Publications of Martin Henz

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This is the list of publications of Martin Henz at the above date. WWW access is provided for academic use for many of these publications at http://www.comp.nus.edu.sg/~henz/publications/.

Books

[1] Martin Henz. *Objects for Concurrent Constraint Programming*. The Kluwer International Series in Engineering and Computer Science, Volume 426. Kluwer Academic Publishers, Dordrecht / Boston / London, 1998.

Book Chapters

[1] Martin Henz, Gert Smolka, and Jörg Würtz. Object-oriented concurrent constraint programming in Oz. In Vijay Saraswat and Pascal Van Hentenryck, editors, *Principles and Practice of Constraint Programming*, chapter 2, pages 29–48. The MIT Press, Cambridge, MA, 1995.

Journal Articles

[1] Martin Henz, Tobias Müller, and Sven Thiel. Global constraints for round robin tournament scheduling. *European Journal for Operational Research*, 153(1):92–101, February 2004.

[2] Martin Henz, Yun Fong Lim, Seet Chong Lua, Xiao Ping Shi, J. Paul Walser, and Roland H. C. Yap. Solving hierarchical constraints over finite domains. *Annals of Mathematics and Artificial Intelligence*, 40(3):283–302, March 2004.

[3] Peter Van Roy, Per Brand, Denys Duchier, Seif Haridi, Martin Henz, and Christian Schulte. Logic programming in the context of multiparadigm programming: the oz experience. *Journal of Theory and Practice of Logic Programming*, 3(6):715–763, 2003.

[4] Martin Henz. Scheduling a major college basketball conference—revisited. *Operations Research*, 49(1), January 2001.

[5] Martin Henz, Tobias Müller, and Ka Boon Ng. Figaro: Yet another constraint programming library. *Electronic Notes in Theoretical Computer Science*, 30(3), 1999.

[6] Martin Henz and Jörg Würtz. Constraint-based time tabling—a case study. *Applied Artificial Intelligence*, 10(5):439–453, 1996.

Refereed Conference Papers

[1] Wee-Chong Oon and Martin Henz. M^{2}ICAL: A tool for analyzing imperfect comparison algorithms. In *Proceedings of the Nineteenth IEEE International Conference on Tools with Artificial Intelligence*, Patras, Greece, 2007. IEEE. to appear.

[2] Martin Henz and Hoang-Minh Truong. SudokuSat—a tool for analyzing difficult Sudoku puzzles. In *Proceedings of the First International Workshop on Applications with Artificial Intelligence*, Studies in Computational Intelligence, Patras, Greece, 2007. Springer-Verlag, Berlin. to appear.

[3] Wee-Chong Oon and Martin Henz. M^{2}ICALanalyzes HC-Gammon. In *Proceedings of the Twenty-Second AAAI Conference on Artificial Intelligence*, pages 621–627, Vancouver, British Columbia, 2007. AAAI Press, Menlo Park, California.

[4] Martin Henz and Janardan Misra. Towards a framework for observing artificial life forms. In *Proceedings of the First IEEE Symposium on Artificial Life, IEEE-ALife'07*, Honolulu, Hawaii, 2007. IEEE.

[5] Martin Henz. Playing with constraint programming and large neighborhood search. In Michael Trick and Edmund Burke, editors, *Proceedings of the Fifth International Conference on the Practice And Theory of Automated Timetabling*, 2004.

[6] Roland Yap, Wang Stella, and Martin Henz. Hardware implementations of real-time reconfigurable WSAT variants. In *Proceedings of the International Conference on Field Programmable Logic and Applications*, Lecture Notes in Computer Science 2778, pages 488–496, Lisbon, Portugal, September 2003. Springer-Verlag, Berlin.

[7] Roland Yap, Wang Stella, and Martin Henz. Real-time reconfigurable hardware WSAT variants. In *Proceedings of the International Conference on Theory and Applications of Satisfiability*, S. Magherita Ligure—Portofino, Italy, September 2003. poster.

[8] Martin Henz, Edgar Tan, and Roland Yap. Implementing CSAT local search on FPGAs. In *Proceedings of the International Conference on Field Programmable Logic and Applications*, Lecture Notes in Computer Science 2438, pages 1156–1159, Montpellier, France, September 2002. Springer-Verlag, Berlin.

[9] Ka Boon Ng, Chiu Wo Choi, and Martin Henz. A software engineering approach to constraint programming systems. In Paul Strooper, editor, *Proceedings of the Asian-Pacific Conference on Software Engineering, APSEC*, 2002.

[10] Chiu Wo Choi, Martin Henz, and Ka Boon Ng. Components for state restoration in tree search. In Toby Walsh, editor, *Principles and Practice of Constraint Programming—CP 2001, Proceedings of the Seventh International Conference*, Lecture Notes in Computer Science 2239, pages 240–255, Cyprus, 2001. Springer-Verlag, Berlin.

[11] Martin Henz, Edgar Tan, and Roland Yap. One flip per clock cycle. In Toby Walsh, editor, *Proceedings of the Seventh International Conference on Principles and Practice of Constraint Programming*, Lecture Notes in Computer Science, pages 509–523, Cyprus, 2001. Springer-Verlag, Berlin.

[12] Martin Henz, Yun Fong Lim, Seet Chong Lua, Xiao Ping Shi, J. Paul Walser, and Roland H. C. Yap. Solving hierarchical constraints over finite domains. In *Sixth International Symposium on Artificial Intelligence and Mathematics*, Fort Lauderdale, Florida, 2000.

