Erik D Demaine

List of Publications by Year in Descending Order

191 papers	3,623 citations	30 h-index	53 g-index
199 ext. papers	4,249 ext. citations	0.9 avg, IF	5.34 L-index

#	Paper	IF	Citations
191	Ununfoldable polyhedra with 6 vertices or 6 faces. *Computational Geometry: Theory and Applications*, **2022**, 103, 101857	0.4	
190	Traversability, Reconfiguration, and Reachability in the Gadget Framework. *Lecture Notes in Computer Science*, **2022**, 47-58	0.9	
189	Trains, Games, and Complexity: 0/1/2-Player Motion Planning Through Input/Output Gadgets. *Lecture Notes in Computer Science*, **2022**, 187-198	0.9	1
188	Toward Unfolding Doubly Covered n-Stars. *Lecture Notes in Computer Science*, **2021**, 122-135	0.9	
187	Unlocking history through automated virtual unfolding of sealed documents imaged by X-ray microtomography. *Nature Communications*, **2021**, 12, 1184	17.4	5
186	Belga B-Trees. *Theory of Computing Systems*, **2021**, 65, 541-558	0.6	
185	Folding polyominoes with holes into a cube. *Computational Geometry: Theory and Applications*, **2021**, 93, 101700	0.4	0
184	Approximating the Canadian Traveller Problem with Online Randomization. *Algorithmica*, **2021**, 83, 1524-1543	0.9	2
183	Universal Reconfiguration of Facet-Connected Modular Robots by Pivots: The O(1) Musketeers. *Algorithmica*, **2021**, 83, 1316-1351	0.9	7
182	Snipperclips: Cutting tools into desired polygons using themselves. *Computational Geometry: Theory and Applications*, **2021**, 98, 101784	0.4	
181	Continuous flattening of all polyhedral manifolds using countably infinite creases. *Computational Geometry: Theory and Applications*, **2021**, 98, 101773	0.4	
180	PSPACE-completeness of Pulling Blocks to Reach a Goal. *Journal of Information Processing*, **2020**, 28, 929-941	0.2	
179	Adventures in Maze Folding Art. *Journal of Information Processing*, **2020**, 28, 745-749	0.2	
178	Symmetric assembly puzzles are hard, beyond a few pieces **2020**, 90, 101648-101648		0
177	Universal hinge patterns for folding strips efficiently into any grid polyhedron. *Computational Geometry: Theory and Applications*, **2020**, 89, 101633	0.4	0
176	Tetris is NP-hard even with O(1) Rows or Columns. *Journal of Information Processing*, **2020**, 28, 942-958	0.2	
175	Edge Matching with Inequalities, Triangles, Unknown Shape, and Two Players. *Journal of Information Processing*, **2020**, 28, 987-1007	0.2	0

174	Who witnesses The Witness? Finding witnesses in The Witness is hard and sometimes impossible. *Theoretical Computer Science*, **2020**, 839, 41-102	1.1	
173	Polyhedral Characterization of Reversible Hinged Dissections. *Graphs and Combinatorics*, **2020**, 36, 221-229	0.5	1
172	Infinite All-Layers Simple Foldability. *Graphs and Combinatorics*, **2020**, 36, 231-244	0.5	
171	Path Puzzles: Discrete Tomography with a Path Constraint is Hard. *Graphs and Combinatorics*, **2020**, 36, 251-267	0.5	
170	Reconfiguration of satisfying assignments and subset sums: Easy to find, hard to connect. *Theoretical Computer Science*, **2020**, 806, 332-343	1.1	0
169	Belga B-Trees. *Lecture Notes in Computer Science*, **2019**, 93-105	0.9	
168	Reconfiguring Undirected Paths. *Lecture Notes in Computer Science*, **2019**, 353-365	0.9	2
167	Particle computation: complexity, algorithms, and logic. *Natural Computing*, **2019**, 18, 181-201	1.3	10
166	Data Structures for Halfplane Proximity Queries and Incremental Voronoi Diagrams. *Algorithmica*, **2018**, 80, 3316-3334	0.9	2
165	The fewest clues problem. *Theoretical Computer Science*, **2018**, 748, 28-39	1.1	
164	9. Tangled Tangles **2018**, 141-154		
163	A simple proof that the (n2 □1)-puzzle is hard. *Theoretical Computer Science*, **2018**, 732, 80-84	1.1	8
162	Reconfiguration of Satisfying Assignments and Subset Sums: Easy to Find, Hard to Connect. *Lecture Notes in Computer Science*, **2018**, 365-377	0.9	
161	Know When to Fold Em: Self-assembly of Shapes by Folding in Oritatami. *Lecture Notes in Computer Science*, **2018**, 19-36	0.9	11
160	Folding Polyominoes into (Poly)Cubes. *International Journal of Computational Geometry and Applications*, **2018**, 28, 197-226	0.3	2
159	An End-to-End Approach to Self-Folding Origami Structures. *IEEE Transactions on Robotics*, **2018**, 34, 1409-1424	6.5	13
158	New geometric algorithms for fully connected staged self-assembly. *Theoretical Computer Science*, **2017**, 671, 4-18	1.1	8
157	Arboral satisfaction: Recognition and LP approximation. *Information Processing Letters*, **2017**, 127, 1-5	0.8	

