Francisco Botana

List of Publications by Year
in descending order

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39 papers	345 citations	1040056 9 h-index	940533 16 g-index
45 all docs	45 docs citations	45 times ranked	112 citing authors

#	Article	IF	Citations
1	A Mechanical Geometer. Mathematics in Computer Science, 2020, 15, 631.	0.4	8
2	A Proposal for the Automatic Computation of Envelopes of Families of Plane Curves. Journal of Systems Science and Complexity, 2019, 32, 150-157.	2.8	6
3	Computing envelopes in dynamic geometry environments. Annals of Mathematics and Artificial Intelligence, 2017, 80, 3-20.	1.3	11
4	Development of automatic reasoning tools in GeoGebra. ACM Communications in Computer Algebra, 2016, 50, 85-88.	0.4	21
5	On the Unavoidable Uncertainty of Truth in Dynamic Geometry Proving. Mathematics in Computer Science, 2016, 10, 5-25.	0.4	4
6	Some issues on the automatic computation of plane envelopes in interactive environments. Mathematics and Computers in Simulation, 2016, 125, 115-125.	4.4	6
7	A Singular web service for geometric computations. Annals of Mathematics and Artificial Intelligence, 2015, 74, 359-370.	1.3	7
8	Automated Theorem Proving in GeoGebra: Current Achievements. Journal of Automated Reasoning, 2015, 55, 39-59.	1.4	78
9	Using a free open source software to teach mathematics. Computer Applications in Engineering Education, 2014, 22, 728-735.	3.4	11
10	Automated Generation of Equations for Linkage Loci in a Game Physics System. Technology, Knowledge and Learning, 2014, 19, 317-326.	4.9	0
11	A parametric approach to 3D dynamic geometry. Mathematics and Computers in Simulation, 2014, 104, 3-20.	4.4	6
12	An algebraic taxonomy for locus computation in dynamic geometry. CAD Computer Aided Design, 2014, 56, 22-33.	2.7	23
13	Automatic deduction in (dynamic) geometry: Loci computation. Computational Geometry: Theory and Applications, 2014, 47, 75-89.	0.5	7
14	Software Using the GrÃ¶bner Cover for Geometrical Loci Computation and Classification. Lecture Notes in Computer Science, 2014, , 492-499.	1.3	4
15	Using Mapleâ€™s RegularChains Library to Automatically Classify Plane Geometric Loci. Lecture Notes in Computer Science, 2014, , 500-503.	1.3	0
16	Computing bisectors in a dynamic geometry environment. International Journal of Mathematical Education in Science and Technology, 2013, 44, 299-310.	1.4	1
17	A Dynamic Symbolic Geometry Environment Based on the GrÃ¶bnerCover Algorithm for the Computation of Geometric Loci and Envelopes. Lecture Notes in Computer Science, 2013, , 349-353.	1.3	1
18	Exact internet accessible computation of paths of points in planar linkages and diagrams. Computer Applications in Engineering Education, 2011, 19, 835-841.	3.4	7

#	Article	IF	Citations
19	On the Parametric Representation of Dynamic Geometry Constructions. Lecture Notes in Computer Science, 2011, , 342-352.	1.3	3
20	Using Free Open Source Software for Intelligent Geometric Computing. Lecture Notes in Computer Science, 2011, , 353-367.	1.3	1
21	Adding remote computational capabilities to Dynamic Geometry Systems. Mathematics and Computers in Simulation, 2010, 80, 1177-1184.	4.4	11
22	Computing Locus Equations for Standard Dynamic Geometry Environments. Lecture Notes in Computer Science, 2007, , 227-234.	1.3	6
23	BRINGING MORE INTELLIGENCE TO DYNAMIC GEOMETRY BY USING SYMBOLIC COMPUTATION. , 2007, , 136-149.		4
24	First Steps on Using OpenMath to Add Proving Capabilities to Standard Dynamic Geometry Systems. Lecture Notes in Computer Science, 2007, , 131-145.	1.3	1
25	Towards Solving the Dynamic Geometry Bottleneck Via a Symbolic Approach. Lecture Notes in Computer Science, 2006, , 92-110.	1.3	7
26	Automatic determination of envelopes and other derived curves within a graphic environment. Mathematics and Computers in Simulation, 2004, 67, 3-13.	4.4	20
27	A Web-based Resource for Automatic Discovery in Plane Geometry. International Journal of Computers for Mathematical Learning, 2003, 8, 109-121.	0.6	2
28	A Web-Based Intelligent System for Geometric Discovery. Lecture Notes in Computer Science, 2003, , 801-810.	1.3	10
29	Automatic Determination of Algebraic Surfaces as Loci of Points. Lecture Notes in Computer Science, 2003, , 879-886.	1.3	3
30	A dynamicâ€“symbolic interface for geometric theorem discovery. Computers and Education, 2002, 38, 21-35.	8.3	42
31	Interactive versus Symbolic Approaches to Plane Loci Generation in Dynamic Geometry Environments. Lecture Notes in Computer Science, 2002, , 211-218.	1.3	10
32	Cooperation between a Dynamic Geometry Environment and a Computer Algebra System for Geometric Discovery. , 2001, , 63-74.		4
33	Construction of Efficient Rulesets from Fuzzy Data through Simulated Annealing. Lecture Notes in Computer Science, 2000, , 283-291.	1.3	0
34	A New Heuristic Measure for Learning Rules from Fuzzy Data. , 2000, , 121-126.		0
35	Learning efficient rulesets from fuzzy data with a genetic algorithm. Lecture Notes in Computer Science, 1999, , 517-526.	1.3	0
36	A fuzzy measure of similarity for instance-based learning. Lecture Notes in Computer Science, 1999, , 439-447.	1.3	0

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37	Deriving fuzzy subsethood measures from violations of the implication between elements. Lecture Notes in Computer Science, 1998, , 234-243.	1.3	0
38	SHAPE: a machine learning system from examples. International Journal of Human Computer Studies, 1995, 42, 137-155.	5.6	4
39	Automatic Deduction in Dynamic Geometry using Sage. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 79, 49-62.	0.8	4