

Alexandre Pauchet

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1149407/publications.pdf>

Version: 2024-02-01

19
papers

60
citations

2258059

3
h-index

1872680

6
g-index

19
all docs

19
docs citations

19
times ranked

67
citing authors

#	ARTICLE	IF	CITATIONS
1	Polyhedral combinatorics of the $\langle \text{mml:math xmlns:mml="http://www.w3.org/1998/Math/MathML" altimg="si9.gif" display="inline" overflow="scroll"} \langle \text{mml:mi}K\langle \text{mml:mi} \rangle \langle \text{mml:math} \rangle \text{-partitioning problem with representative variables. Discrete Applied Mathematics, 2016, 211, 1-14.} \rangle \rangle$	0.9	13
2	Topical cohesion of communities on Twitter. <i>Procedia Computer Science</i> , 2017, 112, 584-593.	2.0	10
3	Topological and topical characterisation of Twitter user communities. <i>Data Technologies and Applications</i> , 2018, 52, 482-501.	1.4	5
4	Extracting Contextonyms from Twitter for Stance Detection. , 2017, , .		5
5	A Generic Machine Learning Based Approach for Addressee Detection In Multiparty Interaction. , 2019, , .		4
6	Fusion of Smile, Valence and N-Gram Features for Automatic Affect Detection. , 2013, , .		3
7	Performance Comparison of Machine Learning Models Trained on Manual vs ASR Transcriptions for Dialogue Act Annotation. , 2018, , .		3
8	Multiparty Interactions for Coordination in a Mixed Human-Agent Teamwork. <i>Lecture Notes in Computer Science</i> , 2017, , 29-42.	1.3	3
9	A Conventional Dialogue Model Based on Dialogue Patterns. <i>International Journal on Artificial Intelligence Tools</i> , 2017, 26, 1760009.	1.0	2
10	Extraction and Clustering of Two-Dimensional Dialogue Patterns. <i>International Journal on Artificial Intelligence Tools</i> , 2018, 27, 1850001.	1.0	2
11	A novel focus encoding scheme for addressee detection in multiparty interaction using machine learning algorithms. <i>Journal on Multimodal User Interfaces</i> , 2021, 15, 175-188.	2.9	2
12	Interactive Narration with a Child: Avatar versus Human in Video-Conference. <i>Lecture Notes in Computer Science</i> , 2017, , 343-346.	1.3	2
13	Empirical Specification of Dialogue Games for an Interactive Agent. <i>Lecture Notes in Computer Science</i> , 2013, , 49-60.	1.3	1
14	Relevant Sources of Information Are Not Necessarily Popular Ones. , 2014, , .		1
15	A Conventional Dialogue Model Based on Empirically Specified Dialogue Games. , 2015, , .		1
16	A Bi-Dimensional User Profile to Discover Unpopular Web Sources. , 2015, , .		1
17	Measures for topical cohesion of user communities on Twitter. , 2017, , .		1
18	Simulating a Human Cooperative Problem Solving. <i>Lecture Notes in Computer Science</i> , 2007, , 225-235.	1.3	1

#	ARTICLE	IF	CITATIONS
19	Modelling Context to Solve Conflicts in SentiWordNet. , 2013, , .		0