156	Folding and Punching Paper. *Journal of Information Processing*, **2017**, 25, 590-600	0.2	1
155	Embedding Stacked Polytopes on a Polynomial-Size Grid. *Discrete and Computational Geometry*, **2017**, 57, 782-809	0.6	1
154	Folded Structures Satisfying Multiple Conditions. *Journal of Information Processing*, **2017**, 25, 601-609	0.2	1
153	Unfolding and Dissection of Multiple Cubes, Tetrahedra, and Doubly Covered Squares. *Journal of Information Processing*, **2017**, 25, 610-615	0.2	3
152	Simple Folding is Really Hard. *Journal of Information Processing*, **2017**, 25, 580-589	0.2	4
151	The Two-Handed Tile Assembly Model is not Intrinsically Universal. *Algorithmica*, **2016**, 74, 812-850	0.9	6
150	Folding Flat Crease Patterns With Thick Materials. *Journal of Mechanisms and Robotics*, **2016**, 8,	2.2	24
149	Box Pleating is Hard. *Lecture Notes in Computer Science*, **2016**, 167-179	0.9	4
148	Symmetric Assembly Puzzles are Hard, Beyond a Few Pieces. *Lecture Notes in Computer Science*, **2016**, 180-192	0.9	1
147	Dissection with the Fewest Pieces is Hard, Even to Approximate. *Lecture Notes in Computer Science*, **2016**, 37-48	0.9	1
146	Fun with fonts: Algorithmic typography. *Theoretical Computer Science*, **2015**, 586, 111-119	1.1	2
145	Particle computation: Device fan-out and binary memory **2015**,		4
144	New Geometric Algorithms for Fully Connected Staged Self-Assembly. *Lecture Notes in Computer Science*, **2015**, 104-116	0.9	7
143	Swapping labeled tokens on graphs. *Theoretical Computer Science*, **2015**, 586, 81-94	1.1	21
142	Worst-Case Optimal Tree Layout in External Memory. *Algorithmica*, **2015**, 72, 369-378	0.9	4
141	You Should Be Scared of German Ghost. *Journal of Information Processing*, **2015**, 23, 293-298	0.2	
140	Linear-time algorithm for sliding tokens on trees. *Theoretical Computer Science*, **2015**, 600, 132-142	1.1	25
139	Picture-Hanging Puzzles. *Theory of Computing Systems*, **2014**, 54, 531-550	0.6	1

