Nicol Antonio Cesa-Bianchi

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

78 papers	6,528 citations	26 h-index	80 g-index
90 ext. papers	8,121 ext. citations	2.6 avg, IF	6.18 L-index

#	Paper	IF	Citations
78	Finite-time Analysis of the Multiarmed Bandit Problem. *Machine Learning*, **2002**, 47, 235-256	4	2142
77	Prediction, Learning, and Games **2006**,		955
76	The Nonstochastic Multiarmed Bandit Problem. *SIAM Journal on Computing*, **2002**, 32, 48-77	1.1	722
75	Regret Analysis of Stochastic and Nonstochastic Multi-armed Bandit Problems. *Foundations and Trends in Machine Learning*, **2012**, 5, 1-122	32.9	613
74	How to use expert advice. *Journal of the ACM*, **1997**, 44, 427-485	2	281
73	Scale-sensitive dimensions, uniform convergence, and learnability. *Journal of the ACM*, **1997**, 44, 615-631	2	155
72			147
71	Combinatorial bandits. *Journal of Computer and System Sciences*, **2012**, 78, 1404-1422	1	124
70	. *IEEE Transactions on Information Theory*, **2004**, 50, 2050-2057	2.8	121
69	Worst-case quadratic loss bounds for prediction using linear functions and gradient descent. *IEEE Transactions on Neural Networks*, **1996**, 7, 604-19		86
68	. *IEEE Transactions on Information Theory*, **2013**, 59, 7711-7717	2.8	84
67	A Second-Order Perceptron Algorithm. *SIAM Journal on Computing*, **2005**, 34, 640-668	1.1	81
66	Regret Minimization Under Partial Monitoring. *Mathematics of Operations Research*, **2006**, 31, 562-580	1.5	73
65	Hierarchical classification **2006**,		71
64	Adaptive and Self-Confident On-Line Learning Algorithms. *Journal of Computer and System Sciences*, **2002**, 64, 48-75	1	66
63	Tracking the best hyperplane with a simple budget Perceptron. *Machine Learning*, **2007**, 69, 143-167	4	65
62	Synergy of multi-label hierarchical ensembles, data fusion, and cost-sensitive methods for gene functional inference. *Machine Learning*, **2012**, 88, 209-241	4	57

61	Potential-Based Algorithms in On-Line Prediction and Game Theory. *Machine Learning*, **2003**, 51, 239-261	4	45
60	On prediction of individual sequences. *Annals of Statistics*, **1999**, 27, 1865	3.2	42
59	On-line prediction and conversion strategies. *Machine Learning*, **1996**, 25, 71-110	4	42
58	How to use expert advice **1993**,		41
57	Regret Minimization for Reserve Prices in Second-Price Auctions. *IEEE Transactions on Information Theory*, **2015**, 61, 549-564	2.8	35
56	Improved second-order bounds for prediction with expert advice. *Machine Learning*, **2007**, 66, 321-352	4	35
55	Characterizations of Learnability for Classes of {0, ..., n)-Valued Functions. *Journal of Computer and System Sciences*, **1995**, 50, 74-86	1	32
54	Analysis of Two Gradient-Based Algorithms for On-Line Regression. *Journal of Computer and System Sciences*, **1999**, 59, 392-411	1	30
53	Minimizing regret with label efficient prediction. *IEEE Transactions on Information Theory*, **2005**, 51, 2152-2162	2.8	26
52	Online Learning of Noisy Data. *IEEE Transactions on Information Theory*, **2011**, 57, 7907-7931	2.8	22
51			22
50	On-line learning with malicious noise and the closure algorithm. *Annals of Mathematics and Artificial Intelligence*, **1998**, 23, 83-99	0.8	18
49	Robust bounds for classification via selective sampling **2009**,		15
48	Tracking the Best Hyperplane with a Simple Budget Perceptron. *Lecture Notes in Computer Science*, **2006**, 483-498	0.9	14
47	PAC-Bayesian Inequalities for Martingales. *IEEE Transactions on Information Theory*, **2012**, 58, 7086-7093	2.8	13
46	Splitting with confidence in decision trees with application to stream mining **2015**,		12
45	Regret Minimization for Reserve Prices in Second-Price Auctions **2013**,		12
44	HCGene: a software tool to support the hierarchical classification of genes. *Bioinformatics*, **2008**, 24, 729-31	7.2	12

