Jean-Pierre Briot

List of Publications by Year
in descending order

61 papers	**862** citations	840585 **11** h-index	642610 **23** g-index
64 all docs	**64** docs citations	**64** times ranked	**316** citing authors

#	Article	IF	Citations
1	From artificial neural networks to deep learning for music generation: history, concepts and trends. Neural Computing and Applications, 2021, 33, 39-65.	3.2	44
2	Deep learning for music generation: challenges and directions. Neural Computing and Applications, 2020, 32, 981-993.	3.2	55
3	An Approach for Real-Time Stream Reasoning for the Internet of Things. , 2017, , .		4
4	Stream-Based Reasoning for IoT Applications â€" Proposal of Architecture and Analysis of Challenges. International Journal of Semantic Computing, 2017, 11, 325-344.	0.4	4
5	Towards stream-based reasoning and machine learning for IoT applications. , 2017, , .		5
6	Practical Reasoning in an Argumentation-based Decision BDI Agent: a Case Study for Participatory Management of Protected Areas. , 2017, , .		4
7	Participatory Management of Protected Areas for Biodiversity Conservation and Social Inclusion. Advances in Computational Intelligence and Robotics Book Series, 2017, , 295-332.	0.4	1
8	A Multi-Agent Architecture for Quantified Fruits: Design and Experience. , 2016, , .		3
9	Composants et agents : Ã©volution de la programmation et analyse comparative. Techniques Et Sciences Informatiques, 2014, 33, 85-115.	0.0	2
10	Object-Oriented Concurrent Programming in ABCL/1. Lecture Notes in Computer Science, 2014, , 18-43.	1.0	1
11	A Serious Game and Artificial Agents to Support Intercultural Participatory Management of Protected Areas for Biodiversity Conservation and Social Inclusion. , 2011, , .		9
12	Flexibility and coordination in event-based, loosely coupled, distributed systems. Computer Languages, Systems and Structures, 2010, 36, 142-157.	1.4	4
13	Towards reliable multi-agent systems: An adaptive replication mechanism. Multiagent and Grid Systems, 2010, 6, 1-24.	0.5	23
14	Design of a Participatory Decision Making Agent Architecture Based on Argumentation and Influence Function â€" Application to a Serious Game about Biodiversity Conservation. RAIRO - Operations Research, 2010, 44, 269-283.	1.0	11
15	L'innovation dans les sports de natureÂ: l'irruption de nouvelles activitÃ©s dans une station de sports d'hiver. Espaces Et Societes, 2009, nÂ° 136-137, 155-171.	0.0	13
16	A Serious Game for Exploring and Training in Participatory Management of National Parks for Biodiversity Conservation: Design and Experience. , 2009, , .		8
17	A User Interface to Support Dialogue and Negotiation in Participatory Simulations. Lecture Notes in Computer Science, 2009, , 127-140.	1.0	6
18	Design of a Decision Maker Agent for a Distributed Role Playing Game â€" Experience of the SimParc Project. Lecture Notes in Computer Science, 2009, , 119-134.	1.0	4

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19	Managing Distributed and Heterogeneous Context for Ambient Intelligence. Chapman & Hall/CRC Studies in Informatics Series, 2009, , 79-128.	0.1	1
20	Ambient Intelligence Applications: Introducing the Campus Framework. , 2008, , .		6
21	Ubiquitous Service Regulation Based on Dynamic Rules. , 2008, , .		1
22	Contextualizing normative open multi-agent systems. , 2008, , .		6
23	Dynamic resource allocation heuristics for providing fault tolerance in multi-agent systems. , 2008, , .		0
24	Supporting agents in intelligent environments with protocol information. , 2008, , .		3
25	Providing Contextual Norm Information in Open Multi-Agent Systems. Lecture Notes in Computer Science, 2008, , 19-36.	1.0	4
26	Predictive fault tolerance in multiagent systems. , 2007, , .		3
27	DARX - A Self-healing Framework for Agents. Lecture Notes in Computer Science, 2007, , 88-105.	1.0	1
28	On Fault Tolerance in Law-Governed Multi-agent Systems. Lecture Notes in Computer Science, 2007, , 1-20.	1.0	1
29	Applying the Governance Framework Technique to Promote Maintainability in Open Multi-Agent Systems. Lecture Notes in Computer Science, 2007, , 64-83.	1.0	0
30	Toward Agent-Based Cooperative Resource Management in a Telecommunication Operator Grid Platform. , 2006, , .		0
31	Refinement operators to facilitate the reuse of interaction laws in open multi-agent systems. , 2006, , .		6
32	On fault tolerance in law-governed multi-agent systems. , 2006, , .		6
33	A Predictive Method for Providing Fault Tolerance in Multi-agent Systems. , 2006, , .		6
34	Plan-based replication for fault-tolerant multi-agent systems. , 2006, , .		7
35	Adaptive Replication of Large-Scale Multi-agent Systems â€“ Towards a Fault-Tolerant Multi-agent Platform. Lecture Notes in Computer Science, 2006, , 238-253.	1.0	11
36	Recognizing Chords with EDS: Part One. Lecture Notes in Computer Science, 2006, , 185-195.	1.0	3

