Ian Watson

List of Publications by Year in Descending Order

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	Building behavior trees from observations in real-time strategy games **2015**,		10
26	TERAFLUX: Harnessing dataflow in next generation teradevices. *Microprocessors and Microsystems*, **2014**, 38, 976-990	2.4	45
25	Software transactional memories for Scala. *Journal of Parallel and Distributed Computing*, **2013**, 73, 150-163	4.4	6
24	The TERAFLUX Project: Exploiting the DataFlow Paradigm in Next Generation Teradevices **2013**,		19
23	Case-based strategies in computer poker. *AI Communications*, **2012**, 25, 19-48	0.8	8
22	Applying reinforcement learning to small scale combat in the real-time strategy game StarCraft:Broodwar **2012**,		34
21	Ontology-Aided Product Classification: A Nearest Neighbour Approach. *Lecture Notes in Computer Science*, **2011**, 348-362	0.9	
20	Using reinforcement learning for city site selection in the turn-based strategy game Civilization IV **2008**,		20
19	Fielded applications of case-based reasoning. *Knowledge Engineering Review*, **2005**, 20, 321-323	2.1	9
18	Retrieval, reuse, revision and retention in case-based reasoning. *Knowledge Engineering Review*, **2005**, 20, 215-240	2.1	319
17	Case-based reasoning commentaries: introduction. *Knowledge Engineering Review*, **2005**, 20, 201-202	2.1	12
16	A Comparative Study of Cost Estimation Models for Web Hypermedia Applications. *Empirical Software Engineering*, **2003**, 8, 163-196	3.3	136
15	A Case Study of Maintenance of a Commercially Fielded Case-Based Reasoning System. *Computational Intelligence*, **2001**, 17, 387-398	2.5	9
14	A hierarchical case representation using context guided retrieval. *Knowledge-Based Systems*, **1998**, 11, 285-292	7.3	14
13	Collaborative case-based estimating and design. *Advances in Engineering Software*, **1998**, 29, 801-808	3.6	18
12	Virtual Reality as an environment for CBR. *Lecture Notes in Computer Science*, **1998**, 448-459	0.9	
11	Case-based design: A review and analysis of building design applications. *Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM*, **1997**, 11, 59-87	1.3	33

LIST OF PUBLICATIONS

10	The evaluation of a hierarchical case representation using context guided retrieval. *Lecture Notes in Computer Science*, **1997**, 255-266	0.9	9
9	Separating the cases from the data: Towards more flexible case-based reasoning. *Lecture Notes in Computer Science*, **1995**, 157-168	0.9	5
8	An introduction to case-based reasoning. *Lecture Notes in Computer Science*, **1995**, 1-16	0.9	11
7	Can CBR imitate human intelligence and are such systems easy to design and maintain? A critique. *Lecture Notes in Computer Science*, **1995**, 107-117	0.9	1
6	Representing and indexing building refurbishment cases for multiple retrieval of adaptable pieces of cases. *Lecture Notes in Computer Science*, **1995**, 55-66	0.9	7
5	Nirmani: An integrated Case-Based system for strategic design and estimating. *Lecture Notes in Computer Science*, **1995**, 185-200	0.9	4
4	Case-based reasoning: A review. *Knowledge Engineering Review*, **1994**, 9, 327-354	2.1	329
3	Case-based reasoning: a categorized bibliography. *Knowledge Engineering Review*, **1994**, 9, 355-381	2.1	86
2	The client-centred approach: expert system development. *Expert Systems*, **1992**, 9, 181-188	2.1	15
1	The client-centred approach: expert system maintenance. *Expert Systems*, **1992**, 9, 189-196	2.1	15