Mirko Polato

List of Publications by Year
in descending order

27 papers	320 citations	1307594 7 h-index	1058476 14 g-index
27 all docs	27 docs citations	27 times ranked	266 citing authors

#	Article	IF	Citations
1	Time and activity sequence prediction of business process instances. Computing (Vienna/New York), 2018, 100, 1005-1031.	4.8	78
2	LSTM networks for data-aware remaining time prediction of business process instances. , 2017, , .		57
3	Data-aware remaining time prediction of business process instances. , 2014, , .		52
4	Exploiting sparsity to build efficient kernel based collaborative filtering for top-N item recommendation. Neurocomputing, 2017, 268, 17-26.	5.9	19
5	Boolean kernels for collaborative filtering in top-N item recommendation. Neurocomputing, 2018, 286, 214-225.	5.9	19
6	Model-free predictive current control for a SynRM drive based on an effective update of measured current responses. , 2017, , .		15
7	Dissociation Between Usersâ€™ Explicit and Implicit Attitudes Toward Artificial Intelligence: An Experimental Study. IEEE Transactions on Human-Machine Systems, 2022, 52, 481-489.	3.5	14
8	Radical scavenging activity of natural antioxidants and drugs: Development of a combined machine learning and quantum chemistry protocol. Journal of Chemical Physics, 2020, 153, 114117.	3.0	13
9	A Novel Boolean Kernels Family for Categorical Data. Entropy, 2018, 20, 444.	2.2	9
10	Boolean kernels for rule based interpretation of support vector machines. Neurocomputing, 2019, 342, 113-124.	5.9	9
11	Social Support and Help-Seeking Among Suicide Bereaved: A Study With Italian Survivors. Omega: Journal of Death and Dying, 2021, , 003022282110241.	1.0	7
12	Radius-Margin Ratio Optimization for Dot-Product Boolean Kernel Learning. Lecture Notes in Computer Science, 2017, , 183-191.	1.3	6
13	A preliminary study on a recommender system for the job recommendation challenge. , 2016, , .		5
14	Interpretable Preference Learning: A Game Theoretic Framework for Large Margin On-Line Feature and Rule Learning. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 4723-4730.	4.9	5
15	Efficient Similarity Based Methods For The Playlist Continuation Task. , 2018, , .		3
16	Tag-Based User Profiling. , 2019, , .		2
17	PRL: A game theoretic large margin method for interpretable feature learning. Neurocomputing, 2022, 479, 106-120.	5.9	2
18	Evaluation of Tag Clusterings for User Profiling in Movie Recommendation. Lecture Notes in Computer Science, 2019, , 456-468.	1.3	1

#	Article	IF	Citations
19	Classification of Categorical Data in the Feature Space of Monotone DNFs. Lecture Notes in Computer Science, 2017, , 279-286.	1.3	1
20	Learning Preferences for Large Scale Multi-label Problems. Lecture Notes in Computer Science, 2018, , 546-555.	1.3	1
21	A Game-Theoretic Framework for Interpretable Preference and Feature Learning. Lecture Notes in Computer Science, 2018, , 659-668.	1.3	1
22	Playing the Large Margin Preference Game. Lecture Notes in Computer Science, 2019, , 792-804.	1.3	1
23	Learning deep kernels in the space of monotone conjunctive polynomials. Pattern Recognition Letters, 2020, 140, 200-206.	4.2	0
24	Propositional Kernels. Entropy, 2021, 23, 1020.	2.2	0
25	A Preference-Learning Framework for Modeling Relational Data. Proceedings of the International Neural Networks Society, 2020, , 359-369.	0.6	0
26	On the feasibility of crawling-based attacks against recommender systems. Journal of Computer Security, 2021, , 1-23.	0.8	0
27	Efficient Multilingual Deep Learning Model for Keyword Categorization. , 2021, , .		0