



List of Publications: Stefan Edelkamp

Classification

[P]: Action Planning [R]: Route Planning [H]: Heuristic Search [E]: Algorithm Engineering [V]: Software Verification [G]: Game Playing [A]: Multiagent Systems [M]: Motion Planning [L]: Machine Learning [S]: IT Security [O]: Operations Research / Logistics [B]: Computational Biology

Books

- [B-13] Tristan Cazenave, Stefan Edelkamp, Stefan Schiffel, Michael Thielscher, Julian Togelius, and Mark Winnands (Eds.). *Computer Games*. Springer, 2017. [G]
- [B-12] Stefan Edelkamp. *Algorithmic Intelligence – A Key Revenue Driver*. Springer, 2017. [P] [R] [H] [E] [V] [G] [A] [M] [L] [S] [O] [B]
- [B-11] Tristan Cazenave, Stefan Edelkamp, Stefan Schiffel, Michael Thielscher, Julian Togelius, and Mark Winnands (Eds.). *Computer Games*. Springer, 2016. [G]
- [B-10] Amanda Coles, Andrew Coles, Stefan Edelkamp, Daniele Magazzini, and Scott Sanner (Eds.). *International Conference on Automated Planning and Scheduling*. AAAI Press, 2016. [P] [H]
- [B-9] Stefan Edelkamp, and Roman Bartak (Eds.). *Symposium of Combinatorial Search*. AAAI Press, 2014. [P] [H]
- [B-8] Stefan Edelkamp, and Stefan Schrödl. *Heuristic Search: Theory and Applications*. Morgan Kaufmann – Elsevier Science, 2012. [P] [H] [E] [V] [G] [M] [L] [B]
- [B-7] Fahiem Baccus, Carmel Domshlak, Stefan Edelkamp, and Malte Helmert (Eds.). *International Conference on Automated Planning and Scheduling*. AAAI Press, 2011. [P] [H]
- [B-6] Stefan Edelkamp, and Joscha Bach (Eds.). *KI 2011: Advances in Artificial Intelligence, 34th Annual German Conference on AI*. Springer, Lecture Notes in Artificial Intelligence, volume 7006, 2011. [P] [H] [E] [V] [G] [A] [M] [L]
- [B-5] Dragan Bosnacki, and Stefan Edelkamp (Eds.). *Model Checking Software*. Springer, Lecture Notes in Computer Science, volume 4595, 2007. [V]
- [B-4] Stefan Edelkamp, and Alessio Lomuscio (Eds.). *Model Checking and Artificial Intelligence*. Springer, Lecture Notes in Artificial Intelligence, volume 4428, 2007. [V] [P] [H]
- [B-3] Stefan Edelkamp. *Heuristic Search*. Habilitation. Institut für Informatik, and Angewandte Wissenschaften, Universität Freiburg, 2003. [P] [H] [E] [V] [G] [L]
- [B-2] Stefan Edelkamp. *Data Structures and Learning Algorithms in State Space Search. (Datenstrukturen, and Lernverfahren in der Zustandsraumsuche.)* Dissertation. Infix, 201, 1999. [P] [H] [E] [G] [L]
- [B-1] Stefan Edelkamp. *Weak-Heapsort, a Fast Sorting Algorithm. (Weak-Heapsort, ein schnelles Sortierverfahren.)* Diplomarbeit. Fakultät für Informatik, Universität Dortmund, 1996. [E]