138	Reprint of: Refold rigidity of convex polyhedra. *Computational Geometry: Theory and Applications*, **2014**, 47, 507-517	0.4	0
137	UNO is hard, even for a single player. *Theoretical Computer Science*, **2014**, 521, 51-61	1.1	7
136	Computational Complexity of Piano-Hinged Dissections. *IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences*, **2014**, E97.A, 1206-1212	0.4	
135	Polynomial-Time Algorithm for Sliding Tokens on Trees. *Lecture Notes in Computer Science*, **2014**, 389-400	0.9	9
134	**2014**,		14
133	Minimizing Movement: Fixed-Parameter Tractability. *ACM Transactions on Algorithms*, **2014**, 11, 1-29	1.2	7
132	An end-to-end approach to making self-folded 3D surface shapes by uniform heating **2014**,		26
131	Approximability of the subset sum reconfiguration problem. *Journal of Combinatorial Optimization*, **2014**, 28, 639-654	0.9	12
130	Necklaces, Convolutions, and X+Y. *Algorithmica*, **2014**, 69, 294-314	0.9	19
129	On Cartesian Trees and Range Minimum Queries. *Algorithmica*, **2014**, 68, 610-625	0.9	17
128	Polynomial-Time Approximation Schemes for Subset-Connectivity Problems in Bounded-Genus Graphs. *Algorithmica*, **2014**, 68, 287-311	0.9	19
127	Unfolding Orthogonal Polyhedra with Quadratic Refinement: The Delta-Unfolding Algorithm. *Graphs and Combinatorics*, **2014**, 30, 125-140	0.5	7
126	Computational Complexity and an Integer Programming Model of Shakashaka. *IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences*, **2014**, E97.A, 1213-1219	0.4	12
125	Playing Dominoes Is Hard, Except by Yourself. *Lecture Notes in Computer Science*, **2014**, 137-146	0.9	1
124	Reconfiguring Massive Particle Swarms with Limited, Global Control. *Lecture Notes in Computer Science*, **2014**, 51-66	0.9	14
123	Flat Foldings of Plane Graphs with Prescribed Angles and Edge Lengths. *Lecture Notes in Computer Science*, **2014**, 272-283	0.9	2
122	Fun with Fonts: Algorithmic Typography. *Lecture Notes in Computer Science*, **2014**, 16-27	0.9	
121	Coverage with k-transmitters in the presence of obstacles. *Journal of Combinatorial Optimization*, **2013**, 25, 208-233	0.9	8

120	Scheduling to minimize gaps and power consumption. *Journal of Scheduling*, **2013**, 16, 151-160	1.6	11
119	One-dimensional staged self-assembly. *Natural Computing*, **2013**, 12, 247-258	1.3	7
118	The Stackelberg minimum spanning tree game on planar and bounded-treewidth graphs. *Journal of Combinatorial Optimization*, **2013**, 25, 19-46	0.9	7
117	Efficient reconfiguration of lattice-based modular robots. *Computational Geometry: Theory and Applications*, **2013**, 46, 917-928	0.4	11
116	Refold rigidity of convex polyhedra. *Computational Geometry: Theory and Applications*, **2013**, 46, 979-989	0.4	
115	Finding a Hamiltonian Path in a Cube with Specified Turns is Hard. *Journal of Information Processing*, **2013**, 21, 368-377	0.2	2
114	Combining Binary Search Trees. *Lecture Notes in Computer Science*, **2013**, 388-399	0.9	7
113	The Two-Handed Tile Assembly Model Is Not Intrinsically Universal. *Lecture Notes in Computer Science*, **2013**, 400-412	0.9	27
112	Blame Trees. *Lecture Notes in Computer Science*, **2013**, 280-290	0.9	
111	Hinged Dissections Exist. *Discrete and Computational Geometry*, **2012**, 47, 150-186	0.6	17
110	Reconfiguration of list edge-colorings in a graph. *Discrete Applied Mathematics*, **2012**, 160, 2199-2207	1	40
109	Any Monotone Function Is Realized by Interlocked Polygons. *Algorithms*, **2012**, 5, 148-157	1.8	1
108	GHOST CHIMNEYS. *International Journal of Computational Geometry and Applications*, **2012**, 22, 207-214	0.3	1
107	NP-completeness of generalized Kaboozle. *Journal of Information Processing*, **2012**, 20, 713-718	0.2	4
106	Programmable Assembly With Universally Foldable Strings (Moteins). *IEEE Transactions on Robotics*, **2011**, 27, 718-729	6.5	54
105	The Stackelberg Minimum Spanning Tree Game. *Algorithmica*, **2011**, 59, 129-144	0.9	24
104	Algorithmic Folding Complexity. *Graphs and Combinatorics*, **2011**, 27, 341-351	0.5	3
103	Continuous Blooming of Convex Polyhedra. *Graphs and Combinatorics*, **2011**, 27, 363-376	0.5	7

