

# Brian Mac Namee

## List of Publications by Year in descending order

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53  
papers

766  
citations

759055

12  
h-index

552653

26  
g-index

55  
all docs

55  
docs citations

55  
times ranked

824  
citing authors

#	ARTICLE	IF	CITATIONS
1	Deep learning at the shallow end: Malware classification for non-domain experts. Digital Investigation, 2018, 26, S118-S126.	3.2	129
2	A Taxonomy for Agent-Based Models in Human Infectious Disease Epidemiology. Jasss, 2017, 20, .	1.0	96
3	An open-data-driven agent-based model to simulate infectious disease outbreaks. PLoS ONE, 2018, 13, e0208775.	1.1	78
4	The problem of bias in training data in regression problems in medical decision support. Artificial Intelligence in Medicine, 2002, 24, 51-70.	3.8	56
5	Stability of topic modeling via matrix factorization. Expert Systems With Applications, 2018, 91, 159-169.	4.4	56
6	Active learning for text classification with reusability. Expert Systems With Applications, 2016, 45, 438-449.	4.4	32
7	Using semi-supervised classifiers for credit scoring. Journal of the Operational Research Society, 2013, 64, 513-529.	2.1	29
8	A window of opportunity: Assessing behavioural scoring. Expert Systems With Applications, 2013, 40, 1372-1380.	4.4	28
9	Dynamic estimation of worker reliability in crowdsourcing for regression tasks: Making it work. Expert Systems With Applications, 2014, 41, 6190-6210.	4.4	27
10	Drift detection using uncertainty distribution divergence. Evolving Systems, 2013, 4, 13-25.	2.4	26
11	Profiling instances in noise reduction. Knowledge-Based Systems, 2012, 31, 28-40.	4.0	25
12	Kalman Filter-based Heuristic Ensemble (KFHE): A new perspective on multi-class ensemble classification using Kalman filters. Information Sciences, 2019, 485, 456-485.	4.0	15
13	EGAL: Exploration Guided Active Learning for TCBR. Lecture Notes in Computer Science, 2010, , 156-170.	1.0	15
14	COVID-19 modelling by time-varying transmission rate associated with mobility trend of driving via Apple Maps. Journal of Biomedical Informatics, 2021, 122, 103905.	2.5	14
15	Drift Detection Using Uncertainty Distribution Divergence. , 2011, , .		13
16	A Model for the Spread of Infectious Diseases in a Region. International Journal of Environmental Research and Public Health, 2020, 17, 3119.	1.2	12
17	Robot perception errors and human resolution strategies in situated human-robot dialogue. Advanced Robotics, 2017, 31, 243-257.	1.1	11
18	Learning without Default: A Study of One-Class Classification and the Low-Default Portfolio Problem. Lecture Notes in Computer Science, 2010, , 174-187.	1.0	9

