Brahim Chaib-draa

List of Publications by Year
in descending order

78	1,158	686830	476904
papers	citations	13	29
		h-index	g-index

80	80	80	1170
all docs	docs citations	times ranked	citing authors

#	ARTICLE	IF	CITATIONS
1	Cooperative Adaptive Cruise Control: A Reinforcement Learning Approach. IEEE Transactions on Intelligent Transportation Systems, 2011, 12, 1248-1260.	4.7	256
2	Information Sharing as a Coordination Mechanism for Reducing the Bullwhip Effect in a Supply Chain. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2007, 37, 396-409.	3.3	112
3	A collaborative driving system based on multiagent modelling and simulations. Transportation Research Part C: Emerging Technologies, 2005, 13, 320-345.	3.9	94
4	Parametric Exponential Linear Unit for Deep Convolutional Neural Networks. , 2017, , .		94
5	KNN-based Kalman filter: An efficient and non-stationary method for Gaussian process regression. Knowledge-Based Systems, 2016, 114, 148-155.	4.0	32
6	Generative Adversarial Positive-Unlabelled Learning. , 2018, , .		32
7	Urban Traffic Control Based on Learning Agents. , 2007, , .		28
8	Bayesian reinforcement learning in continuous POMDPs with application to robot navigation. , 2008, , .		27
9	Multi-item auctions for automatic negotiation. Information and Software Technology, 2002, 44, 291-301.	3.0	24
10	Satisfaction Equilibrium: Achieving Cooperation in Incomplete Information Games. Lecture Notes in Computer Science, 2006, , 61-72.	1.0	22
11	Multiagent Coordination Techniques for Complex Environments: The Case of a Fleet of Combat Ships. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2007, 37, 373-385.	3.3	21
12	An online Bayesian filtering framework for Gaussian process regression: Application to global surface temperature analysis. Expert Systems With Applications, 2017, 67, 285-295.	4.4	21
13	Commitment and Argument Network: A New Formalism for Agent Communication. Lecture Notes in Computer Science, 2004, , 146-165.	1.0	20
14	The cognitive coherence approach for agent communication pragmatics. , 2003, , .		17
15	Modelling Flexible Social Commitments and Their Enforcement. Lecture Notes in Computer Science, 2005, , 139-151.	1.0	17
16	Solving the continuous time multiagent patrol problem. , 2010, , .		17
17	An approximate inference with Gaussian process to latent functions from uncertain data. Neurocomputing, 2011, 74, 1945-1955.	3.5	17
18	Specifying and Implementing a Persuasion Dialogue Game Using Commitments and Arguments. Lecture Notes in Computer Science, 2005, , 130-148.	1.0	15

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19	Real-Time Decision Making for Large POMDPs. Lecture Notes in Computer Science, 2005, , 450-455.	1.0	14
20	Agent communication pragmatics: the cognitive coherence approach. Cognitive Systems Research, 2005, 6, 364-395.	1.9	14
21	Conversational semantics sustained by commitments. Autonomous Agents and Multi-Agent Systems, 2007, 14, 165-186.	1.3	14
22	Learning Gaussian Process Models from Uncertain Data. Lecture Notes in Computer Science, 2009, , 433-440.	1.0	13
23	Repeated games for multiagent systems: a survey. Knowledge Engineering Review, 2014, 29, 1-30.	2.1	12
24	Multimodal Sentiment Analysis: A Multitask Learning Approach. , 2019, , .		12
25	Bayesian reinforcement learning in continuous POMDPs with gaussian processes. , 2009, , .		11
26	Effective learning in the presence of adaptive counterparts. Journal of Algorithms, 2009, 64, 127-138.	0.9	11
27	DIAGAL: An Agent Communication Language Based on Dialogue Games and Sustained by Social Commitments. Autonomous Agents and Multi-Agent Systems, 2006, 13, 61-95.	1.3	10
28	Building Adaptive Dialogue Systems Via Bayes-Adaptive POMDPs. IEEE Journal on Selected Topics in Signal Processing, 2012, 6, 917-927.	7.3	10
29	Performance of software agents in non-transferable payoff group buying. Journal of Experimental and Theoretical Artificial Intelligence, 2006, 18, 17-48.	1.8	9
30	A Computational Model for Conversation Policies for Agent Communication. Lecture Notes in Computer Science, 2005, , 178-195.	1.0	9
31	Conversational Semantics with Social Commitments. Lecture Notes in Computer Science, 2005, , 18-32.	1.0	8
32	Learning Observation Models for Dialogue POMDPs. Lecture Notes in Computer Science, 2012, , 280-286.	1.0	8
33	Coordination in CE Systems: An Approach Based on the Management of Dependences between Activities. Concurrent Engineering Research and Applications, 1997, 5, 367-377.	2.0	7
34	A Modal Semantics for an Argumentation-Based Pragmatics for Agent Communication. Lecture Notes in Computer Science, 2005, , 44-63.	1.0	7
35	Collaborative Driving System Using Teamwork for Platoon Formations. , 2005, , 133-151.		7
36	Comparison of Different Coordination Strategies for the RoboCupRescue Simulation. Lecture Notes in Computer Science, 2004, , 987-996.	1.0	7

