

# Daniel J Fremont

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7177813/publications.pdf>

Version: 2024-02-01

16  
papers

447  
citations

1684188

5  
h-index

1474206

9  
g-index

16  
all docs

16  
docs citations

16  
times ranked

205  
citing authors

#	ARTICLE	IF	CITATIONS
1	Scenic: a language for scenario specification and scene generation. , 2019, , .		144
2	VerifAI: A Toolkit for the Formal Design and Analysis of Artificial Intelligence-Based Systems. Lecture Notes in Computer Science, 2019, , 432-442.	1.3	100
3	Formal Scenario-Based Testing of Autonomous Vehicles: From Simulation to the Real World. , 2020, , .		65
4	On Parallel Scalable Uniform SAT Witness Generation. Lecture Notes in Computer Science, 2015, , 304-319.	1.3	50
5	Formal Analysis and Redesign of a Neural Network-Based Aircraft Taxiing System with VerifAI. Lecture Notes in Computer Science, 2020, , 122-134.	1.3	28
6	Scenic: a language for scenario specification and data generation. Machine Learning, 2023, 112, 3805-3849.	5.4	18
7	Addressing the IEEE AV Test Challenge with Scenic and VerifAI. , 2021, , .		10
8	On the Hardness of SAT with Community Structure. Lecture Notes in Computer Science, 2016, , 141-159.	1.3	8
9	Control Improvisation with Probabilistic Temporal Specifications. , 2016, , .		6
10	Safety in Autonomous Driving: Can Tools Offer Guarantees?. , 2021, , .		5
11	Formal Analysis of AI-Based Autonomy: From Modeling to Runtime Assurance. Lecture Notes in Computer Science, 2021, , 311-330.	1.3	4
12	Reactive Control Improvisation. Lecture Notes in Computer Science, 2018, , 307-326.	1.3	4
13	Specification Mining for Machine Improvisation with Formal Specifications. Computers in Entertainment, 2016, 14, 1-20.	1.1	2
14	Parallel and Multi-objective Falsification with Scenic and VerifAI. Lecture Notes in Computer Science, 2021, , 265-276.	1.3	2
15	Querying Labelled Data with Scenario Programs for Sim-to-Real Validation. , 2022, , .		1
16	Guest Editorial: Special issue on robust machine learning. Machine Learning, 0, , 1.	5.4	0