Oliver Lemon

List of Publications by Year
in descending order

97 papers	1,497 citations	586496 16 h-index	620720 26 g-index
99 all docs	99 docs citations	99 times ranked	873 citing authors

#	Article	IF	Citations
1	Towards Visual Dialogue for Human-Robot Interaction. , 2021, , .		2
2	Coronabot. , 2021, , .		3
3	ViCA: Combining visual, social, and task-oriented conversational AI in a healthcare setting. , 2021, , .		0
4	It's Good to Chat?. , 2020, , .		4
5	Towards a Robot Architecture for Situated Lifelong Object Learning. , 2019, , .		4
6	A dialogue based mobile virtual assistant for tourists: The SpaceBook Project. Computers, Environment and Urban Systems, 2018, 67, 110-123.	3.3	14
7	Spoken Conversational AI in Video Games. , 2018, , .		23
8	Blending Human and Artificial Intelligence to Support Autistic Childrenâ€™s Social Communication Skills. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-35.	4.6	40
9	Neural Response Ranking for Social Conversation: A Data-Efficient Approach. , 2018, , .		10
10	Combining Chat and Task-Based Multimodal Dialogue for More Engaging HRI. , 2017, , .		16
11	Grammars as Mechanisms for Interaction: The Emergence of Language Games. Theoretical Linguistics, 2017, 43, .	0.1	1
12	Data-to-Text Generation Improves Decision-Making Under Uncertainty. IEEE Computational Intelligence Magazine, 2017, 12, 10-17.	3.4	13
13	Introducing a ROS based planning and execution framework for human-robot interaction. , 2017, , .		0
14	Hybrid chat and task dialogue for more engaging HRI using reinforcement learning. , 2017, , .		16
15	Incremental online learning of objects for robots operating in real environments. , 2017, , .		12
16	Bootstrapping incremental dialogue systems from minimal data: the generalisation power of dialogue grammars. , 2017, , .		15
17	Evaluating Persuasion Strategies and Deep Reinforcement Learning methods for Negotiation Dialogue agents. , 2017, , .		14
18	Sympathy Begins with a Smile, Intelligence Begins with a Word: Use of Multimodal Features in Spoken Human-Robot Interaction. , 2017, , .		4

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19	Teaching Robots through Situated Interactive Dialogue and Visual Demonstrations. , 2017, , .		0
20	How to talk to strangers: Generating medical reports for first-time users. , 2016, , .		2
21	Information density and overlap in spoken dialogue. Computer Speech and Language, 2016, 37, 82-97.	2.9	10
22	The MuMMER Project: Engaging Human-Robot Interaction in Real-World Public Spaces. Lecture Notes in Computer Science, 2016, , 753-763.	1.0	39
23	Natural Language Generation enhances human decision-making with uncertain information. , 2016, , .		29
24	Training an adaptive dialogue policy for interactive learning of visually grounded word meanings. , 2016, , .		10
25	Learning to Trade in Strategic Board Games. Communications in Computer and Information Science, 2016, , 83-95.	0.4	2
26	Learning Trading Negotiations Using Manually and Automatically Labelled Data. , 2015, , .		1
27	A Game-Based Setup for Data Collection and Task-Based Evaluation of Uncertain Information Presentation. , 2015, , .		3
28	Handling uncertain input in multi-user human-robot interaction. , 2014, , .		4
29	Machine Learning for Social Multiparty Human--Robot Interaction. ACM Transactions on Interactive Intelligent Systems, 2014, 4, 1-32.	2.6	31
30	Towards action selection under uncertainty for a socially aware robot bartender. , 2014, , .		12
31	Evaluating a social multi-user interaction model using a Nao robot. , 2014, , .		12
32	Adaptive Generation in Dialogue Systems Using Dynamic User Modeling. Computational Linguistics, 2014, 40, 883-920.	2.5	26
33	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.	4.0	22
34	Real user evaluation of a POMDP spoken dialogue system using automatic belief compression. Computer Speech and Language, 2014, 28, 873-887.	2.9	16
35	Cluster-based Prediction of User Ratings for Stylistic Surface Realisation. , 2014, , .		8
36	The PARLANCE mobile application for interactive search in English and Mandarin. , 2014, , .		1