[13] Tee Yong Chew, Martin Henz, and Ka Boon Ng. A toolkit for constraint-based inference engines. In Enrico Pontelli and Vítor Santos Costa, editors, *Practical Aspects of Declarative Languages, Second International Workshop, PADL 2000*, Lecture Notes in Computer Science 1753, pages 185–199, Boston, MA, 2000. Springer-Verlag, Berlin.

[14] Martin Henz. Constraint-based round robin tournament planning. In Danny De Schreye, editor, *Proceedings of the International Conference on Logic Programming*, pages 545–557, Las Cruces, New Mexico, 1999. The MIT Press, Cambridge, MA.

[15] Martin Henz, Stefan Lauer, and Detlev Zimmermann. COMPOzE — intention-based music composition through constraint programming. In Mark Radle, editor, *Proceedings of the 8^{th} IEEE International Conference on Tools with Artificial Intelligence*, pages 118–121, Toulouse, France, November 1996. IEEE Computer Society Press.

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[18] Gert Smolka, Martin Henz, and Jörg Würtz. Object-oriented concurrent constraint programming in Oz. In Jaume Augustí and Pere Garcia, editors, *Programación Declarativa*, pages 5–20, Blanes, Spain, 30 September–1 October 1993. appeared in *Principles and Practice of Constraint Programming*, see Section Books and Book Chapters.

[19] Martin Henz, Michael Mehl, Ralf Scheidhauer, Gert Smolka, Ralf Treinen, and Jörg Würtz. Nebenläufige objektorientierte Programmierung mit Constraints. In Gottfried Wolf, editor, *Statusseminar des BMFT, Künstliche Intelligenz*, pages 385–396. Deutsche Forschungsanstalt für Luft- und Raumfahrt e.V., 27–28 April 1993.

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Workshops

[1] Martin Henz and Tan Woon Kiong. GNOPL—an implementation of OPL search in Oz. In *Proceedings of the Workshop Techniques foR Implementing Constraint programming Systems, TRICS 2002, in conjunction with the International Conference on Principles and Practice of Constraint Programming (CP 2002)*, Ithaca, New York, USA, September 2002.

[2] Chui Wo Choi, Martin Henz, and Ka Boon Ng. A compositional framework for search. In Enrico Pontelli, editor, *Proceedings of CICLOPS: Colloquium on Implementation of Constraint and LOgic Programming Systems, appeared as Technical Report TR-CS-003/2001, New Mexico State University*, Paphos, Cyprus, November 2001. available at `http://www.cs.nmsu.edu/TechReports`.

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[8] Martin Henz and Stephan Reiter. TOTO: TOol for Tracing Objects in Oz. In *WOz'95, International Workshop on Oz Programming*, Institut Dalle Molle d'Intelligence Artificielle Perceptive, Martigny, Switzerland, 29 November–1 December 1995.

[9] Martin Henz and Gert Smolka. Objects in higher-order concurrent constraint programming with state. In *Workshop on Coordination Models and Languages for Parallelism and Distribution (in connection with ECOOP 94)*, Bologna, Italy, 5 July 1994.

[10] Martin Henz. Refining completion modulo AC1. In *3rd International Workshop on Conditional Term Rewriting Systems*, pages 196–201, Dagstuhl, Germany, July 1992.

Theses

[1] Martin Henz. *Objects in Oz*. Doctoral Dissertation, Technische Fakultät, Universität des Saarlandes, Saarbrücken, Germany, June 1997.

[2] Martin Henz. *Term Rewriting in Associative Commutative Theories with Identities*. Master's thesis, State University of New York at Stony Brook, December 1991.

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[1] Nicolas Beldiceanu, Warwick Harvey, Martin Henz, François Laburthe, Eric Monfroy, Tobias Müller, Laurent Perron, and Christian Schulte, editors. Proceedings of TRICS: Techniques foR Implementing Constraint programming Systems, a post-conference workshop of CP 2000. Technical Report TRA9/00, School of Computing, National University of Singapore, 55 Science Drive 2, Singapore 117599, September 2000. available at `http://techrep.comp.nus.edu.sg`.

[2] Nicolas Beldiceanu, Pascal Brisset, Mats Carlsson, François Laburthe, Martin Henz, Eric Monfroy, Laurent Perron, and Christian Schulte. Proceedings of TRICS: Techniques foR Implementing Constraint programming Systems, a pre-conference workshop of CP 2002. Technical Report TRA9/02, School of Computing, National University of Singapore, 55 Science Drive 2, Singapore 117599, September 2002. available at `http://techrep.comp.nus.edu.sg`.

Others

[1] Martin Henz. Puzzle of tournament scheduling solved. *Innovation*, 2(1):12–13, March 2001.

[2] Martin Henz. Friar Tuck - a constraint-based tournament-scheduling tool. *IEEE Intelligent Systems*, 15(1):5–7, January-February 2000.

[3] Gert Smolka, Martin Henz, Michael Mehl, Ralf Scheidhauer, Christian Schulte, Ralf Treinen, and Jörg Würtz. Hydra: Hybride Werkbank zur Konstruktion von deduktiven Problemlösern in wissensbasierten Systemen: Berechnung und Deduktion mit Constraints. Research Report FR-97-02, German Research Center for Artificial Intelligence (DFKI), Stuhlsatzenhausweg 3, D-66123 Saarbrücken, Germany, 1997.

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[5] Martin Henz. The Oz notation. DFKI Oz documentation series, German Research Center for Artificial Intelligence (DFKI), Stuhlsatzenhausweg 3, D-66123 Saarbrücken, Germany, 1997.

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