

Weicai Zhong

List of Publications by Year in descending order

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16
papers

758
citations

840585

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1281743

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all docs

17
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17
times ranked

507
citing authors

#	ARTICLE	IF	CITATIONS
1	Evolutionary dynamics of continuous strategy games on graphs and social networks under weak selection. <i>BioSystems</i> , 2013, 111, 102-110.	0.9	13
2	Classifying peer-to-peer applications using imbalanced concept-adapting very fast decision tree on IP data stream. <i>Peer-to-Peer Networking and Applications</i> , 2013, 6, 233-246.	2.6	18
3	Continuous game dynamics on populations with a cycle structure under weak selection. , 2012, , .		0
4	How is the equilibrium of continuous strategy game different from that of discrete strategy game?. <i>BioSystems</i> , 2012, 107, 88-94.	0.9	41
5	Mixed strategy and coevolution dynamics in social networks. <i>Physica A: Statistical Mechanics and Its Applications</i> , 2011, 390, 410-417.	1.2	12
6	Evolutionary dynamics of continuous strategy games on social networks under weak selection: A preliminary study. , 2011, , .		1
7	Minimum Span Frequency Assignment Based on a Multiagent Evolutionary Algorithm. <i>International Journal of Swarm Intelligence Research</i> , 2011, 2, 29-42.	0.5	0
8	A Multiagent Evolutionary Algorithm for Combinatorial Optimization Problems. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2010, 40, 229-240.	5.5	54
9	Learning on Class Imbalanced Data to Classify Peer-to-Peer Applications in IP Traffic using Resampling Techniques. , 2009, , .		12
10	Exploiting unlabeled data to improve peer-to-peer traffic classification using incremental tri-training method. <i>Peer-to-Peer Networking and Applications</i> , 2009, 2, 87-97.	2.6	13
11	Moving Block Sequence and Organizational Evolutionary Algorithm for General Floorplanning With Arbitrarily Shaped Rectilinear Blocks. <i>IEEE Transactions on Evolutionary Computation</i> , 2008, 12, 630-646.	7.5	72
12	Peer-to-Peer Traffic Identification by Mining IP Layer Data Streams Using Concept-Adapting Very Fast Decision Tree. , 2008, , .		21
13	An Organizational Evolutionary Algorithm for Numerical Optimization. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2007, 37, 1052-1064.	5.5	31
14	An organizational coevolutionary algorithm for classification. <i>IEEE Transactions on Evolutionary Computation</i> , 2006, 10, 67-80.	7.5	72
15	A multiagent evolutionary algorithm for constraint satisfaction problems. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2006, 36, 54-73.	5.5	74
16	A Multiagent Genetic Algorithm for Global Numerical Optimization. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2004, 34, 1128-1141.	5.5	324