102	(Non)Existence of Pleated Folds: How Paper Folds Between Creases. *Graphs and Combinatorics*, **2011**, 27, 377-397	0.5	47
101	Integer point sets minimizing average pairwise . *Computational Geometry: Theory and Applications*, **2011**, 44, 82-94	0.4	9
100	Covering points by disjoint boxes with outliers. *Computational Geometry: Theory and Applications*, **2011**, 44, 178-190	0.4	13
99	On the complexity of reconfiguration problems. *Theoretical Computer Science*, **2011**, 412, 1054-1065	1.1	136
98	Planning to fold multiple objects from a single self-folding sheet. *Robotica*, **2011**, 29, 87-102	2.1	31
97	Efficient constant-velocity reconfiguration of crystalline robots**. *Robotica*, **2011**, 29, 59-71	2.1	6
96	Embedding Stacked Polytopes on a Polynomial-Size Grid **2011**,		5
95	Approximability of the Subset Sum Reconfiguration Problem. *Lecture Notes in Computer Science*, **2011**, 58-69	0.9	8
94	One-Dimensional Staged Self-assembly. *Lecture Notes in Computer Science*, **2011**, 100-114	0.9	11
93	Common Unfoldings of Polyominoes and Polycubes. *Lecture Notes in Computer Science*, **2011**, 44-54	0.9	7
92	Generalized D-Forms Have No Spurious Creases. *Discrete and Computational Geometry*, **2010**, 43, 179-186	0.6	4
91	Shape Replication through Self-Assembly and RNase Enzymes **2010**,		27
90	Confluently Persistent Tries for Efficient Version Control. *Algorithmica*, **2010**, 57, 462-483	0.9	4
89	Locked and Unlocked Chains of Planar Shapes. *Discrete and Computational Geometry*, **2010**, 44, 439-462	0.6	5
88	Approximation algorithms via contraction decomposition. *Combinatorica*, **2010**, 30, 533-552	0.9	10
87	The Geometry of Binary Search Trees **2009**,		16
86	Algorithmic Graph Minor Theory: Improved Grid Minor Bounds and Wagner's Contraction. *Algorithmica*, **2009**, 54, 142-180	0.9	19
85	Refolding Planar Polygons. *Discrete and Computational Geometry*, **2009**, 41, 444-460	0.6	10

84	Linear reconfiguration of cube-style modular robots. *Computational Geometry: Theory and Applications*, **2009**, 42, 652-663	0.4	19
83	The distance geometry of music. *Computational Geometry: Theory and Applications*, **2009**, 42, 429-454	0.4	14
82	Dynamic ham-sandwich cuts in the plane. *Computational Geometry: Theory and Applications*, **2009**, 42, 419-428	0.4	2
81	Wrapping spheres with flat paper. *Computational Geometry: Theory and Applications*, **2009**, 42, 748-757	0.4	13
80	Filling holes in triangular meshes by curve unfolding **2009**,		15
79	Realistic Reconfiguration of Crystalline (and Telecube) Robots. *Springer Tracts in Advanced Robotics*, **2009**, 433-447	0.5	5
78	Approximation Algorithms via Structural Results for Apex-Minor-Free Graphs. *Lecture Notes in Computer Science*, **2009**, 316-327	0.9	5
77	On Cartesian Trees and Range Minimum Queries. *Lecture Notes in Computer Science*, **2009**, 341-353	0.9	32
76	The Stackelberg Minimum Spanning Tree Game on Planar and Bounded-Treewidth Graphs. *Lecture Notes in Computer Science*, **2009**, 125-136	0.9	4
75	Minimal Locked Trees. *Lecture Notes in Computer Science*, **2009**, 61-73	0.9	3
74	Combination Can Be Hard: Approximability of the Unique Coverage Problem. *SIAM Journal on Computing*, **2008**, 38, 1464-1483	1.1	39
73	Constraint Logic: A Uniform Framework for Modeling Computation as Games **2008**,		9
72	Hinged dissections exist **2008**,		4
71	Moving-Baseline Localization **2008**,		9
70	Staged self-assembly: nanomanufacture of arbitrary shapes with O(1) glues. *Natural Computing*, **2008**, 7, 347-370	1.3	75
69	Subquadratic Algorithms for 3SUM. *Algorithmica*, **2008**, 50, 584-596	0.9	44
68	Communication-Aware Processor Allocation for Supercomputers: Finding Point Sets of Small Average Distance. *Algorithmica*, **2008**, 50, 279-298	0.9	32
67	Optimally Adaptive Integration of Univariate Lipschitz Functions. *Algorithmica*, **2008**, 50, 255-278	0.9	5

