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. Scheduling a major college basketball conference—revisited. *Operations Research*, 49(1), 2001. to appear.

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

Refereed Conference Papers

[1] Chiu Wo Choi, Martin Henz, and Ka Boon Ng. Components for state restoration in tree search. In Toby Walsh, editor, *Proceedings of the Seventh International Conference on Principles and Practice of Constraint Programming*, Cyprus, 2001. LNCS. to appear.

[2] 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*, Cyprus, 2001. LNCS. to appear.

[3] 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. to appear.

[4] 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.

[5] 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.

[6] 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.

[7] Martin Henz and Jörg Würtz. Using Oz for college time tabling. In E.K.Burke and P.Ross, editors, *The Selected Proceedings of the 1st International Conference on the Practice and Theory of Automated Time Tabling, Edinburgh 1995*, Lecture Notes in Computer Science 1153, pages 162–177. Springer-Verlag, Berlin, 1996.

[8] Martin Henz, Gert Smolka, and Jörg Würtz. Oz—a programming language for multi-agent systems. In Ruzena Bajcsy, editor, *Proceedings of the 13^{th} International Joint Conference on Artificial Intelligence*, volume 1, pages 404–409, Chambéry, France, 30 August–3 September 1993. Morgan Kaufmann Publishers.

[9] 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.

[10] 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.

[11] Gert Smolka, Martin Henz, and Jörg Würtz. Object-oriented concurrent constraint programming in Oz. In Otthein Herzog, Thomas Christaller, and Dieter Schütt, editors, *Grundlagen und Anwendungen der*

Künstlichen Intelligenz, 17. Fachtagung für Künstliche Intelligenz, pages 44–60, Humboldt-Universität zu Berlin, Germany, 13–16 September 1993. Springer-Verlag. appeared in *Principles and Practice of Constraint Programming*, see Section Books and Book Chapters.

Workshops

[1] Ka Boon Ng, Chui Wo Choi, Martin Henz, and Tobias Müller. GIFT: A generic interface for reusing filtering algorithms. In *Proceedings of TRICS: Techniques foR Implementing Constraint programming Systems, a post-conference workshop of CP 2000, appears as 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] Martin Henz, Tobias Müller, and Ka Boon Ng. Figaro: Yet another constraint programming library. In *Proceedings of the Workshop on Parallelism and Implementation Technology for Constraint Logic Programming*, Las Cruces, New Mexico, USA, 1999. held in conjunction with ICLP'99.

[3] Martin Henz. Don't be puzzled! In *Workshop on Constraint Programming Applications, in conjunction with the Second International Conference on Principles and Practice of Constraint Programming (CP96)*, Cambridge, Massachusetts, USA, August 1996.

[4] Martin Henz, Martin Müller, and Markus Wolf. Munchkins: A shell for distributed multi-user games. In *WOz'95, International Workshop on Oz Programming*, Institut Dalle Molle d'Intelligence Artificielle Perceptive, Martigny, Switzerland, 29 November–1 December 1995.

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[6] 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.

[7] 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.

[8] 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.

Editor

[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`.

Others

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

[2] 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.

[3] Martin Henz, Martin Müller, Christian Schulte, and Jörg Würtz. The Oz standard modules. DFKI Oz documentation series, German Research Center for Artificial Intelligence (DFKI), Stuhlsatzenhausweg 3, D-66123 Saarbrücken, Germany, 1997.

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

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

[6] Gert Smolka, Martin Henz, and Jörg Würtz. Object-oriented concurrent constraint programming in Oz. Research Report RR-93-16, German Research Center for Artificial Intelligence (DFKI), Stuhlsatzenhausweg 3, D-66123 Saarbrücken, Germany, April 1993.