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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.

80 papers	876 citations	17 h-index	25 g-index
99 ext. papers	1,033 ext. citations	2.3 avg, IF	4.25 L-index

#	Paper	IF	Citations
80	Hybrid Reinforcement/Supervised Learning of Dialogue Policies from Fixed Data Sets. *Computational Linguistics*, **2008**, 34, 487-511	2.8	55
79	Social Communication between Virtual Characters and Children with Autism. *Lecture Notes in Computer Science*, **2011**, 7-14	0.9	40
78	Reinforcement Learning for Adaptive Dialogue Systems **2011**,		37
77	Learning what to say and how to say it: Joint optimisation of spoken dialogue management and natural language generation. *Computer Speech and Language*, **2011**, 25, 210-221	2.8	34
76	Aligning Logical and Psychological Perspectives on Diagrammatic Reasoning. *Artificial Intelligence Review*, **2001**, 15, 29-62	9.7	33
75	Learning user simulations for information state update dialogue systems		33
74	User simulation for spoken dialogue systems: learning and evaluation		31
73	An ISU dialogue system exhibiting reinforcement learning of dialogue policies **2006**,		30
72	Evaluation of a hierarchical reinforcement learning spoken dialogue system. *Computer Speech and Language*, **2010**, 24, 395-429	2.8	28
71	Ontologies for Plane, Polygonal Mereotopology. *Notre Dame Journal of Formal Logic*, **1997**, 38,	1	27
70	multithreaded context for robust conversational interfaces. *ACM Transactions on Computer-Human Interaction*, **2004**, 11, 241-267	4.7	26
69	The MuMMER Project: Engaging Human-Robot Interaction in Real-World Public Spaces. *Lecture Notes in Computer Science*, **2016**, 753-763	0.9	25
68	Recent research advances in Reinforcement Learning in Spoken Dialogue Systems. *Knowledge Engineering Review*, **2009**, 24, 375-408	2.1	23
67	Machine Learning for Social Multiparty Human--Robot Interaction. *ACM Transactions on Interactive Intelligent Systems*, **2014**, 4, 1-32	1.8	21
66	Evaluating effectiveness and portability of reinforcement learned dialogue strategies with real users: the talk TownInfo evaluation **2006**,		20
65	Blending Human and Artificial Intelligence to Support Autistic Children□ Social Communication Skills. *ACM Transactions on Computer-Human Interaction*, **2018**, 25, 1-35	4.7	19
64	Learning and Evaluation of Dialogue Strategies for New Applications: Empirical Methods for Optimization from Small Data Sets. *Computational Linguistics*, **2011**, 37, 153-196	2.8	18

63	Mixture model POMDPs for efficient handling of uncertainty in dialogue management **2008**,		17
62	Cluster-based user simulations for learning dialogue strategies		17
61	Combining acoustic and pragmatic features to predict recognition performance in spoken dialogue systems **2004**,		14
60	Natural Language Generation enhances human decision-making with uncertain information **2016**,		14
59	Natural language generation as planning under uncertainty for spoken dialogue systems **2009**,		14
58	Natural Language Generation as Incremental Planning Under Uncertainty: Adaptive Information Presentation for Statistical Dialogue Systems. *IEEE/ACM Transactions on Audio Speech and Language Processing*, **2014**, 22, 979-994	3.6	13
57	Adaptive Generation in Dialogue Systems Using Dynamic User Modeling. *Computational Linguistics*, **2014**, 40, 883-920	2.8	13
56	Real user evaluation of a POMDP spoken dialogue system using automatic belief compression. *Computer Speech and Language*, **2014**, 28, 873-887	2.8	12
55	On the Insufficiency of Linear Diagrams for Syllogisms. *Notre Dame Journal of Formal Logic*, **1998**, 39,	1	12
54	A dialogue based mobile virtual assistant for tourists: The SpaceBook Project. *Computers, Environment and Urban Systems*, **2018**, 67, 110-123	5.9	11
53	Supporting children's social communication skills through interactive narratives with virtual characters **2010**,		11
52	Evaluating a social multi-user interaction model using a Nao robot **2014**,		9
51	Evaluating Persuasion Strategies and Deep Reinforcement Learning methods for Negotiation Dialogue agents **2017**,		9
50	Data-to-Text Generation Improves Decision-Making Under Uncertainty. *IEEE Computational Intelligence Magazine*, **2017**, 12, 10-17	5.6	8
49	Reinforcement learning of dialogue strategies with hierarchical abstract machines **2006**,		8
48	Targeted help for spoken dialogue systems **2003**,		8
47	Automatic annotation of context and speech acts for dialogue corpora. *Natural Language Engineering*, **2009**, 15, 315	1.1	7
46	Complete Logics for QSR: A Guide to Plane Mereotopology. *Journal of Visual Languages and Computing*, **1998**, 9, 5-21		7

