

# Michael Kearns

## List of Publications by Year in descending order

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36  
papers

3,827  
citations

448610

19  
h-index

563245

28  
g-index

37  
all docs

37  
docs citations

37  
times ranked

2774  
citing authors

#	ARTICLE	IF	CITATIONS
1	Fairness in Criminal Justice Risk Assessments: The State of the Art. <i>Sociological Methods and Research</i> , 2021, 50, 3-44.	4.3	390
2	Ethical algorithm design. , 2020, 18, 31-36.		14
3	Fair Algorithms for Learning in Allocation Problems. , 2019, , .		29
4	An Empirical Study of Rich Subgroup Fairness for Machine Learning. , 2019, , .		80
5	Private algorithms for the protected in social network search. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2016, 113, 913-918.	3.3	24
6	Mathematical foundations for social computing. <i>Communications of the ACM</i> , 2016, 59, 102-108.	3.3	10
7	Mechanism Design in Large Games: Incentives and Privacy. <i>American Economic Review</i> , 2014, 104, 431-435.	4.0	13
8	Behavioral experiments on a network formation game. , 2012, , .		19
9	Experiments in social computation. <i>Communications of the ACM</i> , 2012, 55, 56-67.	3.3	44
10	Behavioral dynamics and influence in networked coloring and consensus. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2010, 107, 14978-14982.	3.3	76
11	Censored exploration and the dark pool problem. <i>Communications of the ACM</i> , 2010, 53, 99-107.	3.3	36
12	Behavioral experiments on biased voting in networks. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2009, 106, 1347-1352.	3.3	114
13	Network bargaining. , 2009, , .		15
14	Regret to the best vs. regret to the average. <i>Machine Learning</i> , 2008, 72, 21-37.	3.4	8
15	Behavioral experiments in networked trade. , 2008, , .		27
16	An Experimental Study of the Coloring Problem on Human Subject Networks. <i>Science</i> , 2006, 313, 824-827.	6.0	205
17	Interdependent Security in Interconnected Networks. , 2006, , 258-276.		10
18	Cobot in LambdaMOO: An Adaptive Social Statistics Agent. <i>Autonomous Agents and Multi-Agent Systems</i> , 2006, 13, 327-354.	1.3	32

#	ARTICLE	IF	CITATIONS
19	A Sparse Sampling Algorithm for Near-Optimal Planning in Large Markov Decision Processes. Machine Learning, 2002, 49, 193-208.	3.4	146
20	Near-Optimal Reinforcement Learning in Polynomial Time. Machine Learning, 2002, 49, 209-232.	3.4	351
21	A social reinforcement learning agent. , 2001, , .		74
22	Testing Problems with Sublearning Sample Complexity. Journal of Computer and System Sciences, 2000, 61, 428-456.	0.9	31
23	On the Boosting Ability of Top-Down Decision Tree Learning Algorithms. Journal of Computer and System Sciences, 1999, 58, 109-128.	0.9	67
24	Algorithmic Stability and Sanity-Check Bounds for Leave-One-Out Cross-Validation. Neural Computation, 1999, 11, 1427-1453.	1.3	351
25	Efficient noise-tolerant learning from statistical queries. Journal of the ACM, 1998, 45, 983-1006.	1.8	330
26	Rigorous learning curve bounds from statistical mechanics. Machine Learning, 1997, 25, 195-236.	3.4	16
27	Efficient Learning of Typical Finite Automata from Random Walks. Information and Computation, 1997, 138, 23-48.	0.5	17
28	Rigorous Learning Curve Bounds from Statistical Mechanics. Machine Learning, 1996, 25, 195-236.	3.4	18
29	Learning from a Population of Hypotheses. Machine Learning, 1995, 18, 255-276.	3.4	1
30	Learning from a population of hypotheses. Machine Learning, 1995, 18, 255-276.	3.4	11
31	On the learnability of discrete distributions. , 1994, , .		132
32	Learning Boolean formulas. Journal of the ACM, 1994, 41, 1298-1328.	1.8	56
33	Cryptographic limitations on learning Boolean formulae and finite automata. Journal of the ACM, 1994, 41, 67-95.	1.8	504
34	Bounds on the sample complexity of Bayesian learning using information theory and the VC dimension. Machine Learning, 1994, 14, 83-113.	3.4	72
35	Learning in the Presence of Malicious Errors. SIAM Journal on Computing, 1993, 22, 807-837.	0.8	225
36	A general lower bound on the number of examples needed for learning. Information and Computation, 1989, 82, 247-261.	0.5	273