Book Chapters

- [C-11] Stefan Edelkamp. *External-Memory State Space Search*. In Peter Sanders, Lasse Kliemann (Eds.) *Algorithm Engineering on the Horizon*. Springer, 2016. [H] [E]
- [C-10] Stefan Edelkamp, Max Gath, Christoph Greulich, Malte Humann, Otthein Herzog, and Michael Lawo. *Monte-Carlo Tree Search in Logistics*. In Uwe Clausen, Hanno Friedrich, Carina Thaller, Christiane Geiger (Eds.), *Commercial Transport*, Springer, 2015, 427-440. [H] [R] [O]
- [C-9] Max Gath, Otthein Herzog, and Stefan Edelkamp. *Autonomous, Adaptive, and Self-Organized Multiagent Systems for the Optimization of Decentralized Industrial Processes*. In Joanna Kolodziej, Luis Correia, and Jose Manuel Molina (Eds.), *Intelligent Agents in Data Intensive Computing*, Springer, 2015. [A] [O]
- [C-8] Stefan Edelkamp, Max Gath, Christoph Greulich, Malte Human, and Tobias Warden. *PLaS-MA Multiagent Simulation Last-Mile Connectivity Bangalore*. In Otthein Herzog, Ulrich Glotzbach (Eds.), acatech (Deutsche Akademie der Technikwissenschaften) *German Indian Partnership for IT-Systems*, München/Berlin 2014, 129-185. [R] [A] [O]
- [C-7] Stefan Edelkamp, and Francisco C. Pereira. *Collaborative Map Generation - Survey and Architecture Proposal*. In *Urbanism on Track*. Michiel Smit (Eds.), Delft University of Technology, Department of Urbanism, pages 161-183, 2008. [R] [L]
- [C-6] Stefan Edelkamp. *Symbolic Search*. In *Encyclopedia of Artificial Intelligence*. Juan R. Rabunal, Julian Dorado, and Alejandro Pazos (Eds.), Idea Group Reference, pages 1549-1554, 2009. [H]
- [C-5] Stefan Edelkamp, and Shahid Jabbar. *Disk-based Search*. In *Encyclopedia of Artificial Intelligence*. Juan R. Rabunal, Julian Dorado, and Alejandro Pazos (Eds.), Idea Group Reference, pages 501-506, 2009. [H]
- [C-4] Stefan Edelkamp, and Stefan Schrödl. *Route Planning and Map Inference with Global Positioning Traces*. In *Computer Science in Perspective*, Rolf Klein, Hans-Werner Six, and Lutz Wegner (Eds.), Lecture Notes in Computer Science, Springer, volume 2598, pages 128-151, 2003. [R]
- [C-3] Stefan Edelkamp. *Memory Limitation in Artificial Intelligence*. In *Memory Hierarchies*. Peter Sanders, Ulrich Meyer, and Jop Sibeyn (Eds.), Lecture Notes in Computer Science, Springer, volume 2625, pages 233-250, 2003. [H]
- [C-2] Stefan Edelkamp. Contributor to *Dictionary of Computer Science, Engineering and Technology*. Phillip A. Laplante (Eds.), CRC Press, 2001. [E]
- [C-1] Stefan Edelkamp. *Neue Wege in der Exploration*. In *Informatik 2000*, Kurt Mehlhorn, and Georg Snelting (Eds.), GI Informatik Aktuell, Springer, pages 65-77, 2000. [H]

Journal Articles

- [J-29] Alvaro Toralba, Vidal Alcazar, Peter Kissmann, and Stefan Edelkamp. Efficient Symbolic Search for Cost-Optimal Planning. *Artificial Intelligence*. 2017. [P] [H]
- [J-28] Erion Plaku, Sarah Rashidian, and Stefan Edelkamp. *Multi-Group motion planning in virtual environments*. *Computer Animation and Virtual Worlds*, 2016. [M]
- [J-27] Florian Pantke, Stefan Edelkamp, and Otthein Herzog. *Symbolic discrete-time planning with continuous numeric action parameters for agent-controlled processes*. *Mechatronics*, 2015. [P]
- [J-26] Alberto Lluch-Lafuente, Anton Wijs, Dragan Bosnacki, and Stefan Edelkamp (Eds.) *Proceedings Third Workshop on GRAPH Inspection and Traversal Engineering. Electronic Proceedings in Theoretical Computer Science*, 2015. [V] [H]
- [J-25] Max Gath, Stefan Edelkamp, and Herzog Otthein. *Agent-Based Dispatching in Groupage Traffic*. *Journal of Artificial Intelligence and Soft Computing Research*, volume 3, number 1, pages 27-40, 2013. [A] [O]
- [J-24] Stefan Edelkamp, Amr Elmasry, and Jyrki Katajainen. *Weak Heaps Engineered*. *Journal of Discrete Algorithms*, volume 23, pages 83-97, 2013. [E]
- [J-23] Stefan Edelkamp, Amr Elmasry, and Jyrki Katajainen. *The weak-heap data structure: Variants and applications*. *Journal of Discrete Algorithms*, volume 16, pages 187-205, 2012. [E]

