

REFERENCES

- [1] Balázs Dezső, Alpár Jüttner, and Péter Kovács. 2011. LEMON – an Open Source C++ Graph Template Library. *ENTCS* 264, 5 (2011), 23–45.
- [2] Thibaut Horel and Yaron Singer. 2015. Scalable Methods for Adaptively Seeding a Social Network. In *WWW*. 441–451.
- [3] Sergei Ivanov, Konstantinos Theodoridis, Manolis Terrovitis, and Panagiotis Karras. 2017. Content Recommendation for Viral Social Influence. In *SIGIR*. 565–574.
- [4] David Kempe, Jon Kleinberg, and Éva Tardos. 2003. Maximizing the Spread of Influence through a Social Network. In *KDD*. 137–146.
- [5] Ansh Khurana, Alvis Logins, and Panagiotis Karras. 2020. Selecting Influential Features by a Learnable Content-Aware Linear Threshold Model. In *CIKM*. 635–644.
- [6] Paul Lagrée, Olivier Cappé, Bogdan Cautis, and Silviu Maniu. 2019. Algorithms for Online Influencer Marketing. *TKDD* 13, 1 (2019), 1–30.
- [7] Yuchen Li, Ju Fan, Yanhao Wang, and Kian-Lee Tan. 2018. Influence Maximization on Social Graphs: A Survey. *TKDE* 30, 10 (2018), 1852–1872.
- [8] Lior Seeman and Yaron Singer. 2013. Adaptive Seeding in Social Networks. In *FOCS*. 459–468.