## Daniel Borrajo

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Selecting goals in oversubscription planning using relaxed plans. Artificial Intelligence, 2021, 291, 103414.	5.8	0
2	Onâ€line modelling and planning for urban traffic control. Expert Systems, 2021, 38, e12693.	4.5	8
3	Intelligent Execution through Plan Analysis. , 2021, , .		1
4	Plan merging by reuse for multi-agent planning. Applied Intelligence, 2020, 50, 365-396.	5.3	2
5	Using Pre-Computed Knowledge for Goal Allocation in Multi-Agent Planning. Journal of Intelligent and Robotic Systems: Theory and Applications, 2020, 98, 165-190.	3.4	2
6	Efficient approaches for multi-agent planning. Knowledge and Information Systems, 2019, 58, 425-479.	3.2	11
7	Symbolic perimeter abstraction heuristics for cost-optimal planning. Artificial Intelligence, 2018, 259, 1-31.	5.8	4
8	Learning-driven goal generation. Al Communications, 2018, 31, 137-150.	1.2	0
9	Special issue on goal reasoning. Al Communications, 2018, 31, 115-116.	1.2	1
10	Anticipation of goals in automated planning. Al Communications, 2018, 31, 117-135.	1.2	1
11	Heterogeneous multi-agent planning using actuation maps. , 2018, , .		2
12	Planning for tourism routes using social networks. Expert Systems With Applications, 2017, 69, 1-9.	7.6	84
13	Sensor Planning System for the Space Situational Awareness (SSA) Project. , 2017, , .		2
14	Planning and execution through variable resolution planning. Robotics and Autonomous Systems, 2016, 83, 214-230.	5.1	5
15	Using Automated Planning for Traffic Signals Control. Promet - Traffic - Traffico, 2016, 28, 383-391.	0.7	10
16	TIMIPLAN: A Tool for Transportation Tasks. , 2016, , 269-285.		2
17	Using random sampling trees for automated planning. AI Communications, 2015, 28, 665-681.	1.2	0
18	Progress in Case-Based Planning. ACM Computing Surveys, 2015, 47, 1-39.	23.0	35

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19	Automatic construction of optimal static sequential portfolios for AI planning and beyond. Artificial Intelligence, 2015, 226, 75-101.	5.8	5
20	The Fifth Annual Symposium on Combinatorial Search. Al Communications, 2014, 27, 327-328.	1.2	0
21	INTEGRATING PLANNING, EXECUTION, AND LEARNING TO IMPROVE PLAN EXECUTION. Computational Intelligence, 2013, 29, 1-36.	3.2	13
22	Combining linear programming and automated planning to solve intermodal transportation problems. European Journal of Operational Research, 2013, 227, 216-226.	5.7	32
23	A case-based approach to heuristic planning. Applied Intelligence, 2013, 39, 184-201.	5.3	6
24	Using Activity Recognition for Building Planning Action Models. International Journal of Distributed Sensor Networks, 2013, 9, 942347.	2.2	5
25	On the automatic compilation of e-learning models to planning. Knowledge Engineering Review, 2013, 28, 121-136.	2.6	10
26	Using automated planning for improving data mining processes. Knowledge Engineering Review, 2013, 28, 157-173.	2.6	7
27	Multi-step Generation of Bayesian Networks Models for Software Projects Estimations. International Journal of Computational Intelligence Systems, 2013, 6, 796-821.	2.7	2
28	Solving Multi-modal and Uni-modal Transportation Problems through TIMIPlan. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2012, 45, 203-208.	0.4	2
29	The Symposium on Combinatorial Search. Al Communications, 2012, 25, 209-210.	1.2	1
30	A review of machine learning for automated planning. Knowledge Engineering Review, 2012, 27, 433-467.	2.6	65
31	A prototype-based method for classification with time constraints: a case study on automated planning. Pattern Analysis and Applications, 2012, 15, 261-277.	4.6	8
32	Using linear programming to solve clustered oversubscription planning problems for designing e-courses. Expert Systems With Applications, 2012, 39, 5178-5188.	7.6	4
33	An Automated User-Centered Planning Framework for Decision Support in Environmental Early Warnings. Lecture Notes in Computer Science, 2012, , 591-600.	1.3	10
34	Knowledge Transfer between Automated Planners. Al Magazine, 2011, 32, 79.	1.6	1
35	A Dynamic Sliding Window Approach for Activity Recognition. Lecture Notes in Computer Science, 2011, , 219-230.	1.3	48
36	Automatic generation of temporal planning domains forÂe-learning problems. Journal of Scheduling, 2010, 13, 347-362.	1.9	20