- [J-22] Anton Wijs, Dragan Bosnacki, and Stefan Edelkamp (Eds.). *Proceedings First Workshop on GRAPH Inspection and Traversal Engineering*. Electronic Proceedings in Theoretical Computer Science, volume 99, 2012. [V] [H]
- [J-21] Stefan Edelkamp, Damian Sulewski, Jiri Barnat, Lubos Brimb, and Pavel Simecek. *Flash Memory Efficient LTL Model Checking*. Science of Computer Programming, volume 76 number 2, pages 136–157, 2011. [V]
- [J-20] Stefan Edelkamp, and Peter Kissmann. *Gamer, a General Game Playing Agent*. Künstliche Intelligenz, volume 25, number 1, pages 49-52, 2011. [G]
- [J-19] Dragan Bosnacki, Stefan Edelkamp, Damian Sulewski, and Anton Wijs. *Parallel Probabilistic Model Checking on General Purpose Graphics Processors* International Journal on Software Tools for Technology, volume 13, number 1. pages 21-35, 2010. [V]
- [J-18] Dragan Bosnacki, and Stefan Edelkamp. *Model Checking Software - On New Waves and Some Evergreens*. International Journal on Software Tools for Technology, volume 12, number 2. pages 89-95. 2010. [V]
- [J-17] Stefan Edelkamp, Shahid Jabbar, and Damian Sulewski. *Distributed Verification of Multi-threaded C++ Programs*. Electronic Notes in Theoretical Computer Science, volume 198, number 1, pages 33-46, 2008. [V]
- [J-16] Stefan Edelkamp, Shahid Jabbar, Dino Midzic, Daniel Rikowski, and Damian Sulewski. *External Program Model Checking*. Künstliche Intelligenz, volume 2, pages 44–50, 2008. [V]
- [J-15] Stefan Edelkamp. *From Blocksworld to Pipesworld*. Künstliche Intelligenz, volume 1, pages 23-25, 2007. [P]
- [J-14] Stefan Edelkamp. *Automated Planning: Theory and Practice*. Künstliche Intelligenz, volume 1, pages 42-43, 2007. [P]
- [J-13] Jörg Hoffmann, Stefan Edelkamp, Roman Englert, Frederico Liporace, Sylvie Thiebaux, and Sebastian Trüg. *Engineering Benchmarks for Planning: The Domains used in the Deterministic Part of IPC-4*. Journal of Artificial Intelligence Research, volume 26, pages 453-541, 2006. [P]
- [J-12] Jörg Hoffmann, and Stefan Edelkamp. *The Deterministic Part of IPC-4: An Overview*. Journal of Artificial Intelligence Research, volume 24, pages 519–579, 2005. [P]
- [J-11] Tilman Mehler, and Stefan Edelkamp. *Dynamic Incremental Hashing in Program Model Checking*. Electronic Notes in Theoretical Computer Science, volume 149, number 2, pages 51-69, 2006. [V]
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- [J-9] Stefan Edelkamp, Alberto Lluch Lafuente, and Stefan Leue. *Trail-Directed Model Checking*. Electronic Notes on Theoretical Computer Science, volume 55, number 3, pages 343-356, 2001. [V]
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- [J-7] Stefan Edelkamp, Alberto Lluch-Lafuente, and Stefan Leue. *Partial Order Reduction and Trail Improvement in Directed Model Checking*. International Journal on Software Tools for Technology Transfer. volume 6, number 4, pages 277 - 301, 2004. [V]
- [J-6] Stefan Edelkamp, Alberto Lluch-Lafuente, and Stefan Leue. *Directed Explicit-State Model Checking in the Validation of Communication Protocols*. International Journal on Software Tools for Technology Transfer, volume 5, number 2-3, pages 247 - 267, 2004. [V]
- [J-5] Stefan Edelkamp. *Taming Numbers and Duration in the Model Checking Integrated Planning System*. Journal of Artificial Intelligence Research, volume 20, pages 195-238, 2003. [P]
- [J-4] Stefan Edelkamp, and Patrick Stiegeler. *Implementing HEAPSORT with $n \log n - 0.9n$ and QUICKSORT with $n \log n + 0.2n$ Comparisons*. ACM Journal of Experimental Algorithmics, volume 7, 2002. [E]

