Ivan Bratko

List of Publications by Year in descending order

65 papers	1,498 citations	471509 17 h-index	361022 35 g-index
67 all docs	67 docs citations	67 times ranked	992 citing authors

#	Article	IF	Citations
1	Information-based evaluation criterion for classifier's performance. Machine Learning, 1991, 6, 67-80.	5.4	113
2	Applications of inductive logic programming. Communications of the ACM, 1995, 38, 65-70.	4.5	107
3	Trading accuracy for simplicity in decision trees. Machine Learning, 1994, 15, 223-250.	5.4	104
4	Information-Based Evaluation Criterion for Classifier's Performance. Machine Learning, 1991, 6, 67-80.	5.4	100
5	Argument based machine learning. Artificial Intelligence, 2007, 171, 922-937.	5.8	97
6	ILP turns 20. Machine Learning, 2012, 86, 3-23.	5.4	91
7	On estimating probabilities in tree pruning. , 1991, , 138-150.		90
8	First Order Regression. Machine Learning, 1997, 26, 147-176.	5.4	90
9	VizRank: Data Visualization Guided by Machine Learning. Data Mining and Knowledge Discovery, 2006, 13, 119-136.	3.7	69
10	VizRank: finding informative data projections in functional genomics by machine learning. Bioinformatics, 2005, 21, 413-414.	4.1	58
11	GenePath: a system for automated construction of genetic networks from mutant data. Bioinformatics, 2003, 19, 383-389.	4.1	54
12	Trading Accuracy for Simplicity in Decision Trees. Machine Learning, 1994, 15, 223-250.	5.4	34
13	Qualitatively faithful quantitative prediction. Artificial Intelligence, 2004, 158, 189-214.	5.8	33
14	COMPUTER ANALYSIS OF WORLD CHESS CHAMPIONS1. ICGA Journal, 2006, 29, 65-73.	0.3	32
15	Learning Qualitative Models of Dynamic Systems. , 1991, , 385-388.		29
16	A quality management model based on the â€œdeep quality conceptâ€• International Journal of Quality and Reliability Management, 2005, 22, 278-302.	2.0	27
17	Argument Based Machine Learning Applied to Law. Artificial Intelligence and Law, 2005, 13, 53-73.	4.0	26
18	GenePath: a system for inference of genetic networks and proposal of genetic experiments. Artificial Intelligence in Medicine, 2003, 29, 107-130.	6.5	21

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19	Using Heuristic-Search Based Engines for Estimating Human Skill at Chess. ICGA Journal, 2011, 34, 71-81.	0.3	18
20	Elicitation of neurological knowledge with argument-based machine learning. Artificial Intelligence in Medicine, 2013, 57, 133-144.	6.5	18
21	When is it better not to look ahead?. Artificial Intelligence, 2010, 174, 1323-1338.	5.8	17
22	HOW TRUSTWORTHY IS CRAFTYâ€™S ANALYSIS OF WORLD CHESS CHAMPIONS?. ICGA Journal, 2008, 31, 131-144.	0.3	16
23	Identifying the grinding process by means of inductive machine learning. Computers in Industry, 1991, 17, 147-153.	9.9	15
24	Feasibility of spirography features for objective assessment of motor function in Parkinson's disease. Artificial Intelligence in Medicine, 2017, 81, 54-62.	6.5	15
25	An Experiment in Robot Discovery with ILP. Lecture Notes in Computer Science, 2008, , 77-90.	1.3	15
26	Learning qualitative models from numerical data. Artificial Intelligence, 2011, 175, 1604-1619.	5.8	14
27	KARDIO-E-an expert system for electrocardiographic diagnosis of cardiac arrhythmias. Expert Systems, 1985, 2, 46-55.	4.5	13
28	Applications of Machine Learning: Towards knowledge synthesis. New Generation Computing, 1993, 11, 343-360.	3.3	13
29	Machine learning applied to quality managementâ€”A study in ship repair domain. Computers in Industry, 2007, 58, 464-473.	9.9	12
30	Automated Chess Tutor. Lecture Notes in Computer Science, 2007, , 13-25.	1.3	12
31	Rewrite Rules for Debugging Student Programs in Programming Tutors. IEEE Transactions on Learning Technologies, 2018, 11, 429-440.	3.2	11
32	Learning long-term chess strategies from databases. Machine Learning, 2006, 63, 329-340.	5.4	10
33	Induction of Qualitative Trees. , 2001, , 442-453.		9
34	A knowledge base for finite element mesh design. Advanced Engineering Informatics, 1994, 9, 19-27.	0.5	8
35	Identifying typical approaches and errors in Prolog programming with argument-based machine learning. Expert Systems With Applications, 2018, 112, 110-124.	7.6	8
36	Applications of inductive logic programming. ACM SIGART Bulletin, 1994, 5, 43-49.	0.5	7