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37	A Markov Model for Multiagent Patrolling in Continuous Time. Lecture Notes in Computer Science, 2009, , 648-656.	1.0	7
38	Artificial tactile perception for surface identification using a triple axis accelerometer probe. , 2011, , .		6
39	Apprenticeship learning with few examples. Neurocomputing, 2013, 104, 83-96.	3.5	6
40	ACL as a Joint Project between Participants: A Preliminary Report. Lecture Notes in Computer Science, 2000, , 235-248.	1.0	6
41	An Inverse Reinforcement Learning Algorithm for Partially Observable Domains with Application on Healthcare Dialogue Management. , 2012, , .		5
42	An Exploration in Using Cognitive Coherence Theory to Automate BDI Agentsâ€™ Communicational Behavior. Lecture Notes in Computer Science, 2004, , 37-58.	1.0	5
43	Multiagent Systems Viewed as Distributed Scheduling Systems: Methodology and Experiments. Lecture Notes in Computer Science, 2005, , 43-47.	1.0	4
44	DIAGAL: A Generic ACL for Open Systems. Lecture Notes in Computer Science, 2005, , 152-165.	1.0	4
45	Multiagent learning in adaptive dynamic systems. , 2007, , .		4
46	Reinforcement Learning with Inertial Exploration. , 2007, , .		4
47	An adaptive nonparametric particle filter for state estimation. , 2012, , .		4
48	STOCHASTIC RESOURCE ALLOCATION IN MULTIAGENT ENVIRONMENTS: AN APPROACH BASED ON DISTRIBUTED Q-VALUES AND BOUNDED REAL-TIME DYNAMIC PROGRAMMING. International Journal on Artificial Intelligence Tools, 2012, 21, 1250003.	0.7	4
49	Computing equilibria in discounted dynamic games. Applied Mathematics and Computation, 2015, 269, 863-884.	1.4	4
50	Request for Action Reconsidered as a Dialogue Game Based on Commitments. Lecture Notes in Computer Science, 2003, , 284-299.	1.0	4
51	Distributed Planning in Stochastic Games with Communication. , 2008, , .		3
52	Dialogue POMDP components (part I): learning states and observations. International Journal of Speech Technology, 2014, 17, 309-323.	1.4	3
53	Feature selection for robust automatic speech recognition: a temporal offset approach. International Journal of Speech Technology, 2015, 18, 395-404.	1.4	3
54	Convolutional Residual Network for Grasp Localization. , 2017, , .		3

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55	Quasi-Deterministic Partially Observable Markov Decision Processes. Lecture Notes in Computer Science, 2009, , 237-246.	1.0	3
56	Learning Dialogue POMDP Models from Data. Lecture Notes in Computer Science, 2011, , 86-91.	1.0	3
57	Partial Local FriendQ Multiagent Learning: Application to Team Automobile Coordination Problem. Lecture Notes in Computer Science, 2006, , 359-370.	1.0	3
58	Adaptive Play Q-Learning with Initial Heuristic Approximation. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	2
59	Architecture and Design of a Multi-Layered Cooperative Adaptive Cruise Control System. , 2007, , .		2
60	Bayesian inference for time-varying applications: Particle-based Gaussian process approaches. Neurocomputing, 2017, 238, 351-364.	3.5	2
61	Effects of Frequency-Based Inter-frame Dependencies on Automatic Speech Recognition. Lecture Notes in Computer Science, 2014, , 357-362.	1.0	2
62	Multi-attribute Decision Making in a Complex Multiagent Environment Using Reinforcement Learning with Selective Perception. Lecture Notes in Computer Science, 2004, , 416-421.	1.0	2
63	Integrating Social Commitment-Based Communication in Cognitive Agent Modeling. Lecture Notes in Computer Science, 2006, , 76-92.	1.0	2
64	Agent Communication Language: Towards a Semantics based on Success, Satisfaction, and Recursion. Lecture Notes in Computer Science, 1999, , 363-379.	1.0	2
65	A Q-decomposition LRTDP Approach to Resource Allocation. , 2006, , .		1
66	Task allocation learning in a multiagent environment: Application to the RoboCupRescue simulation. Multiagent and Grid Systems, 2010, 6, 293-314.	0.5	1
67	Apprenticeship learning via soft local homomorphisms. , 2010, , .		1
68	CM-RELVIEW: A TOOL FOR CAUSAL REASONING IN MULTIAGENT ENVIRONMENTS. , 2001, , .		1
69	A Frigate Movement Survival Agent-Based Approach. Lecture Notes in Computer Science, 2003, , 683-691.	1.0	1
70	Resolution-Based Policy Search for Imperfect Information Differential Games. , 2006, , .		0
71	A Real-time Dynamic Programming Decomposition Approach to Resource Allocation. , 2007, , .		0
72	Prediction-Directed Compression of POMDPs. , 2008, , .		0

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73	Building Dialogue POMDPs from Expert Dialogues. Springer Briefs in Electrical and Computer Engineering, 2016, , .	0.3	0
74	An Efficient Resource Allocation Approach in Real-Time Stochastic Environment. Lecture Notes in Computer Science, 2006, , 49-60.	1.0	0
75	An Online POMDP Algorithm Used by the PoliceForce Agents in the RoboCupRescue Simulation. Lecture Notes in Computer Science, 2006, , 196-207.	1.0	0
76	R-FRTDP: A Real-Time DP Algorithm with Tight Bounds for a Stochastic Resource Allocation Problem. Lecture Notes in Computer Science, 2007, , 50-60.	1.0	0
77	Competition and Coordination in Stochastic Games. Lecture Notes in Computer Science, 2007, , 26-37.	1.0	0
78	Anytime Self-play Learning to Satisfy Functional Optimality Criteria. Lecture Notes in Computer Science, 2009, , 446-457.	1.0	0