- [J-3] Richard E. Korf, Michael Reid, and Stefan Edelkamp. *Time Complexity of Iterative-Deepening-A**. Journal of Artificial Intelligence, volume 129, number 1-2, pages 199-218, 2001. [H]
- [J-2] Stefan Edelkamp, and Malte Helmert. *The Model Checking Integrated Planning System*. AI-Magazine, pages 67-71, 2001. [P]
- [J-1] Stefan Edelkamp. *Data Structures and Learning Algorithms in State Space Search*. Künstliche Intelligenz, volume 3, pages 49-51, 1999. [P] [H] [E] [G] [L]

Conference Papers

2016

- [C-126] Rajeshwari Chatterjee, Stefan Edelkamp, and Christoph Greulich. *Optimizing Last Mile Delivery Using Public Transport with Multi-Agent Based Control*. IEEE LCN, User MObility and VEhicular Networks. Dubai, 2016. [A] [O]
- [C-125] Ashraf Abdo, Stefan Edelkamp, and Michael Lawo. *Nested Rollout Policy Adaptation for Optimizing Vehicle Selection in Complex VRPs*. IEEE LCN, User MObility and VEhicular Networks. Dubai, 2016. [O] [H]
- [C-124] Stefan Edelkamp. *Deep or Wide? Learning Policy and Value Networks for Combinatorial Games*. IJCAI-Workshop on Computers and Games (CGW), New York, 2016. [L] [H] [G]
- [C-123] Stefan Edelkamp, and Tristan Cazenave. *Improved Diversity Nested Rollout Policy Adaptation*. German Conference on Artificial Intelligence (KI), Klagenfurt, 2016. [H] [G]
- [C-122] Stefan Edelkamp, Christoph Greulich, and Denis Golubev. *Solving the Physical Vehicle Routing Problem for Improved Multi-Robot Freespace Navigation*. German Conference on Artificial Intelligence (KI), Klagenfurt, 2016. [A] [M] [O]
- [C-121] Stefan Edelkamp, and Fritz Jacob. *Learning Event Time Series for the Automated Quality Control of Videos*. German Conference on Artificial Intelligence (KI), Klagenfurt, 2016. [L]
- [C-120] Stefan Edelkamp, and Christoph Greulich. *Using SPIN for the Optimized Scheduling of Discrete Event Systems in Manufacturing*. Model Checking Software (SPIN), Eindhoven, 2016. [V] [A] [O]
- [C-119] Stefan Edelkamp, and Armin Weiß. *Avoiding Branch Mispredictions in Quicksort*. European Symposium on Algorithms (ESA), Aarhus, 2016. [E]
- [C-118] Christoph Greulich, and Stefan Edelkamp. *Branch-and-Bound Optimization of a Multiagent System for Flow Production using Model Checking*. International Conference on Agents and Artificial Intelligence (ICAART), Rome, 2016. [V] [A] [O]