43	Worst-Case Bounds for the Logarithmic Loss of Predictors **2001**, 43, 247-264		12
42	Learning Probabilistic Linear-Threshold Classifiers via Selective Sampling. *Lecture Notes in Computer Science*, **2003**, 373-387	0.9	11
41	A generalized online mirror descent with applications to classification and regression. *Machine Learning*, **2015**, 99, 411-435	4	9
40	Learning noisy linear classifiers via adaptive and selective sampling. *Machine Learning*, **2011**, 83, 71-102	4	9
39	A graph-theoretic generalization of the Sauer-Shelah lemma. *Discrete Applied Mathematics*, **1998**, 86, 27-35	1	9
38	Improved Second-Order Bounds for Prediction with Expert Advice. *Lecture Notes in Computer Science*, **2005**, 217-232	0.9	9
37	Regret Bounds for Hierarchical Classification with Linear-Threshold Functions. *Lecture Notes in Computer Science*, **2004**, 93-108	0.9	8
36	Towards Highly Adaptive Services for Mobile Computing **2004**, 121-134		8
35	Sample-efficient strategies for learning in the presence of noise. *Journal of the ACM*, **1999**, 46, 684-719	2	8
34	Confidence Decision Trees via Online and Active Learning for Streaming Data. *Journal of Artificial Intelligence Research*,60, 1031-1055	4	8
33	Multitask Protein Function Prediction through Task Dissimilarity. *IEEE/ACM Transactions on Computational Biology and Bioinformatics*, **2019**, 16, 1550-1560	3	8
32	Active Incremental Recognition of Human Activities in a Streaming Context. *Pattern Recognition Letters*, **2017**, 99, 48-56	4.7	7
31	Nonstochastic Multi-Armed Bandits with Graph-Structured Feedback. *SIAM Journal on Computing*, **2017**, 46, 1785-1826	1.1	7
30	Minimax regret under log loss for general classes of experts **1999**,		7
29	On Prediction of Individual Sequences. *SSRN Electronic Journal*,	1	7
28	The ABACOC Algorithm: A Novel Approach for Nonparametric Classification of Data Streams **2015**,		6
27	OM-2: An online multi-class Multi-Kernel Learning algorithm Luo Jie **2010**,		6
26	On Bayes Methods for On-Line Boolean Prediction. *Algorithmica*, **1998**, 22, 112-137	0.9	5

25	Improved Risk Tail Bounds for On-Line Algorithms. *IEEE Transactions on Information Theory*, **2008**, 54, 386-390	2.8	5
24	A distributed architecture for management and retrieval of extended points of interest		5
23	Online Action Recognition via Nonparametric Incremental Learning **2014**,		5
22	Analysis of two gradient-based algorithms for on-line regression **1997**,		4
21	Applications of regularized least squares to pattern classification. *Theoretical Computer Science*, **2007**, 382, 221-231	1.1	4
20	Characterizations of learnability for classes of {O, □n}-valued functions **1992**,		4
19	Online Learning Algorithms. *Annual Review of Statistics and Its Application*, **2021**, 8, 165-190	7.6	4
18	A Second-Order Perceptron Algorithm. *Lecture Notes in Computer Science*, **2002**, 121-137	0.9	4
17	Minimizing Regret with Label Efficient Prediction. *Lecture Notes in Computer Science*, **2004**, 77-92	0.9	3
16	. *IEEE Transactions on Information Theory*, **1994**, 40, 1215-1218	2.8	3
15	Efficient Transductive Online Learning via Randomized Rounding **2013**, 177-194		3
14	Noise-tolerant learning near the information-theoretic bound **1996**,		2
13	On Bayes methods for on-line Boolean prediction **1996**,		2
12	Tight bounds on the cumulative profit of distributed voters **1996**,		2
11	Randomized hypotheses and minimum disagreement hypotheses for learning with noise. *Lecture Notes in Computer Science*, **1997**, 119-133	0.9	2
10	A Regret Analysis of Bilateral Trade **2021**,		2
9	Efficient learning with equivalence queries of conjunctions of modulo functions. *Information Processing Letters*, **1995**, 56, 15-17	0.8	1
8	Applications of Regularized Least Squares to Classification Problems. *Lecture Notes in Computer Science*, **2004**, 14-18	0.9	1

7	Learning Unknown Graphs. *Lecture Notes in Computer Science*, **2009**, 110-125	0.9	1
6	Ensembles and Multiple Classifiers: A Game-Theoretic View. *Lecture Notes in Computer Science*, **2011**, 2-5	0.9	
5	Predicting the labels of an unknown graph via adaptive exploration. *Theoretical Computer Science*, **2011**, 412, 1791-1804	1.1	
4	A distributed voting scheme to maximize preferences. *RAIRO - Theoretical Informatics and Applications*, **2006**, 40, 389-403	0.5	
3	MULTIARMED BANDITS IN THE WORST CASE. *IFAC Postprint Volumes IPPV / International Federation of Automatic Control*, **2002**, 35, 91-96		
2	Potential-Based Algorithms in Online Prediction and Game Theory. *Lecture Notes in Computer Science*, **2001**, 48-64	0.9	
1	Recent Results In On-line Prediction and Boosting. *Perspectives in Neural Computing*, **1997**, 39-59		