

Xianshun Chen

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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