2015

- [C-117] Stefan Edelkamp and Zihao Tang. *Monte-Carlo Tree Search for the Multiple Sequence Alignment Problem*. Symposium on Combinatorial Search (SOCS). En Gedi, 2015. [H] [B]
- [C-116] Stefan Edelkamp, and Paul Wichern. *Packing Irregular-Shaped Objects via Sphere Trees for 3D Printing*. German Conference on Artificial Intelligence (KI), Dresden, 2015. [H]
- [C-115] Christoph Greulich, Stefan Edelkamp, and Nils Eicke. *Cyber-Physical Multiagent-Simulation in Production Logistics*. German Conference on Multiagent System Technologies (MATES), Cottbus, pages 119-136, 2015. [A] [O]
- [C-114] Stefan Edelkamp, Max Gath, Christoph Greulich, Malte Humann, Otthein Herzog, and Michael Lawo. *Monte-Carlo Tree Search for Logistics*. International Conference on Production, Logistics and Traffic (ICPLT), Dortmund, 2015. [H] [R] [O]
- [C-113] Kai-Oliver Detken, Stefan Edelkamp, Carsten Elfers, Marcel Jahnke, and Malte Humann. *Intelligentes Monitoring der IT - Sicherheit durch den Einsatz von SIEM*. Conference on Security (DACH), Sankt Augustin, 2015. [S] [L]

[C-112] Stefan Edelkamp, Amr Elmasry, and Jyrki Katajainen. *An In-Place Priority Queue with $O(1)$ Time for Push and $\lg n + O(1)$ Comparisons for Pop*. International Computer Science Symposium (CSR), Lake Balkal, 2015. [E]

[C-111] Stefan Edelkamp, Peter Kissmann, and Alvaro Torralba. *BDDs strike back (in AI Planning)*. National Conference on Artificial Intelligence (AAAI). Austin/Texas, 2015. [P]

2014

[C-110] Sara Rashidian, Erion Plaku and Stefan Edelkamp. *Motion Planning with Rigid-Body Dynamics for Generalized Traveling Salesman Tours*. 7th International ACM/SIGGRAPH Conference on Motion in Games (MIG), Los Angeles, 2014. [M]

[C-109] Max Gath, Otthein Herzog, and Stefan Edelkamp. *Autonomous and Flexible Multiagent Systems enhance Transport Logistics*. International Conference and Expo on Emerging Technologies for a Smarter World (CEWIT), Melville (NY), 2014. [A] [O]

[C-108] Stefan Edelkamp, Max Gath, and Moritz Rohde. *Monte-Carlo Tree Search for 3D Packing with Object Orientation*. German Conference on Artificial Intelligence (KI), Stuttgart, 2014. [H] [O]

[C-107] Florian Pantke, Stefan Edelkamp, and Otthein Herzog. *Planning with Numeric Key Performance Indicators over Dynamic Organizations of Intelligent Agents*. German Conference on Multiagent System Technologies (MATES), Stuttgart, 2014. [Best Paper Award] [A]

[C-106] Stefan Edelkamp, and Erion Plaku. *Multi-Goal Motion Planning with Physics-based Game Engines*. IEEE Conference on Computational Intelligence in Games (CIG), Dortmund, 2014. [M]

[C-105] Stefan Edelkamp, and Christoph Greulich. *Solving Physical Traveling Salesman Problems with Policy Adaptation*. IEEE Conference on Computational Intelligence in Games (CIG), Dortmund, 2014. [M] [O]

[C-104] Florian Pantke, Stefan Edelkamp, and Otthein Herzog. *Combinatorial Planning with Numerical Parameter Optimization for Local Control in Multi-Agent Systems*. Conference on System-Integrated Intelligence (SYSINT), Bremen, 2014. [A] [P]

[C-103] Stefan Edelkamp, and Armin Weiss. *QuickXsort: Efficient Sorting with $n \log n - 1.399n + o(n)$ Comparisons on Average*. International Computer Science Symposium (CSR), Moscow, 2014. [E]