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37	Comparing Multi-label Classification with Reinforcement Learning for Summarisation of Time-series Data. , 2014, , .		14
38	Multi-threaded Interaction Management for Dynamic Spatial Applications. , 2014, , .		0
39	Multi-adaptive Natural Language Generation using Principal Component Regression. , 2014, , .		1
40	Finding middle ground? Multi-objective Natural Language Generation from time-series data. , 2014, , .		7
41	Learning non-cooperative dialogue behaviours. , 2014, , .		14
42	Barge-in effects in Bayesian dialogue act recognition and simulation. , 2013, , .		2
43	A nonparametric Bayesian approach to learning multimodal interaction management. , 2012, , .		2
44	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.	7.3	2
45	Developing Dialogue Managers from Limited Amounts of Data. , 2012, , 5-17.		1
46	Statistical Approaches to Adaptive Natural Language Generation. , 2012, , 103-130.		3
47	Learning and Evaluation of Dialogue Strategies for New Applications: Empirical Methods for Optimization from Small Data Sets. Computational Linguistics, 2011, 37, 153-196.	2.5	25
48	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.	2.9	46
49	Introduction to special issue on machine learning for adaptivity in spoken dialogue systems. ACM Transactions on Speech and Language Processing, 2011, 7, 1-3.	0.9	3
50	Social Communication between Virtual Characters and Children with Autism. Lecture Notes in Computer Science, 2011, , 7-14.	1.0	50
51	Reinforcement Learning for Adaptive Dialogue Systems. , 2011, , .		58
52	Parallel Computing and Practical Constraints when applying the Standard POMDP Belief Update Formalism to Spoken Dialogue Management. , 2011, , 189-201.		2
53	Evaluation of a hierarchical reinforcement learning spoken dialogue system. Computer Speech and Language, 2010, 24, 395-429.	2.9	43
54	Supporting children's social communication skills through interactive narratives with virtual characters. , 2010, , .		13

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55	“Let's Go, DUDE!” using the Spoken Dialogue Challenge to teach Spoken Dialogue development. , 2010, , .		3
56	Learning Adaptive Referring Expression Generation Policies for Spoken Dialogue Systems. Lecture Notes in Computer Science, 2010, , 67-84.	1.0	8
57	Natural Language Generation as Planning under Uncertainty for Spoken Dialogue Systems. Lecture Notes in Computer Science, 2010, , 105-120.	1.0	29
58	An Advanced Learning Environment Aided by Recognition of Multi-modal Social Signals. Lecture Notes in Computer Science, 2010, , 41-51.	1.0	2
59	Automatic annotation of context and speech acts for dialogue corpora. Natural Language Engineering, 2009, 15, 315.	2.1	13
60	Facial feature detection and tracking in a new multimodal technology-enhanced learning environment for social communication. , 2009, , .		4
61	Recent research advances in Reinforcement Learning in Spoken Dialogue Systems. Knowledge Engineering Review, 2009, 24, 375-408.	2.1	31
62	User simulations for context-sensitive speech recognition in spoken dialogue systems. , 2009, , .		6
63	Natural language generation as planning under uncertainty for spoken dialogue systems. , 2009, , .		15
64	Learning lexical alignment policies for generating referring expressions in spoken dialogue systems. , 2009, , .		15
65	A wizard-of-oz environment to study referring expression generation in a situated spoken dialogue task. , 2009, , .		11
66	A two-tier user simulation model for reinforcement learning of adaptive referring expression generation policies. , 2009, , .		7
67	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.	1.0	2
68	Automatic generation of information state update dialogue systems that dynamically create voice XML, as demonstrated on the iPhone. , 2009, , .		1
69	Hybrid Reinforcement/Supervised Learning of Dialogue Policies from Fixed Data Sets. Computational Linguistics, 2008, 34, 487-511.	2.5	87
70	Using dialogue acts to learn better repair strategies for spoken dialogue systems. Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing, 2008, , .	1.8	5
71	Accurate statistical spoken language understanding from limited development resources. Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing, 2008, , .	1.8	9
72	Mixture model POMDPs for efficient handling of uncertainty in dialogue management. , 2008, , .		24

