

# Assaf Marron

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/432901/publications.pdf>

Version: 2024-02-01

13  
papers

180  
citations

2258059

3  
h-index

1720034

7  
g-index

13  
all docs

13  
docs citations

13  
times ranked

88  
citing authors

#	ARTICLE	IF	CITATIONS
1	Behavioral programming. Communications of the ACM, 2012, 55, 90-100.	4.5	94
2	Autonomics: In search of a foundation for next-generation autonomous systems. Proceedings of the National Academy of Sciences of the United States of America, 2020, 117, 17491-17498.	7.1	37
3	Non-intrusive Repair of Reactive Programs. , 2012, , .		12
4	On Visualization and Comprehension of Scenario-Based Programs. , 2011, , .		9
5	The evolution of universal adaptations of life is driven by universal properties of matter: energy, entropy, and interaction. F1000Research, 0, 9, 626.	1.6	8
6	The evolution of universal adaptations of life is driven by universal properties of matter: energy, entropy, and interaction. F1000Research, 0, 9, 626.	1.6	5
7	Labor Division with Movable Walls: Composing Executable Specifications with Machine Learning and Search (Blue Sky Idea). Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 9770-9774.	4.9	4
8	Integrating Inter-Object Scenarios with Intra-object Statecharts for Developing Reactive Systems. IEEE Design and Test, 2020, , 1-1.	1.2	3
9	The evolution of universal adaptations of life is driven by universal properties of matter: energy, entropy, and interaction. F1000Research, 2020, 9, 626.	1.6	3
10	Creating a Foundation for Next-Generation Autonomous Systems. IEEE Design and Test, 2022, 39, 49-56.	1.2	2
11	Scenario-assisted Deep Reinforcement Learning. , 2022, , .		2
12	Introducing Dynamical Systems and Chaos Early in Computer Science and Software Engineering Education Can Help Advance Theory and Practice of Software Development and Computing. Lecture Notes in Computer Science, 2021, , 322-334.	1.3	1
13	Crowd-Based Programming for Reactive Systems. , 2017, , .		0