[C-102] Stefan Edelkamp, Peter Kissmann, and Martha Rohte. *Symbolic and Explicit Search Hybrid through Perfect Hash Functions - A Case Study in Connect Four*. International Conference on Automated Planning and Scheduling (ICAPS), Portsmouth, New Hampshire, USA, 2014. [H] [G]

[C-101] Stefan Edelkamp and Max Gath. *Solving Single-Vehicle Pickup-and-Delivery Problems with Time Windows and Capacity Constraints using Nested Monte-Carlo Search*. International Conference on Agents and Artificial Intelligence (ICAART), Angers (Loire Valley), 2014. [Best Student Paper] [H] [R] [O]

[C-100] Max Gath, Otthein Herzog, and Stefan Edelkamp. *Agent-based Planning and Control for Groupage Traffic*. International Conference and Expo on Emerging Technologies for a Smarter World (CEWIT), Melville (NY), 2013. [A] [R] [O]

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[C-99] Stefan Edelkamp and Martin Stommel. *Fractal Approximate Nearest Neighbour Search in Log-Log Time*. British Machine Vision Conference (BMVC). Bristol, 2013. [L]

[C-98] Stefan Edelkamp. *Action Planning & General Game Playing for Robots*. International Workshop on Combined Robot Motion Planning and AI Planning for Practical Applications, Robotics Science and Systems, 2013. [P] [G]

[C-97] Christoph Greulich, Stefan Edelkamp, and Max Gath. *Agent-based Multimodal Transport Planning in Dynamic Environments*. German Conference on Artificial Intelligence (KI). Konstanz, 2013. [A] [R] [O]

- [C-96] Carsten Elfers, Stefan Edelkamp, and Hartmut Messerschmidt. *Conditional Random Fields and Background Knowledge for Improved Cyber Security*. German Conference on Artificial Intelligence (KI). Konstanz, 2013. [L] [S]
- [C-95] Alvaro Torralba Arias de Reyna, Stefan Edelkamp, and Peter Kissmann. *Transition Trees for Cost-Optimal Symbolic Planning*. Conference on Automated Planning and Scheduling (ICAPS), Rome, 2013. [P]
- [C-94] Stefan Edelkamp, Max Gath, Tristan Cazenave, and Fabien Teytaud. *Algorithm and Knowledge Engineering for the TSPTW Problem*. IEEE Symposium Series on Computational Intelligence (SSCI), Singapore, 2013. [H] [R] [O]
- [C-93] Max Gath, Stefan Edelkamp, and Herzog Otthein. *Agent-Based Dispatching in Groupage Traffic*. IEEE Symposium Series on Computational Intelligence (SSCI) Singapore, 2013. [A] [O]
- [C-92] Stefan Edelkamp, Christoph Greulich, Max Gath, Malte Human, Tobias Warden, TG Sitharam, and Otthein Herzog. *Enhanced Shortest Path Computation for Multiagent-based Intermodal Transportation Planning in Dynamic Environments*. International Conference on Agents and Artificial Intelligence (ICAART). Barcelona, 2013. [A] [R] [O]
- [C-91] Stefan Edelkamp, and Max Gath. *Optimal Decision Making in Agent-based Autonomous Groupage Traffic*. International Conference on Agents and Artificial Intelligence (ICAART). Barcelona, 2013. [A] [O]