66	Linearity of grid minors in treewidth with applications through bidimensionality. *Combinatorica*, **2008**, 28, 19-36	0.9	86
65	Approximability of partitioning graphs with supply and demand. *Journal of Discrete Algorithms*, **2008**, 6, 627-650		20
64	Edge-unfolding nested polyhedral bands. *Computational Geometry: Theory and Applications*, **2008**, 39, 30-42	0.4	5
63	Reconfiguration of Cube-Style Modular Robots Using O(logn) Parallel Moves. *Lecture Notes in Computer Science*, **2008**, 342-353	0.9	13
62	The Bidimensionality Theory and Its Algorithmic Applications. *Computer Journal*, **2007**, 51, 292-302	1.3	123
61	Quickly deciding minor-closed parameters in general graphs. *European Journal of Combinatorics*, **2007**, 28, 311-314	0.7	9
60	Jigsaw Puzzles, Edge Matching, and Polyomino Packing: Connections and Complexity. *Graphs and Combinatorics*, **2007**, 23, 195-208	0.5	118
59	Geodesic Ham-Sandwich Cuts. *Discrete and Computational Geometry*, **2007**, 37, 325-339	0.6	9
58	Plane Embeddings of Planar Graph Metrics. *Discrete and Computational Geometry*, **2007**, 38, 615-637	0.6	2
57	A unified access bound on comparison-based dynamic dictionaries. *Theoretical Computer Science*, **2007**, 382, 86-96	1.1	24
56	An Optimal Cache-Oblivious Priority Queue and Its Application to Graph Algorithms. *SIAM Journal on Computing*, **2007**, 36, 1672-1695	1.1	20
55	Dynamic Optimality Almost. *SIAM Journal on Computing*, **2007**, 37, 240-251	1.1	27
54	The Stackelberg Minimum Spanning Tree Game. *Lecture Notes in Computer Science*, **2007**, 64-76	0.9	8
53	Geometric Folding Algorithms: Linkages, Origami, Polyhedra **2007**,		270
52	Morpion Solitaire. *Theory of Computing Systems*, **2006**, 39, 439-453	0.6	7
51	Puzzles, Art, and Magic with Algorithms. *Theory of Computing Systems*, **2006**, 39, 473-481	0.6	5
50	Locked and unlocked chains of planar shapes **2006**,		5
49	Voronoi game on graphs and its complexity **2006**,		7

48	The Bidimensional Theory of Bounded-Genus Graphs. *SIAM Journal on Discrete Mathematics*, **2006**, 20, 357-371	0.7	23
47	Correlation clustering in general weighted graphs. *Theoretical Computer Science*, **2006**, 361, 172-187	1.1	126
46	Online searching with turn cost. *Theoretical Computer Science*, **2006**, 361, 342-355	1.1	65
45	Geometric Restrictions on Producible Polygonal Protein Chains. *Algorithmica*, **2006**, 44, 167-181	0.9	1
44	Low-Dimensional Embedding with Extra Information. *Discrete and Computational Geometry*, **2006**, 36, 609-632	0.6	5
43	Optimally Adaptive Integration of Univariate Lipschitz Functions. *Lecture Notes in Computer Science*, **2006**, 142-153	0.9	
42	Algorithmic Graph Minor Theory: Improved Grid Minor Bounds and Wagner□ Contraction. *Lecture Notes in Computer Science*, **2006**, 3-15	0.9	0
41	Approximability of Partitioning Graphs with Supply and Demand. *Lecture Notes in Computer Science*, **2006**, 121-130	0.9	2
40	Optimal Covering Tours with Turn Costs. *SIAM Journal on Computing*, **2005**, 35, 531-566	1.1	44
39	PSPACE-completeness of sliding-block puzzles and other problems through the nondeterministic constraint logic model of computation. *Theoretical Computer Science*, **2005**, 343, 72-96	1.1	137
38	Hinged dissection of polyominoes and polyforms. *Computational Geometry: Theory and Applications*, **2005**, 31, 237-262	0.4	25
37	Fast allocation and deallocation with an improved buddy system. *Acta Informatica*, **2005**, 41, 273-291	0.9	16
36	Exponential Speedup of Fixed-Parameter Algorithms for Classes of Graphs Excluding Single-Crossing Graphs as Minors. *Algorithmica*, **2005**, 41, 245-267	0.9	30
35	Representing Trees of Higher Degree. *Algorithmica*, **2005**, 43, 275-292	0.9	140
34	Subexponential parameterized algorithms on bounded-genus graphs and H -minor-free graphs. *Journal of the ACM*, **2005**, 52, 866-893	2	201
33	Fixed-parameter algorithms for (k , r)-center in planar graphs and map graphs. *ACM Transactions on Algorithms*, **2005**, 1, 33-47	1.2	72
32	PersiFS **2005**,		5
31	Fast Algorithms for Hard Graph Problems: Bidimensionality, Minors, and Local Treewidth. *Lecture Notes in Computer Science*, **2005**, 517-533	0.9	12