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37	GA-stacking: Evolutionary stacked generalization. Intelligent Data Analysis, 2010, 14, 89-119.	0.9	37
38	From Unstructured Web Knowledge to Plan Descriptions. Studies in Computational Intelligence, 2010, , 41-59.	0.9	7
39	OMBO: An opponent modeling approach. Al Communications, 2009, 22, 21-35.	1.2	15
40	Assisting Data Mining through Automated Planning. Lecture Notes in Computer Science, 2009, , 760-774.	1.3	1
41	samap: An user-oriented adaptive system for planning tourist visits. Expert Systems With Applications, 2008, 34, 1318-1332.	7.6	97
42	Two steps reinforcement learning. International Journal of Intelligent Systems, 2008, 23, 213-245.	5.7	24
43	A relational learning approach to activity recognition from sensor readings. , 2008, , .		2
44	Prototypes Based Relational Learning. Lecture Notes in Computer Science, 2008, , 130-143.	1.3	1
45	<scp>PLTOOL</scp> : A knowledge engineering tool for planning and learning. Knowledge Engineering Review, 2007, 22, 153-184.	2.6	3
46	Integrating planning and scheduling in workflow domains. Expert Systems With Applications, 2007, 33, 389-406.	7.6	55
47	Using Cases Utility for Heuristic Planning Improvement. Lecture Notes in Computer Science, 2007, , 137-148.	1.3	14
48	Multi-agent plan based information gathering. Applied Intelligence, 2006, 25, 59-71.	5.3	15
49	IPSS: A Hybrid Approach to Planning and Scheduling Integration. IEEE Transactions on Knowledge and Data Engineering, 2006, 18, 1681-1695.	5.7	11
50	Improving Control-Knowledge Acquisition for Planning by Active Learning. Lecture Notes in Computer Science, 2006, , 138-149.	1.3	3
51	Learning by Knowledge Sharing in Autonomous Intelligent Systems. Lecture Notes in Computer Science, 2006, , 128-137.	1.3	4
52	Combining Macro-operators with Control Knowledge. Lecture Notes in Computer Science, 2006, , 229-243.	1.3	2
53	A Reinforcement Learning Algorithm in Cooperative Multi-Robot Domains. Journal of Intelligent and Robotic Systems: Theory and Applications, 2005, 43, 161-174.	3.4	32
54	MACHINE LEARNING IN HYBRID HIERARCHICAL AND PARTIAL-ORDER PLANNERS FOR MANUFACTURING DOMAINS. Applied Artificial Intelligence, 2005, 19, 783-809.	3.2	6

