notes in Computer Science*, **2018**, 159-172	0.9	3
46	Verification of multi-agent systems with public actions against strategy logic. *Artificial Intelligence*, **2020**, 285, 103302	3.6	3
45	Strategy Logic with Imperfect Information. *ACM Transactions on Computational Logic*, **2021**, 22, 1-51	0.9	3
44	Reasoning About Substructures and Games. *ACM Transactions on Computational Logic*, **2015**, 16, 1-51	0.9	2
43	Relentful strategic reasoning in alternating-time temporal logic. *Journal of Logic and Computation*, **2016**, 26, 1663-1695	0.4	2
42	CTL* with graded path modalities. *Information and Computation*, **2018**, 262, 1-21	0.8	2
41	Automata-theoretic decision of timed games. *Theoretical Computer Science*, **2014**, 515, 46-63	1.1	2
40	Exploring the boundary of half-positionality. *Annals of Mathematics and Artificial Intelligence*, **2011**, 62, 55-77	0.8	2
39	Synthesizing strategies under expected and exceptional environment behaviors **2020**,		2
38	Enriched □Calculi Module Checking **2007**, 183-197		2
37	Enriched □alculus Pushdown Module Checking **2007**, 438-453		2
36	Quantitative Fairness Games. *Electronic Proceedings in Theoretical Computer Science, EPTCS*,28, 48-63		2
35	Weak Muller Acceptance Conditions for Tree Automata. *Lecture Notes in Computer Science*, **2002**, 240-254	0.9	2
34	Event-Clock Nested Automata. *Lecture Notes in Computer Science*, **2018**, 80-92	0.9	2
33	A Smart Compact Traffic Network Vision Based on Wave Representation. *Advances in Intelligent Systems and Computing*, **2019**, 870-879	0.4	2
32	Graded Computation Tree Logic with Binary Coding. *Lecture Notes in Computer Science*, **2010**, 125-139	0.9	2
31	On CTL* with Graded Path Modalities. *Lecture Notes in Computer Science*, **2015**, 281-296	0.9	2
30	Alternating-time temporal logics with linear past. *Theoretical Computer Science*, **2020**, 813, 199-217	1.1	2

29	Network Signal Comparison Through Waves Parameters: a Local-Alignment-Based Approach **2019**,		2
28	Additional Winning Strategies in Reachability Games*□*Fundamenta Informaticae*, **2018**, 159, 175-195	1	2
27	Verification of agent navigation in partially-known environments. *Artificial Intelligence*, **2022**, 103724	3.6	2
26	Quantitatively fair scheduling. *Theoretical Computer Science*, **2012**, 413, 160-175	1.1	1
25	Behavioral Clustering: A New Approach for Traffic Congestion Evaluation. *Advances in Intelligent Systems and Computing*, **2020**, 1418-1427	0.4	1
24	Timed Context-Free Temporal Logics. *Electronic Proceedings in Theoretical Computer Science, EPTCS* ,277, 235-249		1
23	Prompt Interval Temporal Logic. *Lecture Notes in Computer Science*, **2016**, 207-222	0.9	1
22	Extended Graded Modalities in Strategy Logic. *Electronic Proceedings in Theoretical Computer Science, EPTCS*,218, 1-14		1
21	Branching-Time Temporal Logics with Minimal Model Quantifiers. *Lecture Notes in Computer Science*, **2009**, 396-409	0.9	1
20	Improved Model Checking of Hierarchical Systems. *Lecture Notes in Computer Science*, **2010**, 61-77	0.9	1
19	Toward a multilevel scalable parallel Zielonka□ algorithm for solving parity games. *Concurrency Computation Practice and Experience*, **2021**, 33, e6043	1.4	1
18	□calculus Pushdown Module Checking with Imperfect State Information. *International Federation for Information Processing*, **2008**, 333-348		1
17	Context-free timed formalisms: Robust automata and linear temporal logics. *Information and Computation*, **2020**, 104673	0.8	0
16	Model-checking the Secure Release of a Time-locked Secret over a Network. *Electronic Notes in Theoretical Computer Science*, **2004**, 99, 229-243	0.7	
15	Weak Muller acceptance conditions for tree automata. *Theoretical Computer Science*, **2005**, 332, 233-250	1.1	
14	Optimal Strategies in Weighted Limit Games. *Electronic Proceedings in Theoretical Computer Science, EPTCS*,326, 114-130		
13	Reasoning About Co□□hi Tree Automata. *Lecture Notes in Computer Science*, **2005**, 527-542	0.9	
12	Reasoning About Additional Winning Strategies in Two-Player Games. *Lecture Notes in Computer Science*, **2018**, 163-171	0.9	

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11	Imperfect Information in Alternating-Time Temporal Logic on Finite Traces. *Lecture Notes in Computer Science*, **2019**, 469-477	0.9
10	Hierarchical cost-parity games. *Theoretical Computer Science*, **2020**, 847, 147-174	1.1
9	Module Checking for Uncertain Agents. *Lecture Notes in Computer Science*, **2015**, 232-247	0.9
8	Cycle Detection in Computation Tree Logic. *Electronic Proceedings in Theoretical Computer Science, EPTCS*,226, 164-177	
7	On the Complexity of ATL and ATL* Module Checking. *Electronic Proceedings in Theoretical Computer Science, EPTCS*,256, 268-282	
6	Balanced Paths in Colored Graphs. *Lecture Notes in Computer Science*, **2009**, 149-161	0.9
5	Exploring the Boundary of Half Positionality. *Lecture Notes in Computer Science*, **2010**, 171-185	0.9
4	Slide Test Maker An Educational Software Tool for Test Composition. *Lecture Notes in Computer Science*, **2012**, 249-257	0.9
3	Improving parity games in practice. *Annals of Mathematics and Artificial Intelligence*, **2021**, 89, 551-574	0.8
2	Alternating Tree Automata with Qualitative Semantics. *ACM Transactions on Computational Logic*, **2021**, 22, 1-24	0.9
1	Cycle detection in computation tree logic. *Information and Computation*, **2018**, 262, 265-279	0.8