30	Hinged Dissection of Polypolyhedra. *Lecture Notes in Computer Science*, **2005**, 205-217	0.9	15
29	Geodesic ham-sandwich cuts **2004**,		11
28	An energy-driven approach to linkage unfolding **2004**,		16
27	Optimal adaptive algorithms for finding the nearest and farthest point on a parametric black-box curve **2004**,		2
26	Diameter and Treewidth in Minor-Closed Graph Families, Revisited. *Algorithmica*, **2004**, 40, 211-215	0.9	25
25	Finding hidden independent sets in interval graphs. *Theoretical Computer Science*, **2004**, 310, 287-307	1.1	8
24	Solitaire Clobber. *Theoretical Computer Science*, **2004**, 313, 325-338	1.1	8
23	Appendix B: Open problems at the 2002 Dagstuhl Seminar on Algorithmic Combinatorial Game Theory. *Theoretical Computer Science*, **2004**, 313, 539-543	1.1	3
22	Approximation algorithms for classes of graphs excluding single-crossing graphs as minors. *Journal of Computer and System Sciences*, **2004**, 69, 166-195	1	26
21	Fun-Sort□r the chaos of unordered binary search. *Discrete Applied Mathematics*, **2004**, 144, 231-236	1	10
20	Tight bounds on maximal and maximum matchings. *Discrete Mathematics*, **2004**, 285, 7-15	0.7	52
19	When can you fold a map?. *Computational Geometry: Theory and Applications*, **2004**, 29, 23-46	0.4	33
18	What is the optimal shape of a city?. *Journal of Physics A*, **2004**, 37, 147-159		21
17	Bidimensional Parameters and Local Treewidth. *SIAM Journal on Discrete Mathematics*, **2004**, 18, 501-511	0.7	51
16	The Bidimensional Theory of Bounded-Genus Graphs. *Lecture Notes in Computer Science*, **2004**, 191-203	0.9	2
15	Blowing Up Polygonal Linkages. *Discrete and Computational Geometry*, **2003**, 30, 205-239	0.6	50
14	Ununfoldable polyhedra with convex faces. *Computational Geometry: Theory and Applications*, **2003**, 24, 51-62	0.4	34
13	A linear lower bound on index size for text retrieval. *Journal of Algorithms*, **2003**, 48, 2-15		23

12	Correlation Clustering with Partial Information. *Lecture Notes in Computer Science*, **2003**, 1-13	0.9	32
11	Enumerating Foldings and Unfoldings Between Polygons and Polytopes. *Graphs and Combinatorics*, **2002**, 18, 93-104	0.5	9
10	ONLINE ROUTING IN CONVEX SUBDIVISIONS. *International Journal of Computational Geometry and Applications*, **2002**, 12, 283-295	0.3	27
9	Infinitesimally locked self-touching linkages with applications to locked trees. *Contemporary Mathematics*, **2002**, 287-311	1.6	10
8	1.5-Approximation for Treewidth of Graphs Excluding a Graph with One Crossing as a Minor. *Lecture Notes in Computer Science*, **2002**, 67-80	0.9	5
7	Polygons cuttable by a circular saw. *Computational Geometry: Theory and Applications*, **2001**, 20, 69-84	0.4	20
6	Reconfiguring convex polygons. *Computational Geometry: Theory and Applications*, **2001**, 20, 85-95	0.4	11
5	Efficient Algorithms for Petersen's Matching Theorem. *Journal of Algorithms*, **2001**, 38, 110-134		35
4	Folding flat silhouettes and wrapping polyhedral packages: New results in computational origami. *Computational Geometry: Theory and Applications*, **2000**, 16, 3-21	0.4	53
3	Fast Allocation and Deallocation with an Improved Buddy System. *Lecture Notes in Computer Science*, **1999**, 84-96	0.9	2
2	Juggling and Card Shuffling Meet Mathematical Fonts297-304		
1	Games, Puzzles, and Computation		77