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73	USING LOGISTIC REGRESSION TO INITIALISE REINFORCEMENT-LEARNING-BASED DIALOGUE SYSTEMS. , 2006, , .		2
74	EVALUATING EFFECTIVENESS AND PORTABILITY OF REINFORCEMENT LEARNED DIALOGUE STRATEGIES WITH REAL USERS: THE TALK TOWNINFO EVALUATION. , 2006, , .		38
75	REINFORCEMENT LEARNING OF DIALOGUE STRATEGIES WITH HIERARCHICAL ABSTRACT MACHINES. , 2006, , .		16
76	Learning more effective dialogue strategies using limited dialogue move features. , 2006, , .		12
77	Using machine learning to explore human multimodal clarification strategies. , 2006, , .		12
78	An ISU dialogue system exhibiting reinforcement learning of dialogue policies. , 2006, , .		51
79	A General Purpose Architecture for Intelligent Tutoring Systems. Text, Speech and Language Technology, 2005, , 287-305.	0.2	7
80	Combining acoustic and pragmatic features to predict recognition performance in spoken dialogue systems. , 2004, , .		31
81	multithreaded context for robust conversational interfaces. ACM Transactions on Computer-Human Interaction, 2004, 11, 241-267.	4.6	40
82	Words at the Right Time: Real-Time Dialogues with the WITAS Unmanned Aerial Vehicle. Lecture Notes in Computer Science, 2003, , 52-63.	1.0	6
83	An information state approach in a multi-modal dialogue system for human-robot conversation. Pragmatics and Beyond New Series, 2003, , 229-242.	0.3	1
84	Targeted help for spoken dialogue systems. , 2003, , .		16
85	Aligning Logical and Psychological Perspectives on Diagrammatic Reasoning. Artificial Intelligence Review, 2001, 15, 29-62.	9.7	47
86	Editorial: Efficacy of Diagrammatic Reasoning. Journal of Logic, Language and Information, 1999, 8, 265-271.	0.4	4
87	Logics for geographic information. Journal of Geographical Systems, 1999, 1, 75-90.	1.9	3
88	Jon Barwise and Jerry Seligman, Information Flow. The Logic of Distributed Systems. Erkenntnis, 1998, 49, 397-401.	0.6	5
89	Complete Logics for QSR: A Guide to Plane Mereotopology. Journal of Visual Languages and Computing, 1998, 9, 5-21.	1.8	8
90	The scientific status of mobile robotics: Multi-resolution mapbuilding as a case study. Robotics and Autonomous Systems, 1998, 24, 5-15.	3.0	5

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91	On the Insufficiency of Linear Diagrams for Syllogisms. Notre Dame Journal of Formal Logic, 1998, 39, .	0.2	16
92	Ontologies for Plane, Polygonal Mereotopology. Notre Dame Journal of Formal Logic, 1997, 38, .	0.2	35
93	Reinforcement learning approaches to natural language generation in interactive systems. , 0, , 151-179.		2
94	Learning user simulations for information state update dialogue systems. , 0, , .		66
95	User simulation for spoken dialogue systems: learning and evaluation. , 0, , .		57
96	Cluster-based user simulations for learning dialogue strategies. , 0, , .		25
97	Hierarchical dialogue optimization using semi-Markov decision processes. , 0, , .		6