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37	A Modeling Framework for Generic Agent Interaction Protocols. Lecture Notes in Computer Science, 2006, , 207-224.	1.0	10
38	Enhancing the Environment with a Law-Governed Service for Monitoring and Enforcing Behavior in Open Multi-Agent Systems. , 2006, , 221-238.		5
39	Architectural Design of Component-Based Agents: A Behavior-Based Approach. , 2006, , 71-90.		10
40	Une expÃ©rience de conception et de composition de comportements d'agents Ã l'aide de composants. L Objet, 2006, 12, 11-41.	0.2	1
41	Adaptive replication of large-scale multi-agent systems. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2005, 30, 1-6.	0.5	9
42	Adaptive replication of large-scale multi-agent systems. , 2005, , .		17
43	Towards Fault-Tolerant Massively Multiagent Systems. Lecture Notes in Computer Science, 2005, , 55-69.	1.0	7
44	Automatic Introduction of Mobility for Standard-Based Frameworks. Lecture Notes in Computer Science, 2005, , 813-827.	1.0	0
45	Adaptations dynamiques et orthogonales de composants logiciels distribuÃ©s. Techniques Et Sciences Informatiques, 2004, 23, 151-174.	0.0	0
46	Les espaces d'interaction. Vers une gÃ©omÃ©trie des systÃ¨mes d'agents mobiles. L Objet, 2004, 10, 31-45.	0.2	0
47	Dynamic and Adaptive Replication for Large-Scale Reliable Multi-agent Systems. Lecture Notes in Computer Science, 2003, , 182-198.	1.0	19
48	Adaptability and Embodiment Using Multi-Agent Systems. Lecture Notes in Computer Science, 2002, , 211-212.	1.0	0
49	From active objects to autonomous agents. IEEE Concurrency, 1999, 7, 68-76.	0.8	81
50	A Classification of Various Approaches for Object-Based Parallel and Distributed Programming. Lecture Notes in Computer Science, 1999, , 3-29.	1.0	1
51	Concurrency and distribution in object-oriented programming. ACM Computing Surveys, 1998, 30, 291-329.	16.1	107
52	An experiment in classification and specialization of synchronization schemes. Lecture Notes in Computer Science, 1996, , 227-249.	1.0	4
53	Object-oriented concurrent programming (abstract). ACM SIGPLAN OOPS Messenger, 1993, 4, 218.	0.1	0
54	Object-oriented concurrent programming (abstract). , 1992, , .		0

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55	Design of a distributed implementation of ABCL/l. ACM SIGPLAN Notices, 1989, 24, 15-17.	0.2	1
56	From objects to actors: study of a limited symbiosis in smalltalk-80. ACM SIGPLAN Notices, 1989, 24, 69-72.	0.2	1
57	Programming with explicit metaclasses in Smalltalk-80. ACM SIGPLAN Notices, 1989, 24, 419-431.	0.2	7
58	Object-Oriented Concurrent Programming in ABCL/1. , 1988, , 434-444.		3
59	Object-oriented concurrent programming in ABCL/1. ACM SIGPLAN Notices, 1986, 21, 258-268.	0.2	99
60	Object-oriented concurrent programming ABCL/1. , 1986, , .		181
61	An Approach to Operationalize Regulative Norms in Multiagent Systems. , 0, , .		0