

# Liwei Zheng

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1264749/publications.pdf>

Version: 2024-02-01

18  
papers

94  
citations

2258059

3  
h-index

2550090

3  
g-index

18  
all docs

18  
docs citations

18  
times ranked

101  
citing authors

#	ARTICLE	IF	CITATIONS
1	Improving Software Fault Localization by Combining Spectrum and Mutation. IEEE Access, 2020, 8, 172296-172307.	4.2	17
2	CSEFuzz: Fuzz Testing Based on Symbolic Execution. IEEE Access, 2020, 8, 187564-187574.	4.2	3
3	Testing Neural Network Classifiers Based on Metamorphic Relations. , 2020, , .		3
4	Feature-Specific Named Entity Recognition in Software Development Social Content. , 2019, , .		2
5	Program Procedure Pattern Mining Model for Legacy Code. , 2018, , .		1
6	User Oriented Relation Quality Measurement for Social Networks Based on AFC and CTL. , 2015, , .		0
7	Effective information elicited for software quality specification based on ontology. , 2015, , .		2
8	AMD Based Service Agent Collaboration and Specification. , 2013, , .		0
9	Modeling and Analyzing the Reliability and Cost of Service Composition in the IoT: A Probabilistic Approach. , 2012, , .		50
10	Modeling of Web Service Development Process Based on MDA and Procedure Blueprint. , 2012, , .		0
11	Modeling in agent oriented internetware framework. , 2010, , .		1
12	Aggregation of autonomous Internetware entities. , 2009, , .		1
13	Web Services Composing by Multiagent Negotiation. Journal of Systems Science and Complexity, 2008, 21, 597-608.	2.8	4
14	Requirement Driven Service Agent Coalition Formation and Negotiation. , 2008, , .		1
15	Requirements driven agent collaboration. , 2007, , .		1
16	Requirement Driven Agent Collaboration Based on Functional Ontology and AMD. , 2007, , .		8
17	Requirements Driven Service Agent Collaboration. , 0, , .		0
18	Fuzzy Control Decision-Making Framework Adapted to the Uncertainty Environment of Complex Software System. International Journal of Modeling, Simulation, and Scientific Computing, 0, , .	1.4	0