

Lyndon While

List of Publications by Year in descending order

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Version: 2024-02-01

18
papers

696
citations

1683354

5
h-index

1872312

6
g-index

18
all docs

18
docs citations

18
times ranked

717
citing authors

#	ARTICLE	IF	CITATIONS
1	Identifying Isolated Microgrids in Rural Areas : An Evolutionary Algorithm Approach for a Graph Clustering Problem. , 2019, , .		0
2	Multiobjective optimization of ethylene cracking furnace system using self-adaptive multiobjective teaching-learning-based optimization. Energy, 2018, 148, 469-481.	4.5	49
3	Cyclic scheduling for an ethylene cracking furnace system using diversity learning teaching-learning-based optimization. Computers and Chemical Engineering, 2017, 99, 314-324.	2.0	26
4	Transistor Sizing Using Particle Swarm Optimisation. , 2015, , .		3
5	Usefulness of infeasible solutions in evolutionary search: An empirical and mathematical study. , 2013, , .		9
6	Multi-drop container loading using a multi-objective evolutionary algorithm. , 2013, , .		1
7	Multi-mine Planning using a Multi-objective Evolutionary Algorithm. , 2013, , .		4
8	A market-based approach to planning in area surveillance. , 2013, , .		3
9	Applying the WFG algorithm to calculate incremental hypervolumes. , 2012, , .		26
10	A Fast Way of Calculating Exact Hypervolumes. IEEE Transactions on Evolutionary Computation, 2012, 16, 86-95.	7.5	449
11	Correction to "A Fast Incremental Hypervolume Algorithm"[Dec 08 714-723]. IEEE Transactions on Evolutionary Computation, 2009, 13, 1193-1193.	7.5	2
12	A Fast Incremental Hypervolume Algorithm. IEEE Transactions on Evolutionary Computation, 2008, 12, 714-723.	7.5	66
13	Multi-objective spam filtering using an evolutionary algorithm. , 2008, , .		9
14	On the behaviour of evolutionary strategies for problems with varying noise strength. , 2008, , .		6
15	Incrementally maximising hypervolume for selection in multi-objective evolutionary algorithms. , 2007, , .		25
16	Use of the WFG Toolkit and PISA for Comparison of MOEAs. , 2007, , .		10
17	A Comparison of Different Adaptive Learning Techniques for Opponent Modelling in the Game of Guess It. , 2006, , .		3
18	Bounding the attractor of an IFS. Information Processing Letters, 1997, 64, 197-202.	0.4	5