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37	Prediction of ozone concentrations. Ecological Modelling, 2006, 191, 68-82.	2.5	7
38	FACTORS AFFECTING DIMINISHING RETURNS FOR SEARCHING DEEPER1. ICGA Journal, 2007, 30, 75-84.	0.3	7
39	Improving vehicle aeroacoustics using machine learning. Engineering Applications of Artificial Intelligence, 2012, 25, 1053-1061.	8.1	7
40	Attribute-based learning. AI Communications, 1996, 9, 27-32.	1.2	5
41	Knowledge base for finite-element mesh design learned by inductive logic programming. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 1998, 12, 95-106.	1.1	5
42	Modelling Lake GlumsÃ¸ with learning. Ecological Modelling, 2006, 191, 33-46.	2.5	5
43	Identification and conceptualization of procedural chunks in chess. Cognitive Systems Research, 2021, 69, 22-40.	2.7	5
44	Learning to Fly Simple and Robust. Lecture Notes in Computer Science, 2004, , 407-418.	1.3	5
45	An Assessment of Machine Learning Methods for Robotic Discovery. Journal of Computing and Information Technology, 2008, 16, 247.	0.3	5
46	EMBODIED CONCEPT DISCOVERY THROUGH QUALITATIVE ACTION MODELS. International Journal of Uncertainty, Fuzziness and Knowlege-Based Systems, 2011, 19, 453-475.	1.9	4
47	Learning to Control a Quadcopter Qualitatively. Journal of Intelligent and Robotic Systems: Theory and Applications, 2020, 100, 1097-1110.	3.4	4
48	Influence of Search Depth on Position Evaluation. Lecture Notes in Computer Science, 2017, , 115-126.	1.3	4
49	Search-Based Estimation of Problem Difficulty for Humans. Lecture Notes in Computer Science, 2013, , 860-863.	1.3	4
50	Engineering applications of ILP. New Generation Computing, 1995, 13, 313-333.	3.3	3
51	Qualitative Planning of Object Pushing by a Robot. Lecture Notes in Computer Science, 2015, , 410-419.	1.3	3
52	Reactive Motion Planning with Qualitative Constraints. Lecture Notes in Computer Science, 2017, , 41-50.	1.3	3
53	Constructing control rules for a dynamic system: probabilistic qualitative models, lookahead and exaggeration. International Journal of Systems Science, 1993, 24, 1155-1164.	5.5	2
54	Identification and Characteristic Descriptions of Procedural Chunks. , 2009, , .		2

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55	Attribute Visualisation for Computer-Aided Diagnosis: A Case Study. , 2014, , .		2
56	Designing an Interactive Teaching Tool with ABML Knowledge Refinement Loop. Lecture Notes in Computer Science, 2014, , 575-582.	1.3	2
57	Discovery of Abstract Concepts by a Robot. Lecture Notes in Computer Science, 2010, , 372-379.	1.3	2
58	Machine Learning and Qualitative Reasoning. Machine Learning, 1994, 14, 305-312.	5.4	1
59	Extreme value correction: a method for correcting optimistic estimations in rule learning. Machine Learning, 2019, 108, 297-329.	5.4	1
60	Using Machine Learning to Understand Operatorâ€™s Skill. Lecture Notes in Computer Science, 2002, , 812-823.	1.3	1
61	Workshop on Qualitative Modelling. AI Communications, 1988, 1, 26-30.	1.2	0
62	Comments to â€˜Chunking for Experienceâ€™. ICGA Journal, 1991, 14, 18-18.	0.3	0
63	Understanding Control Strategies. , 2003, , 85-98.		0
64	Development, Debugging, and Assessment of ParkinsonCheck Attributes Through Visualisation. , 2015, , 47-71.		0
65	The Use of Data Mining for Assessing Performance of Administrative Services. Advances in Data Mining and Database Management Book Series, 0, , 67-82.	0.5	0