

# Geoffrey Hinton

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11513082/publications.pdf>

Version: 2024-02-01

18  
papers

63,431  
citations

949033

11  
h-index

1255698

13  
g-index

19  
all docs

19  
docs citations

19  
times ranked

73112  
citing authors

#	ARTICLE	IF	CITATIONS
1	Deep learning. Nature, 2015, 521, 436-444.	13.7	52,813
2	Deep Neural Networks for Acoustic Modeling in Speech Recognition: The Shared Views of Four Research Groups. IEEE Signal Processing Magazine, 2012, 29, 82-97.	4.6	7,242
3	Acoustic Modeling Using Deep Belief Networks. IEEE Transactions on Audio Speech and Language Processing, 2012, 20, 14-22.	3.8	1,278
4	Deep Learning—A Technology With the Potential to Transform Health Care. JAMA - Journal of the American Medical Association, 2018, 320, 1101.	3.8	450
5	Backpropagation and the brain. Nature Reviews Neuroscience, 2020, 21, 335-346.	4.9	385
6	Deep learning for AI. Communications of the ACM, 2021, 64, 58-65.	3.3	280
7	Visualizing non-metric similarities in multiple maps. Machine Learning, 2012, 87, 33-55.	3.4	204
8	Understanding how Deep Belief Networks perform acoustic modelling. , 2012, , .		171
9	On deep generative models with applications to recognition. , 2011, , .		135
10	Learning a better representation of speech soundwaves using restricted boltzmann machines. , 2011, , .		127
11	Where Do Features Come From?. Cognitive Science, 2014, 38, 1078-1101.	0.8	84
12	Unsupervised Discovery of Nonlinear Structure Using Contrastive Backpropagation. Cognitive Science, 2006, 30, 725-731.	0.8	79
13	A comparison of statistical learning methods on the GUSTO database. , 1998, 17, 2501-2508.		67
14	Phone recognition using Restricted Boltzmann Machines. , 2010, , .		51
15	Guest Editorial: Deep Learning. International Journal of Computer Vision, 2015, 113, 1-2.	10.9	27
16	Local Physical Models for Interactive Character Animation. Computer Graphics Forum, 2002, 21, 337-346.	1.8	22
17	Coaching variables for regression and classification. Statistics and Computing, 1998, 8, 25-33.	0.8	11
18	A comparison of statistical learning methods on the GUSTO database. , 1998, 17, 2501.		3