

Stephen J Verzi

List of Publications by Year in descending order

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Version: 2024-02-01

30
papers

388
citations

1162889

8
h-index

887953

17
g-index

32
all docs

32
docs citations

32
times ranked

457
citing authors

#	ARTICLE	IF	CITATIONS
1	Potential Public Health Effects of Reducing Nicotine Levels in Cigarettes in the United States. <i>New England Journal of Medicine</i> , 2018, 378, 1725-1733.	13.9	131
2	Training deep neural networks for binary communication with the Whetstone method. <i>Nature Machine Intelligence</i> , 2019, 1, 86-94.	8.3	67
3	Modeling the Potential Effects of New Tobacco Products and Policies: A Dynamic Population Model for Multiple Product Use and Harm. <i>PLoS ONE</i> , 2015, 10, e0121008.	1.1	49
4	Modeling Hospitals' Adaptive Capacity during a Loss of Infrastructure Services. <i>Journal of Healthcare Engineering</i> , 2015, 6, 85-120.	1.1	28
5	Boosted ARTMAP: Modifications to fuzzy ARTMAP motivated by boosting theory. <i>Neural Networks</i> , 2006, 19, 446-468.	3.3	17
6	Computing with Spikes: The Advantage of Fine-Grained Timing. <i>Neural Computation</i> , 2018, 30, 2660-2690.	1.3	15
7	An information-theoretic, vector-space-model approach to cross-language information retrieval. <i>Natural Language Engineering</i> , 2011, 17, 37-70.	2.1	14
8	Modeling Evacuation of a Hospital without Electric Power. <i>Prehospital and Disaster Medicine</i> , 2015, 30, 279-287.	0.7	10
9	Preparing for the aftermath: Using emotional agents in game-based training for disaster response. , 2008, , .		8
10	Optimization-based computation with spiking neurons. , 2017, , .		6
11	Quantifying neural information content: A case study of the impact of hippocampal adult neurogenesis. , 2016, , .		5
12	A Spike-Timing Neuromorphic Architecture. , 2017, , .		5
13	Repeated play of the SVM game as a means of adaptive classification. , 2015, , .		4
14	Modeling the benefits (or detriments) of increased automation in electric power grid operations: Methodology and experiments. <i>Electricity Journal</i> , 2016, 29, 23-26.	1.3	3
15	Feedback density and causal complexity of simulation model structure. <i>Journal of Simulation</i> , 2023, 17, 229-239.	1.0	3
16	Game theoretic mechanism design applied to machine learning classification. , 2012, , .		2
17	A multi-modal network architecture for knowledge discovery. <i>Security Informatics</i> , 2012, 1, .	2.5	2
18	Fuzzy Set Methods for Assessing Uncertainty in the Modeling and Control of Space Structures. <i>Journal of Intelligent and Fuzzy Systems</i> , 1993, 1, 135-155.	0.8	1

#	ARTICLE	IF	CITATIONS
19	Optical holography as an analogue for a neural reuse mechanism. Behavioral and Brain Sciences, 2010, 33, 291-292.	0.4	1
20	MapReduce SVM Game. Procedia Computer Science, 2015, 53, 298-307.	1.2	1
21	Simulating smoking behaviors based on cognition-determined, opinion-based system dynamics. , 2015, , .		1
22	A Theoretical Approach for Reliability Within Information Supply Chains With Cycles and Negations. IEEE Transactions on Reliability, 2022, 71, 404-414.	3.5	1
23	Threat Data Generation for Space Systems. , 2021, , .		1
24	Adult Neurogenesis: Implications on Human And Computational Decision Making. Lecture Notes in Computer Science, 2013, , 531-540.	1.0	1
25	Neural-Inspired Anomaly Detection. Springer Proceedings in Complexity, 2018, , 202-209.	0.2	1
26	Malware Generation with Specific Behaviors to Improve Machine Learning-based Detection. , 2021, , .		1
27	A neurophysiologically inspired hippocampus based associative-ART Artificial neural network architecture. , 2011, , .		0
28	Overcoming the Static Learning Bottleneck - the need for adaptive neural learning. , 2016, , .		0
29	The Impact of Attitude Resolve on Population Wide Attitude Change. Lecture Notes in Computer Science, 2012, , 322-330.	1.0	0
30	Using Reinforcement Learning to Increase Grid Security Under Contingency Conditions. , 2022, , .		0