#	ARTICLE	IF	CITATIONS
19	Cross-Disciplinary Approaches for Developing Serious Games in Higher Education. , 2009, , .		8
20	A Thorough Examination of Morning Activity Patterns in Adults with Arthritis and Healthy Controls Using Actigraphy Data. Digital Biomarkers, 2020, 4, 78-88.	2.2	8
21	Motion in Augmented Reality Games: An Engine for Creating Plausible Physical Interactions in Augmented Reality Games. International Journal of Computer Games Technology, 2010, 2010, 1-8.	1.6	6
22	Simulating Virtual Humans Across Diverse Situations. Lecture Notes in Computer Science, 2003, , 159-163.	1.0	6
23	An investigation into the semantics of English topological prepositions. Cognitive Processing, 2009, 10, 233-236.	0.7	5
24	Forked! A demonstration of physics realism in augmented reality. , 2009, , .		5
25	The effect of occlusion on the semantics of projective spatial terms: a case study in grounding language in perception. Cognitive Processing, 2011, 12, 95-108.	0.7	5
26	KalmanTune: A Kalman Filter Based Tuning Method to Make Boosted Ensembles Robust to Class-Label Noise. IEEE Access, 2020, 8, 145887-145897.	2.6	5
27	Enhance Categorisation Of Multilevel High-Sensitivity Cardiovascular Biomarkers From Lateral Flow Immunoassay Images Via Neural Networks And Dynamic Time Warping. , 2020, , .		4
28	CBTV: Visualising Case Bases for Similarity Measure Design and Selection. Lecture Notes in Computer Science, 2010, , 213-227.	1.0	4
29	A Sentence-Level Hierarchical BERT Model for Document Classification with Limited Labelled Data. Lecture Notes in Computer Science, 2021, , 231-241.	1.0	4
30	Semi-supervised dry herbage mass estimation using automatic data and synthetic images. , 2021, , .		4
31	Referring expression generation challenge 2008 DIT system descriptions. , 2008, , .		3
32	The Code-Map Metaphor - A Review of Its Use Within Software Visualisations. , 2017, , .		3
33	Valve Health Identification Using Sensors and Machine Learning Methods. Communications in Computer and Information Science, 2020, , 45-60.	0.4	3
34	A Two-Stage De-Identification Process for Privacy-Preserving Medical Image Analysis. Healthcare (Switzerland), 2022, 10, 755.	1.0	3
35	The Deep Radial Basis Function Data Descriptor (D-RBFDD) Network: A One-Class Neural Network for Anomaly Detection. IEEE Access, 2022, 10, 70645-70661.	2.6	3
36	Feeling the ambiance. , 2011, , .		2

#	ARTICLE	IF	CITATIONS
37	A multi-label cascaded neural network classification algorithm for automatic training and evolution of deep cascaded architecture. Expert Systems, 2021, 38, e12671.	2.9	2
38	Real-time bidding campaigns optimization using user profile settings. Electronic Commerce Research, 0, , 1.	3.0	2
39	Using deep learning to classify grassland management intensity in ground-level photographs for more automated production of satellite land use maps. Remote Sensing Applications: Society and Environment, 2022, 26, 100741.	0.8	2
40	Feasibility study of utility-directed behaviour for computer game agents. , 2011, , .		1
41	An Investigation Into Feature Selection for Oncological Survival Prediction. , 2012, , .		1
42	The Code Mini-Map Visualisation: Encoding Conceptual Structures Within Source Code. , 2018, , .		1
43	ROGER: An On-Line Flight Efficiency Monitoring System Using ADS-B Data. , 2018, , .		1
44	Computer Graphics and Games, Agent Based Modeling in. , 2009, , 1335-1352.		1
45	Just Say It: An Evaluation of Speech Interfaces for Augmented Reality Design Applications. Lecture Notes in Computer Science, 2010, , 134-143.	1.0	1
46	Expecting the Unexpected: Measure the Uncertainties for Mobile Robot Path Planning in Dynamic Environment. Lecture Notes in Computer Science, 2014, , 363-374.	1.0	1
47	The Effect of Sensor Errors in Situated Human-Computer Dialogue. , 2014, , .		1
48	Dynamic Estimation of Rater Reliability in Subjective Tasks Using Multi-armed Bandits. , 2012, , .		0
49	Clarification Dialogues for Perception-based Errors in Situated Human-Computer Dialogues. , 2014, , .		0
50	Scoped: Evaluating A Composite Visualisation of the Scope Chain Hierarchy Within Source Code. , 2018, , .		0
51	Computer Graphics and Games, Agent Based Modeling in. , 2012, , 604-621.		0
52	The Turning, Stretching and Boxing Technique: A Step in the Right Direction. Lecture Notes in Computer Science, 2012, , 363-369.	1.0	0
53	NudgeAlong: A Case Based Approach to Changing User Behaviour. Lecture Notes in Computer Science, 2014, , 345-359.	1.0	0