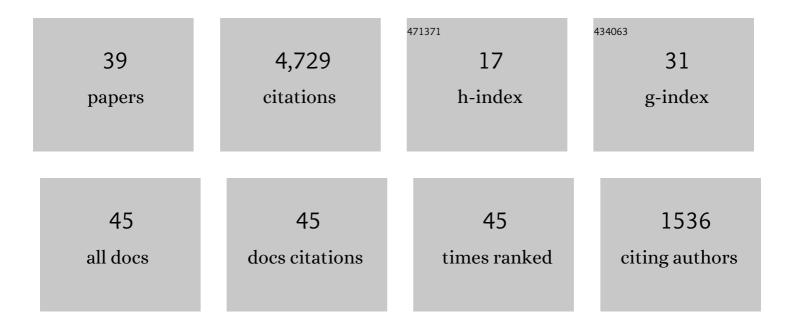
## Kenneth D Forbus

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/11230927/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Qualitative process theory. Artificial Intelligence, 1984, 24, 85-168.	3.9	1,417
2	The structure-mapping engine: Algorithm and examples. Artificial Intelligence, 1989, 41, 1-63.	3.9	1,095
3	MAC/FAC: A Model of Similarity-Based Retrieval. Cognitive Science, 1995, 19, 141-205.	0.8	383
4	Cmpositional modeling: finding the right model for the job. Artificial Intelligence, 1991, 51, 95-143.	3.9	254
5	Analogical Reasoning and Conceptual Change: A Case Study of Johannes Kepler. Journal of the Learning Sciences, 1997, 6, 3-40.	2.0	236
6	Reviving Inert Knowledge: Analogical Abstraction Supports Relational Retrieval of Past Events. Cognitive Science, 2009, 33, 1343-1382.	0.8	186
7	Qualitative spatial reasoning: The CLOCK project. Artificial Intelligence, 1991, 51, 417-471.	3.9	162
8	Computational models of analogy. Wiley Interdisciplinary Reviews: Cognitive Science, 2011, 2, 266-276.	1.4	126
9	Extending SME to Handle Large cale Cognitive Modeling. Cognitive Science, 2017, 41, 1152-1201.	0.8	92
10	Analogy just looks like high level perception: why a domain-general approach to analogical mapping is right. Journal of Experimental and Theoretical Artificial Intelligence, 1998, 10, 231-257.	1.8	73
11	Qualitative Physics: Past, Present, and Future. , 1990, , 11-39.		62
12	Interpreting Observations of Physical Systems. IEEE Transactions on Systems, Man, and Cybernetics, 1987, 17, 350-359.	0.9	58
13	CyclePad: An articulate virtual laboratory for engineering thermodynamics. Artificial Intelligence, 1999, 114, 297-347.	3.9	57
14	The Qualitative Process Engine. , 1990, , 220-235.		53
15	Qualitative Physics: Past, Present, and Future. , 1988, , 239-296.		48
16	Transfer Learning through Analogy in Games. Al Magazine, 2011, 32, 70.	1.4	43
17	Qualitative Process Theory. , 1984, , 85-168.		37
18	Chapter 9 Qualitative Modeling. Foundations of Artificial Intelligence, 2008, 3, 361-393.	0.9	30

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#	Article	IF	CITATIONS
19	Sketching for military courses of action diagrams. , 2003, , .		29
20	Companion Cognitive Systems: Design Goals and Lessons Learned So Far. IEEE Intelligent Systems, 2009, 24, 36-46.	4.0	24
21	Al and Cognitive Science: The Past and Next 30â€fYears. Topics in Cognitive Science, 2010, 2, 345-356.	1.1	22
22	Qualitative modeling. Wiley Interdisciplinary Reviews: Cognitive Science, 2011, 2, 374-391.	1.4	22
23	Editors' Introduction: Sketching and Cognition. Topics in Cognitive Science, 2017, 9, 864-865.	1.1	12
24	QPE: Using assumption-based truth maintenance for qualitative simulation. Advanced Engineering Informatics, 1988, 3, 200-215.	0.5	10
25	The Cognitive Science of Sketch Worksheets. Topics in Cognitive Science, 2017, 9, 921-942.	1.1	9
26	Representation and Computation in Cognitive Models. Topics in Cognitive Science, 2017, 9, 694-718.	1.1	8
27	Analogy and Qualitative Representations in the Companion Cognitive Architecture. Al Magazine, 2017, 38, 34-42.	1.4	8
28	Self-explanatory simulators: making computers partners in the modeling process. Mathematics and Computers in Simulation, 1994, 36, 91-101.	2.4	5
29	Spatial Reasoning in Comparative Analyses of Physics Diagrams. Lecture Notes in Computer Science, 2014, , 268-282.	1.0	5
30	Similarity-based cognitive architecture. ACM SIGART Bulletin, 1991, 2, 66-69.	0.5	4
31	Using Analogy to Cluster Hand-Drawn Sketches for Sketch-Based Educational Software. Al Magazine, 2014, 35, 76.	1.4	4
32	Expanding and Repositioning Cognitive Science. Topics in Cognitive Science, 2019, 11, 918-927.	1.1	4
33	Same/different in visual reasoning. Current Opinion in Behavioral Sciences, 2021, 37, 63-68.	2.0	3
34	Evidence from machines that learn and think like people. Behavioral and Brain Sciences, 2017, 40, e264.	0.4	2
35	Logic versus logicism: a reply to McDermott. Computational Intelligence, 1987, 3, 176-178.	2.1	1
36	Using Qualitative Physics to Build Articulate Software for Thermodynamics Education: A Preliminary Report. Interactive Learning Environments, 1998, 5, 19-32.	4.4	1

#	Article	IF	CITATIONS
37	THE PHYSICS OF FUTURES PAST: A RESPONSE TO SACKS AND DOYLE. Computational Intelligence, 1992, 8, 233-252.	2.1	0
38	Vision and Sketching. Perception, 2012, 41, 1031-1039.	0.5	0
39	An Analogical Model of Pretense. Cognitive Science, 2022, 46, e13112.	0.8	0