Xianshun Chen

List of Publications by Citations

13 papers	880 citations	6 h-index	13 g-index
13 ext. papers	965 ext. citations	3.2 avg, IF	4.1 L-index

#	Paper	IF	Citations
13	A Multi-Facet Survey on Memetic Computation. *IEEE Transactions on Evolutionary Computation*, **2011**, 15, 591-607	15.6	408
12	Memetic Computation—Past, Present & Future [Research Frontier]. *IEEE Computational Intelligence Magazine*, **2010**, 5, 24-31	5.6	334
11	Hybrid ant colony algorithms for path planning in sparse graphs. *Soft Computing*, **2008**, 12, 981-994	3.5	58
10	A Conceptual Modeling of Meme Complexes in Stochastic Search. *IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews*, **2012**, 42, 612-625		28
9	A self-adaptive memeplexes robust search scheme for solving stochastic demands vehicle routing problem. *International Journal of Systems Science*, **2012**, 43, 1347-1366	2.3	21
8	Autonomous Multi-agents in Flexible Flock Formation. *Lecture Notes in Computer Science*, **2010**, 375-385	0.9	8
7	Towards Believable Resource Gathering Behaviours in Real-time Strategy Games with a Memetic Ant Colony System. *Procedia Computer Science*, **2013**, 24, 143-151	1.6	6
6	Conceptual modeling of evolvable local searches in memetic algorithms using linear genetic programming: a case study on capacitated vehicle routing problem. *Soft Computing*, **2016**, 20, 3745-3769	3.5	4
5	An algorithm development environment for problem-solving: software review. *Memetic Computing*, **2012**, 4, 149-161	3.4	4
4	Multi-modal Valley-Adaptive Memetic Algorithm for Efficient Discovery of First-Order Saddle Points. *Lecture Notes in Computer Science*, **2012**, 83-92	0.9	3
3	Autonomous flock brush for non-photorealistic rendering **2012**,		2
2	FAME, Soft Flock Formation Control for Collective Behavior Studies and Rapid Games Development. *Lecture Notes in Computer Science*, **2012**, 258-269	0.9	2
1	Interactive GA Flock Brush for Non-Photorealistic Rendering. *Lecture Notes in Computer Science*, **2012**, 480-490	0.9	2