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55	Predicting Opponent Actions by Observation. Lecture Notes in Computer Science, 2005, , 286-296.	1.3	14
56	LEARNING RETRIEVAL EXPERT COMBINATIONS WITH GENETIC ALGORITHMS. International Journal of Uncertainty, Fuzziness and Knowlege-Based Systems, 2003, 11, 87-113.	1.9	12
57	EXPLORING THE STACKING STATE-SPACE. International Journal on Artificial Intelligence Tools, 2002, 11, 267-282.	1.0	2
58	A context vector model for information retrieval. Journal of the Association for Information Science and Technology, 2002, 53, 236-249.	2.6	50
59	A knowledge-based approach for business process reengineering, SHAMASH. Knowledge-Based Systems, 2002, 15, 473-483.	7.1	21
60	Using genetic programming to learn and improve control knowledge. Artificial Intelligence, 2002, 141, 29-56.	5.8	32
61	Heuristic Search-Based Stacking of Classifiers. , 2002, , 54-67.		7
62	Solving Travel Problems by Integrating Web Information with Planning. Lecture Notes in Computer Science, 2002, , 482-490.	1.3	0
63	MAPWEB: Cooperation between Planning Agents and Web Agents. Information & Security an International Journal, 2002, 8, 209-238.	0.4	6
64	ABC2 an Agenda Based Multi-Agent Model for Robots Control and Cooperation. Journal of Intelligent and Robotic Systems: Theory and Applications, 2001, 32, 93-114.	3.4	8
65	Title is missing!. Autonomous Agents and Multi-Agent Systems, 2001, 4, 387-392.	2.1	32
66	Learning to Solve Planning Problems Efficiently by Means of Genetic Programming. Evolutionary Computation, 2001, 9, 387-420.	3.0	12
67	An Integrated Approach of Learning, Planning, and Execution. Journal of Intelligent and Robotic Systems: Theory and Applications, 2000, 29, 47-78.	3.4	36
68	VQQL. Applying Vector Quantization to Reinforcement Learning. Lecture Notes in Computer Science, 2000, , 292-303.	1.3	11
69	Multistrategy Relational Learning of Heuristics for Problem Solving. , 2000, , 57-71.		Ο
70	SHAMASH a Knowledge-Based System for Business Process Reengineering. , 2000, , 269-279.		0
71	Distributed Decision Making in Checkers. Lecture Notes in Computer Science, 1999, , 183-194.	1.3	Ο
72	ABC 2 : An Architecture for Intelligent Autonomous Systems. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 1998, 31, 13-17.	0.4	1

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73	Distributed Reinforcement Learning in Multi-agent Decision Systems. Lecture Notes in Computer Science, 1998, , 148-159.	1.3	2
74	Lazy Incremental Learning of Control Knowledge for Efficiently Obtaining Quality Plans. Artificial Intelligence Review, 1997, 11, 371-405.	15.7	29
75	A computational approach to George Boole's discovery of mathematical logic. Artificial Intelligence, 1997, 91, 281-307.	5.8	6
76	Planning, learning, and executing in autonomous systems. Lecture Notes in Computer Science, 1997, , 208-220.	1.3	7
77	Lazy Incremental Learning of Control Knowledge for Efficiently Obtaining Quality Plans. , 1997, , 371-405.		9
78	Integrating planning and learning: the PRODIGY architecture. Journal of Experimental and Theoretical Artificial Intelligence, 1995, 7, 81-120.	2.8	192
79	Dominoes as a domain where to use proverbs as heuristics. Data and Knowledge Engineering, 1990, 5, 129-137.	3.4	Ο
80	Abstract planning in dynamic environments. , 0, , .		0
81	Learning strategy knowledge incrementally. , 0, , .		5
82	SHAMASH. An AI tool for modelling and optimizing business processes. , 0, , .		1
83	Grammars for learning control knowledge with GP. , 0, , .		Ο
84	Empirical study of a stacking state-space. , 0, , .		0
85	On learning control knowledge for a HTN-POP hybrid planner. , 0, , .		Ο
86	Empirical evaluation of optimized stacking configurations. , 0, , .		8
87	Scaling up Heuristic Planning with Relational Decision Trees. Journal of Artificial Intelligence Research, 0, 40, 767-813.	7.0	17
88	A Social and Emotional Model for Obtaining Believable Emergent Behaviors. Lecture Notes in Computer Science, 0, , 395-399.	1.3	2