

Gert Lanckriet

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11013686/publications.pdf>

Version: 2024-02-01

22
papers

1,478
citations

687363

13
h-index

1058476

14
g-index

22
all docs

22
docs citations

22
times ranked

1701
citing authors

#	ARTICLE	IF	CITATIONS
1	Context Recognition In-the-Wild. , 2018, 1, 1-22.		71
2	Twitter-Based Detection of Illegal Online Sale of Prescription Opioid. American Journal of Public Health, 2017, 107, 1910-1915.	2.7	93
3	Objective Assessment of Physical Activity. Medicine and Science in Sports and Exercise, 2016, 48, 951-957.	0.4	62
4	Prediction and Characterization of High-Activity Events in Social Media Triggered by Real-World News. PLoS ONE, 2016, 11, e0166694.	2.5	20
5	A histogram density modeling approach to music emotion recognition. , 2015, , .		10
6	Crowdsourcing the Unknown: The Satellite Search for Genghis Khan. PLoS ONE, 2014, 9, e114046.	2.5	33
7	Identifying Active Travel Behaviors in Challenging Environments Using GPS, Accelerometers, and Machine Learning Algorithms. Frontiers in Public Health, 2014, 2, 36.	2.7	92
8	Multi-sensor physical activity recognition in free-living. , 2014, 2014, 431-440.		31
9	A random forest classifier for the prediction of energy expenditure and type of physical activity from wrist and hip accelerometers. Physiological Measurement, 2014, 35, 2191-2203.	2.1	295
10	Codebook-Based Audio Feature Representation for Music Information Retrieval. IEEE/ACM Transactions on Audio Speech and Language Processing, 2014, 22, 1483-1493.	5.8	36
11	A Bag of Systems Representation for Music Auto-Tagging. IEEE Transactions on Audio Speech and Language Processing, 2013, 21, 2554-2569.	3.2	13
12	Learning Content Similarity for Music Recommendation. IEEE Transactions on Audio Speech and Language Processing, 2012, 20, 2207-2218.	3.2	82
13	Game-powered machine learning. Proceedings of the National Academy of Sciences of the United States of America, 2012, 109, 6411-6416.	7.1	24
14	A Generative Context Model for Semantic Music Annotation and Retrieval. IEEE Transactions on Audio Speech and Language Processing, 2012, 20, 1096-1108.	3.2	32
15	Time Series Models for Semantic Music Annotation. IEEE Transactions on Audio Speech and Language Processing, 2011, 19, 1343-1359.	3.2	41
16	From region similarity to category discovery. , 2011, , .		12
17	Modeling Music as a Dynamic Texture. IEEE Transactions on Audio Speech and Language Processing, 2010, 18, 602-612.	3.2	34
18	Multi-class object localization by combining local contextual interactions. , 2010, , .		55

#	ARTICLE	IF	CITATIONS
19	Dynamic texture models of music. , 2009, , .		4
20	Semantic Annotation and Retrieval of Music and Sound Effects. IEEE Transactions on Audio Speech and Language Processing, 2008, 16, 467-476.	3.2	312
21	Towards musical query-by-semantic-description using the CAL500 data set. , 2007, , .		79
22	Audio Information Retrieval using Semantic Similarity. , 2007, , .		47