

## Peter Bro Miltersen - Publication list

1. Kristoffer Arnsfelt Hansen, Michal Koucky, Niels Lauritzen, Peter Bro Miltersen, Elias Tsigaridas. Exact algorithms for solving stochastic games. *43rd ACM Symposium on Theory of Computing (STOC'11)*, pages 205-214.
2. Kristoffer Arnsfelt Hansen, Rasmus Ibsen-Jensen and Peter Bro Miltersen. The complexity of solving reachability games using value and strategy iteration. *6th International Computer Science Symposium in Russia (CSR'11)*, Springer Lecture Notes in Computer Science, volume 6651, pages 77-90.
3. Thomas Dueholm Hansen, Peter Bro Miltersen, and Uri Zwick. Strategy iteration is strongly polynomial for 2-player turn-based stochastic games with a constant discount factor. *2nd Symposium on Innovations in Computer Science (ICS'11)*, pages 253-263, Tsinghua University Press, 2011.
4. Kristoffer Arnsfelt Hansen, Peter Bro Miltersen and Troels Bjerre Sørensen. The computational complexity of trembling hand perfection and other equilibrium refinements. *3rd Symposium on Algorithmic Game Theory (SAGT'10)*, *Lecture Notes in Computer Science*, volume 6386, pages 198-209.
5. Daniel Andersson and Peter Bro Miltersen. The complexity of solving stochastic games on graphs. *20th International Symposium on Algorithms and Computation (ISAAC'09)*, *Lecture Notes in Computer Science*, volume 5878.
6. Kristoffer Arnsfelt Hansen, Oded Lachish and Peter Bro Miltersen. Hilbert's thirteenth problem and circuit complexity. *20th International Symposium on Algorithms and Computation (ISAAC'09)*, *Lecture Notes in Computer Science*, volume 5878.
7. Peter Bro Miltersen, Jesper Buus Nielsen, and Nikos Triandopoulos. Privacy-enhancing auctions using rational cryptography. *29th International Cryptology Conference (CRYPTO'09)*, *Lecture Notes in Computer Science*, volume 5677.
8. Kristoffer Arnsfelt Hansen, Michal Koucky, and Peter Bro Miltersen. Winning concurrent reachability games requires doubly exponential patience. *24th Annual IEEE Symposium on Logic in Computer Science (LICS'09)*, pages 332-341, 2009.
9. Daniel Andersson, Kristoffer Arnsfelt Hansen, Peter Bro Miltersen, and Troels Bjerre Sørensen. Deterministic graphical games revisited. To appear in *Journal of Logic and Computation*. Preliminary version in *Fourth Conference on Computability in Europe (CiE'08)*, *Lecture Notes in Computer Science*, volume 5028, pages 1-10, 2008.
10. Guillaume Escamocher, Peter Bro Miltersen, Rocio Santillan-Rodriguez. Existence and computation of equilibria of first-price auctions with integral valuations and bids. *8th International Conference on Autonomous Agents and Multiagent systems (AAMAS'09)*, pages 1227-1228.
11. Peter Bro Miltersen and Troels Bjerre Sørensen. Computing a quasi-perfect equilibrium of a two-player game. *Economic Theory*, has appeared "online first". Preliminary version appeared as "Computing sequential equilibria for two-player games" in *Proc. 17th Annual ACM-SIAM Symposium on Discrete Algorithms (SODA'06)*, pages 107-116, ACM Press, 2006.
12. Eric Allender, Peter Bürgisser, Johan Kjeldgaard-Pedersen and Peter Bro Miltersen. On the complexity of numerical analysis. *SIAM Journal on Computing*, volume 38, pages 1987-2006, 2009. Preliminary version in *Proceedings of the 21st Annual IEEE Conference on Computational Complexity (CCC'06)*, pages 331-339.
13. Kristoffer Arnsfelt Hansen, Thomas Dueholm Hansen, Peter Bro Miltersen, and Troels Bjerre Sørensen. Approximability and Parameterized Complexity of minmax values. *4th International Workshop On Internet And Network Economics (WINE'08)*, *Lecture Notes in Computer Science*, volume 5385, pages 684-695.

14. Thomas Dueholm Hansen, Peter Bro Miltersen, and Troels Bjerre Sørensen. On range of skill. *Twenty-Third AAAI Conference on Artificial Intelligence (AAAI'08)*, pages 277-282, AAAI Press, 2008.
15. Peter Bro Miltersen and Troels Bjerre Sørensen. Fast algorithms for finding proper strategies in game trees. In *Proc. 10th Annual ACM-SIAM Symposium on Discrete Algorithms (SODA'08)*, pages 874-883, ACM Press, 2008.
16. Peter Bro Miltersen and Troels Bjerre Sørensen. Computing proper equilibria of zero-sum games. *Computers and Games'06. Lecture Notes in Computer Science*, volume 4630, pages 200-211.
17. Kristoffer Arnsfelt Hansen, Peter Bro Miltersen, Troels Bjerre Sørensen. Finding equilibria in games of no chance. In *Computing and Combinatorics, 13th Annual International Conference (COCOON'07)*, Springer Lecture Notes in Computer Science, volume 4598, pages 274-284, 2007.
18. Peter Bro Miltersen and Troels Bjerre Sørensen. A near-optimal strategy for a heads-up no-limit Texas Hold'Em poker tournament. In *6th International conference on autonomous agents and multiagent systems (AAMAS'07)*, electronic proceedings available at [www.aamas-conference.org](http://www.aamas-conference.org), ISBN 978-81-904262-7-5. IFAAMAS, 2007.
19. Peter Bro Miltersen. The computational complexity of one-dimensional sandpiles. *Theory of Computing Systems* 41(1): 119-125, 2007. Preliminary version appeared in *Proc. New Computational Paradigms: First Conference on Computability in Europe (CiE'05)*, volume 3526 of *Lecture Notes in Computer Science*, pages 342-350.
20. Anna Gál and Peter Bro Miltersen. The Cell Probe Complexity of Succinct Data Structures. *Theoretical Computer Science*, 379(3): 405-417, 2007. Preliminary version appeared in *Proc. Automata, Languages and Programming, 30th International Colloquium (ICALP'03)*, volume 2719 of *Lecture Notes in Computer Science*, pages 442-453, 2003.
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25. Gudmund Skovbjerg Frandsen, Peter Bro Miltersen. Reviewing bounds on the circuit size of the hardest functions. *Information Processing Letters*, 95:354-357, 2005.
26. Peter Bro Miltersen. Lower bounds on the size of rank and selection indexes. In *Proc. 16th Annual ACM-SIAM Symposium on Discrete Algorithms (SODA'05)*, pages 11-12, ACM Press, 2005.
27. Kristoffer Arnsfelt Hansen and Peter Bro Miltersen. Some meet-in-the-middle circuit lower bounds. In *Mathematical Foundations of Computer Science, 29th International Symposium (MFCS'04)*, volume 3153 of *Lecture Notes in Computer Science*, pages 334-345.

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35. Peter Bro Miltersen. Cell probe complexity - a survey. Invited talk/paper at Advances in Data Structures (Pre-conference workshop of FSTTCS'99), 1999. Never published, available at homepage.
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