Aleksandr Zagarskikh

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/10192290/publications.pdf

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19	74	1683934 5	1474057 9
papers	citations	h-index	g-index

19	19	19	81
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Dynamic Difficulty Adjustment with a simplification ability using neuroevolution. Procedia Computer Science, 2019, 156, 395-403.	1.2	3
2	Applying Behavior characteristics to decision-making process to create believable game AI. Procedia Computer Science, 2019, 156, 404-413.	1.2	6
3	Building behavioral AI using trust and reputation model based on mask model.. Procedia Computer Science, 2019, 156, 387-394.	1.2	0
4	Octree-Based Hierarchical 3D Pathfinding Optimization of Three-Dimensional Pathfinding. , 2019, , .		0
5	Intellectual Route Planning Methods for Realistic Agents' Movement. , 2019, , .		0
6	Development of Tactical Level AI for Melee and Range Combat. , 2019, , .		0
7	Multi-agent crowd simulation on large areas with utility-based behavior models: Sochi Olympic Park Station use case. Procedia Computer Science, 2018, 136, 453-462.	1.2	8
8	A framework for a multi-agent traffic simulation using combined behavioural models. Procedia Computer Science, 2018, 136, 443-452.	1.2	2
9	GPU-powered Calculation of Navigation Fields for Agent-based Simulation. Procedia Computer Science, 2017, 119, 255-261.	1.2	0
10	Floodvision: A Tool for Fast and Comfortable Scenario-Based Visual Analysis of a Large Climate Datasets. Procedia Computer Science, 2017, 119, 298-306.	1.2	1
11	Dijkstra-based Terrain Generation Using Advanced Weight Functions. Procedia Computer Science, 2016, 101, 152-160.	1.2	7
12	The Framework for Rapid Graphics Application Development: The Multi-scale Problem Visualization. Procedia Computer Science, 2015, 51, 2729-2733.	1.2	5
13	An Efficient Approach of Infrastructure Processing Visualization Within Cloud Computing Platform. Procedia Computer Science, 2015, 66, 705-710.	1.2	1
14	Efficient Visualization of Urban Simulation Data Using Modern GPUs. Procedia Computer Science, 2015, 51, 2928-2932.	1.2	1
15	Multiscale Agent-based Simulation in Large City Areas: Emergency Evacuation use Case. Procedia Computer Science, 2015, 51, 2367-2376.	1.2	18
16	Knowledge-Based Expressive Technologies Within Cloud Computing Environments. Advances in Intelligent Systems and Computing, 2014, , 1-11.	0.5	5
17	The Framework for Problem Solving Environments in Urban Science. Procedia Computer Science, 2014, 29, 2483-2495.	1.2	6
18	Personal Decision Support Mobile Service for Extreme Situations. Procedia Computer Science, 2014, 29, 1646-1655.	1.2	11

#	Article	IF	Citations
19	SCENARIO-BASED SIMULATIONS WITHIN THE SYSTEM OF COUPLED URBAN MODELS. , 2014, , .		0