

# Peter Grogono

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12181719/publications.pdf>

Version: 2024-02-01

14  
papers

250  
citations

1477746

6  
h-index

1372195

10  
g-index

15  
all docs

15  
docs citations

15  
times ranked

208  
citing authors

#	ARTICLE	IF	CITATIONS
1	Bi-Objective Multipopulation Genetic Algorithm for Multimodal Function Optimization. IEEE Transactions on Evolutionary Computation, 2010, 14, 80-102.	7.5	92
2	A multi-population genetic algorithm for robust and fast ellipse detection. Pattern Analysis and Applications, 2005, 8, 149-162.	3.1	56
3	Specifying an expert system. Expert Systems With Applications, 1991, 2, 285-303.	4.4	30
4	Expert system evaluation techniques: a selected bibliography. Expert Systems, 1991, 8, 227-239.	2.9	30
5	Comments, assertions and pragmas. ACM SIGPLAN Notices, 1989, 24, 79-84.	0.2	9
6	Static analysis of concurrent programs by adapted vector clock. , 2013, , .		6
7	Using Category Theory to Verify Implementation Against Design in Concurrent Systems. Procedia Computer Science, 2015, 52, 530-537.	1.2	6
8	COPYING, SHARING, AND ALIASING. , 1995, , 77-89.		5
9	Object-oriented design of the subsumption architecture. Software - Practice and Experience, 2001, 31, 911-923.	2.5	4
10	A fair protocol for non-deterministic message passing. , 2010, , .		3
11	Using Failures and Category Theory to Verify Process Communications between Design and Implementation of Concurrent Systems. Procedia Computer Science, 2016, 83, 700-704.	1.2	3
12	Exploring Relationships between Syntax and Semantics of a Process-Oriented Language by Category Theory. Procedia Computer Science, 2017, 109, 241-248.	1.2	3
13	An Approach of Real-Time Team Behavior Control in Games. , 2009, , .		1
14	The adaptive learning mechanism design for game agents' real-time behavior control. , 2009, , .		0