45	Learning more effective dialogue strategies using limited dialogue move features **2006**,		7
44	Learning lexical alignment policies for generating referring expressions in spoken dialogue systems **2009**,		7
43	A wizard-of-oz environment to study referring expression generation in a situated spoken dialogue task **2009**,		7
42	Learning Adaptive Referring Expression Generation Policies for Spoken Dialogue Systems. *Lecture Notes in Computer Science*, **2010**, 67-84	0.9	7
41	Hybrid chat and task dialogue for more engaging HRI using reinforcement learning **2017**,		6
40	Towards action selection under uncertainty for a socially aware robot bartender **2014**,		6
39	Accurate statistical spoken language understanding from limited development resources. *Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing*, **2008**,	1.6	6
38	Using machine learning to explore human multimodal clarification strategies **2006**,		6
37	Comparing Multi-label Classification with Reinforcement Learning for Summarisation of Time-series Data **2014**,		6
36	Learning non-cooperative dialogue behaviours **2014**,		6
35	Spoken Conversational AI in Video Games **2018**,		6
34	Combining Chat and Task-Based Multimodal Dialogue for More Engaging HRI **2017**,		5
33	Incremental online learning of objects for robots operating in real environments **2017**,		5
32	A two-tier user simulation model for reinforcement learning of adaptive referring expression generation policies **2009**,		5
31	Natural Language Generation as Planning under Uncertainty for Spoken Dialogue Systems. *Lecture Notes in Computer Science*, **2010**, 105-120	0.9	5
30	Adaptive Natural Language Generation **2011**, 189-204		5
29	Conversational Interfaces **2012**, 1-4		4
28	Words at the Right Time: Real-Time Dialogues with the WITAS Unmanned Aerial Vehicle. *Lecture Notes in Computer Science*, **2003**, 52-63	0.9	4

27	Bootstrapping incremental dialogue systems from minimal data: the generalisation power of dialogue grammars **2017**,		4
26	Neural Response Ranking for Social Conversation: A Data-Efficient Approach **2018**,		4
25	User simulations for context-sensitive speech recognition in spoken dialogue systems **2009**,		4
24	Information density and overlap in spoken dialogue. *Computer Speech and Language*, **2016**, 37, 82-97	2.8	4
23	Handling uncertain input in multi-user human-robot interaction **2014**,		3
22	Jon Barwise and Jerry Seligman, Information Flow. The Logic of Distributed Systems. *Erkenntnis*, **1998**, 49, 397-401	0.5	3
21	The scientific status of mobile robotics: Multi-resolution mapbuilding as a case study. *Robotics and Autonomous Systems*, **1998**, 24, 5-15	3.5	3
20	A General Purpose Architecture for Intelligent Tutoring Systems. *Text, Speech and Language Technology*, **2005**, 287-305		3
19	Training an adaptive dialogue policy for interactive learning of visually grounded word meanings **2016**,		3
18	Cluster-based Prediction of User Ratings for Stylistic Surface Realisation **2014**,		3
17	Statistical Approaches to Adaptive Natural Language Generation **2012**, 103-130		3
16	Let's Go, DUDE! Using the Spoken Dialogue Challenge to teach Spoken Dialogue development **2010**,		2
15	Introduction to special issue on machine learning for adaptivity in spoken dialogue systems. *ACM Transactions on Speech and Language Processing*, **2011**, 7, 1-3		2
14	A nonparametric Bayesian approach to learning multimodal interaction management **2012**,		2
13	Introduction to the Issue on Advances in Spoken Dialogue Systems and Mobile Interface. *IEEE Journal on Selected Topics in Signal Processing*, **2012**, 6, 889-890	7.5	2
12	Hierarchical dialogue optimization using semi-Markov decision processes		2
11	An Advanced Learning Environment Aided by Recognition of Multi-modal Social Signals. *Lecture Notes in Computer Science*, **2010**, 41-51	0.9	2
10	Finding middle ground? Multi-objective Natural Language Generation from time-series data **2014**,		2

9	Towards a Robot Architecture for Situated Lifelong Object Learning **2019**,		2
8	Barge-in effects in Bayesian dialogue act recognition and simulation **2013**,		1
7	Grammars as Mechanisms for Interaction: The Emergence of Language Games. *Theoretical Linguistics*, **2017**, 43,	0.7	1
6	Using logistic regression to initialise reinforcement-learning-based dialogue systems **2006**,		1
5	Logics for geographic information. *Journal of Geographical Systems*, **1999**, 1, 75-90	1.8	1
4	Robust Facial Feature Detection and Tracking for Head Pose Estimation in a Novel Multimodal Interface for Social Skills Learning. *Lecture Notes in Computer Science*, **2009**, 588-597	0.9	1
3	Parallel Computing and Practical Constraints when applying the Standard POMDP Belief Update Formalism to Spoken Dialogue Management **2011**, 189-201		1
2	Developing Dialogue Managers from Limited Amounts of Data **2012**, 5-17		
1	Reinforcement learning approaches to natural language generation in interactive systems151-179		