

Ian Watson

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

27
papers

1,174
citations

13
h-index

30
g-index

30
ext. papers

1,365
ext. citations

1.9
avg, IF

3.86
L-index

#	Paper	IF	Citations
27	Case-based reasoning: A review. <i>Knowledge Engineering Review</i> , 1994 , 9, 327-354	2.1	329
26	Retrieval, reuse, revision and retention in case-based reasoning. <i>Knowledge Engineering Review</i> , 2005 , 20, 215-240	2.1	319
25	A Comparative Study of Cost Estimation Models for Web Hypermedia Applications. <i>Empirical Software Engineering</i> , 2003 , 8, 163-196	3.3	136
24	Case-based reasoning: a categorized bibliography. <i>Knowledge Engineering Review</i> , 1994 , 9, 355-381	2.1	86
23	TERAFLUX: Harnessing dataflow in next generation teradevices. <i>Microprocessors and Microsystems</i> , 2014 , 38, 976-990	2.4	45
22	Applying reinforcement learning to small scale combat in the real-time strategy game StarCraft:Broodwar 2012 ,		34
21	Case-based design: A review and analysis of building design applications. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 1997 , 11, 59-87	1.3	33
20	Using reinforcement learning for city site selection in the turn-based strategy game Civilization IV 2008 ,		20
19	The TERAFLUX Project: Exploiting the DataFlow Paradigm in Next Generation Teradevices 2013 ,		19
18	Collaborative case-based estimating and design. <i>Advances in Engineering Software</i> , 1998 , 29, 801-808	3.6	18
17	The client-centred approach: expert system development. <i>Expert Systems</i> , 1992 , 9, 181-188	2.1	15
16	The client-centred approach: expert system maintenance. <i>Expert Systems</i> , 1992 , 9, 189-196	2.1	15
15	A hierarchical case representation using context guided retrieval. <i>Knowledge-Based Systems</i> , 1998 , 11, 285-292	7.3	14
14	Case-based reasoning commentaries: introduction. <i>Knowledge Engineering Review</i> , 2005 , 20, 201-202	2.1	12
13	An introduction to case-based reasoning. <i>Lecture Notes in Computer Science</i> , 1995 , 1-16	0.9	11
12	Building behavior trees from observations in real-time strategy games 2015 ,		10
11	Fielded applications of case-based reasoning. <i>Knowledge Engineering Review</i> , 2005 , 20, 321-323	2.1	9

10	A Case Study of Maintenance of a Commercially Fielded Case-Based Reasoning System. <i>Computational Intelligence</i> , 2001 , 17, 387-398	2.5	9
9	The evaluation of a hierarchical case representation using context guided retrieval. <i>Lecture Notes in Computer Science</i> , 1997 , 255-266	0.9	9
8	Case-based strategies in computer poker. <i>AI Communications</i> , 2012 , 25, 19-48	0.8	8
7	Representing and indexing building refurbishment cases for multiple retrieval of adaptable pieces of cases. <i>Lecture Notes in Computer Science</i> , 1995 , 55-66	0.9	7
6	Software transactional memories for Scala. <i>Journal of Parallel and Distributed Computing</i> , 2013 , 73, 150-163	1.4	6
5	Separating the cases from the data: Towards more flexible case-based reasoning. <i>Lecture Notes in Computer Science</i> , 1995 , 157-168	0.9	5
4	Nirmani: An integrated Case-Based system for strategic design and estimating. <i>Lecture Notes in Computer Science</i> , 1995 , 185-200	0.9	4
3	Can CBR imitate human intelligence and are such systems easy to design and maintain? A critique. <i>Lecture Notes in Computer Science</i> , 1995 , 107-117	0.9	1
2	Virtual Reality as an environment for CBR. <i>Lecture Notes in Computer Science</i> , 1998 , 448-459	0.9	
1	Ontology-Aided Product Classification: A Nearest Neighbour Approach. <i>Lecture Notes in Computer Science</i> , 2011 , 348-362	0.9	