2012

- [C-90] Stefan Edelkamp, Tim Federnholzer, and Peter Kissmann. *Searching with Partial Belief States in General Games with Incomplete Information*. German Conference on Artificial Intelligence (KI). Saarbrücken, pages 25–36, 2012. [G]
- [C-89] David Zastra, and Stefan Edelkamp. *Stochastic Gradient Descent with GPGPU*. German Conference on Artificial Intelligence (KI). Saarbrücken, pages 193–204, 2012. [L]
- [C-88] Stefan Edelkamp, and Martin Stommel. *The Bitvector Machine: A Fast and Robust Machine Learning Algorithm for Non-Linear Problems*. European Conference on Machine Learning and Principles and Practice of Knowledge Discovery in Databases (ECML-PKDD). Bristol, pages 175–190, 2012. [L]
- [C-87] Jingsen Chen, Stefan Edelkamp, Amr Elmasry, and Jyrki Katajainen. *In-Place Heap Construction with Optimized Comparisons, Moves, and Cache Misses*. International Symposium on Mathematical Foundations of Computer Science (MFCS). Bratislava, pages 259–270, 2012. [E]
- [C-86] Stefan Edelkamp, Peter Kissmann, and Alvaro Torralba Arias de Reyna. *Symbolic A* Search with Pattern Databases and the Merge-and-Shrink Abstraction*. European Conference on Artificial Intelligence (ECAI). Montpellier, pages 306–311, 2012. [P]
- [C-85] Stefan Edelkamp, Amr Elmasry, and Jyrki Katajainen. *A Catalogue of Algorithms for Building Weak Heaps*. International Workshop on Combinatorial Algorithms (IWOCA). Tamil Nadu, 2012. [E]
- [C-84] Stefan Edelkamp, Peter Kissmann, and Alvaro Torralba Arias de Reyna. *Lex-Partitioning: A New Option for BDD Search*. Graph Inspection and Traversal Engineering (GRAPHITE), Talinn, 2012. [H] [P]
- [C-83] Carsten Elfers, Stefan Edelkamp, and Otthein Herzog. *Efficient Tolerant Pattern Matching with Constraint Abstractions in Description Logic*. International Conference on Agents and Artificial Intelligence (ICAART). Vilamoura, volume 1, pages 256-261, 2012. [L] [S]
- [C-82] Stefan Edelkamp, Amr Elmasry, and Jyrki Katajainen. *Weak-Heap Family of Priority Queues in Theory and Praxis*. Computing: the Australasian Theory Symposium (CATS). Melbourne, pages 103-112, 2012. [E]

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- [C-81] Stefan Edelkamp, Jyrki Katajainen, and Amr Elmasry. *Two Constant-Factor-Optimal Realizations of Adaptive Heapsort*. International Workshop on Combinatorial Algorithms (IWCOA). Victoria, pages 195-208, 2011. [E]
- [C-80] Stefan Edelkamp, and Peter Kissmann. *On the Complexity of BDDs for State Space Search: A Case Study in Connect Four*. National Conference on Artificial Intelligence (AAAI). San Francisco, pages 18–23, 2011. [H] [G]
- [C-79] Peter Kissmann, and Stefan Edelkamp. *Improving Cost-Optimal Domain-Independent Symbolic Planning*. National Conference on Artificial Intelligence (AAAI). San Francisco, pages 992–997, 2011. [P]
- [C-78] Damian Sulewski, Stefan Edelkamp, and Peter Kissmann. *Exploiting the Computational Power of the Graphics Card: Optimal State Space Planning on the GPU*. International Conference on Automated Planning and Scheduling (ICAPS), Freiburg, pages 242-249, 2011. [P]
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- [C-77] Dragan Bosnacki, Stefan Edelkamp, Damian Sulewski, and Anton Wijs. *PRISM for General Purpose Graphics Processing Units. Parallel and Distributed Methods in Verification (PDMC)*. Twente/Enschede, 2010. [V]
- [C-76] Peter Kissmann, and Stefan Edelkamp. *Instantiating General Games using Prolog or Dependency Graphs*. German Conference on Artificial Intelligence (KI). Karlsruhe, pages 255-262, 2010. [G]
- [C-75] Stefan Edelkamp, and Hartmut Messerschmidt. *Strongly Solving Fox-and-Geese on a Multi-Core CPU*. German Conference on Artificial Intelligence (KI). Karlsruhe, Seiten, 291-298, 2010. [G]
- [C-74] Stefan Edelkamp, and Damian Sulewski. *Efficient Explicit-State Model Checking on General Purpose Graphics Processors*. Model Checking Software (SPIN), Enschede, pages 106-123, 2010. [V]
- [C-73] Peter Kissmann, and Stefan Edelkamp. *Layer-Abstraction for Symbolically Solving General Two-Player Games*. Symposium on Combinatorial Search (SOCS). Stone Mountain, pages 63-70, 2010. [G]
- [C-72] Stefan Edelkamp, Damian Sulewski, and Cengizhan Yücel. *GPU Exploration of Two-Player Games with Perfect Hash Functions*. Symposium on Combinatorial Search (SOCS). Stone Mountain, pages 23-30, 2010. [H] [G]
- [C-71] Stefan Edelkamp, and Damian Sulewski. *External Memory BFS with Delayed Duplicate Detection on the GPU*. Model Checking and Artificial Intelligence (MOCHART). Atlanta, pages 12-32, 2010. [H]
- [C-70] Stefan Edelkamp, Mark Kellershoff, and Damian Sulewski. *Program Model Checking via Action Planning*. Model Checking and Artificial Intelligence (MOCHART). Atlanta, pages 32-51, 2010. [V] [P]
- [C-69] Asger Bruun, Stefan Edelkamp, Jyrki Katajainen, and Jens Rasmussen. *Policy-Based Benchmarking of Weak Heaps and Their Relatives*. International Symposium on Experimental Algorithms (SEA). Ischia Island, pages 424-435. 2010. [E]
- [C-68] Stefan Edelkamp, Damian Sulewski, and Cengizhan Yücel. *Perfect Hashing for State Space Exploration on the GPU*. International Conference on Automated Planning and Scheduling (ICAPS). Toronto, pages 57-64, 2010. [H]
- [C-67] Jürgen Sauer, Stefan Edelkamp, and Bernd Schattenberg. *24. PuK-Workshop*. Multikonferenz Wirtschaftsinformatik (MKWI). Göttingen, pages 477-478. 2010. [P]
- [C-66] Stefan Edelkamp, Peter Kissmann, Damian Sulewski, and Hartmut Messerschmidt. *Finding the Needle in the Haystack with Heuristically Guided Swarm Tree Search*. Multikonferenz Wirtschaftsinformatik (MKWI). Göttingen, pages 253-255. 2010. [H]

2009

- [C-65] Peter Kissmann, and Stefan Edelkamp. *Solving Fully-Observable Non-Deterministic Planning Problems via Translation into a General Game*. German Conference on Artificial Intelligence (KI). Paderborn, pages 1-8, 2009. [P]
- [C-64] Martin Dietzfelbinger, and Stefan Edelkamp. *Perfect Hashing for State Spaces in BDD Representation*. German Conference on Artificial Intelligence (KI). Paderborn, pages 33-40, 2009. [H]
- [C-63] Dragan Bosnacki, Stefan Edelkamp, and Damian Sulewski. *Efficient Probabilistic Model Checking on General Purpose Graphics Processors*. Model Checking Software (SPIN), Grenoble, pages 32-49, 2009. [V]
- [C-62] Stefan Edelkamp, and Peter Kissmann. *Optimal Symbolic Planning with Action Costs and Preferences*. International Joint Conference on Artificial Intelligence (IJCAI), Pasadena, pages 1690-1695, 2009. [P]

2008

- [C-61] Jiri Barnat, Lubos Brim, Stefan Edelkamp, Damian Sulewski, and Pavel Simecek. *Can Flash Memory Help In Model Checking?* Formal Methods for Industrial Critical Systems (FMICS), [V]L'Aquila, pages 159-174, 2008.
- [C-60] Stefan Edelkamp, and Damian Sulewski. *Flash-Efficient LTL Model Checking with Minimal Counterexamples*. Software Engineering and Formal Methods (SEFM), Cape Town, pages 73-82, 2008. [V]
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