

# Yago Saez

## List of Publications by Year in descending order

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Version: 2024-02-01

79  
papers

1,223  
citations

471509

17  
h-index

434195

31  
g-index

85  
all docs

85  
docs citations

85  
times ranked

1140  
citing authors

#	ARTICLE	IF	CITATIONS
1	Evolutionary convolutional neural networks: An application to handwriting recognition. Neurocomputing, 2018, 283, 38-52.	5.9	133
2	A Survey of Handwritten Character Recognition with MNIST and EMNIST. Applied Sciences (Switzerland), 2019, 9, 3169.	2.5	127
3	The 2009 Simulated Car Racing Championship. IEEE Transactions on Games, 2010, 2, 131-147.	1.4	70
4	An Approach to Physical Rehabilitation Using State-of-the-art Virtual Reality and Motion Tracking Technologies. Procedia Computer Science, 2015, 64, 10-16.	2.0	55
5	The WCCI 2008 simulated car racing competition. , 2008, , .		54
6	Coin.AI: A Proof-of-Useful-Work Scheme for Blockchain-Based Distributed Deep Learning. Entropy, 2019, 21, 723.	2.2	51
7	Internet Use and Psychological Well-Being at Advanced Age: Evidence from the English Longitudinal Study of Aging. International Journal of Environmental Research and Public Health, 2018, 15, 480.	2.6	44
8	A Comparison of Machine Learning and Deep Learning Techniques for Activity Recognition using Mobile Devices. Sensors, 2019, 19, 521.	3.8	44
9	Soft computing techniques applied to finance. Applied Intelligence, 2008, 29, 111-115.	5.3	34
10	A Comparison Study of Classifier Algorithms for Cross-Person Physical Activity Recognition. Sensors, 2017, 17, 66.	3.8	34
11	Hybridizing Evolutionary Computation and Deep Neural Networks: An Approach to Handwriting Recognition Using Committees and Transfer Learning. Complexity, 2019, 2019, 1-16.	1.6	31
12	On the automated, evolutionary design of neural networks: past, present, and future. Neural Computing and Applications, 2020, 32, 519-545.	5.6	31
13	Benchmarking a Wide Spectrum of Metaheuristic Techniques for the Radio Network Design Problem. IEEE Transactions on Evolutionary Computation, 2009, 13, 1133-1150.	10.0	29
14	A scalable machine learning online service for big data real-time analysis. , 2014, , .		28
15	Performance of the most common non-cryptographic hash functions. Software - Practice and Experience, 2014, 44, 681-698.	3.6	28
16	Evolutionary Design of Convolutional Neural Networks for Human Activity Recognition in Sensor-Rich Environments. Sensors, 2018, 18, 1288.	3.8	26
17	Evolving a fuzzy controller for a Car Racing Competition. , 2009, , .		24
18	IACS-HCSP: Improved ant colony optimization for large-scale home care scheduling problems. Expert Systems With Applications, 2020, 142, 112994.	7.6	22

#	ARTICLE	IF	CITATIONS
19	EFFECTS OF A RATIONING RULE ON THE AUSUBEL AUCTION: A GENETIC ALGORITHM IMPLEMENTATION. Computational Intelligence, 2007, 23, 221-235.	3.2	21
20	Reference chromosome to overcome user fatigue in IEC. New Generation Computing, 2005, 23, 129-142.	3.3	17
21	Random Forest Prediction of IPO Underpricing. Applied Sciences (Switzerland), 2017, 7, 636.	2.5	16
22	AUTOMATIC DESIGN OF NONCRYPTOGRAPHIC HASH FUNCTIONS USING GENETIC PROGRAMMING. Computational Intelligence, 2014, 30, 798-831.	3.2	15
23	Evolutionary hash functions for specific domains. Applied Soft Computing Journal, 2019, 78, 58-69.	7.2	15
24	Integration in the European electricity market: A machine learning-based convergence analysis for the Central Western Europe region. Energy Policy, 2019, 132, 549-566.	8.8	14
25	AntBot: Ant Colonies for Video Games. IEEE Transactions on Games, 2012, 4, 295-308.	1.4	13
26	Early bankruptcy prediction using ENPC. Applied Intelligence, 2008, 29, 157-161.	5.3	11
27	Driving Cars by Means of Genetic Algorithms. Lecture Notes in Computer Science, 2008, , 1101-1110.	1.3	11
28	Feature Set Optimization for Physical Activity Recognition Using Genetic Algorithms. , 2015, , .		11
29	A model-driven approach to generate and deploy videogames on multiple platforms. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 435-447.	4.9	11
30	Testing BOI and BOB Algorithms for Solving the Winner Determination Problem in Radio Spectrum Auctions. , 2008, , .		10
31	Clustering technique for large-scale home care crew scheduling problems. Applied Intelligence, 2017, 47, 443-455.	5.3	10
32	Feature selection for physical activity recognition using genetic algorithms. , 2017, , .		10
33	DataCare: Big Data Analytics Solution for Intelligent Healthcare Management. International Journal of Interactive Multimedia and Artificial Intelligence, 2018, 4, 13.	1.3	10
34	APPLIED COMPUTATIONAL INTELLIGENCE FOR FINANCE AND ECONOMICS. Computational Intelligence, 2007, 23, 111-116.	3.2	9
35	Pac-mAnt: Optimization based on ant colonies applied to developing an agent for Ms. Pac-Man. , 2010, , .		9
36	The Clock Proxy Auction for Allocating Radio Spectrum Licenses. Computational Economics, 2011, 37, 411-431.	2.6	9

#	ARTICLE	IF	CITATIONS
37	A review of radio spectrum combinatorial clock auctions. Telecommunications Policy, 2017, 41, 303-324.	5.3	9
38	Evolving a rule system controller for automatic driving in a car racing competition. , 2008, , .		8
39	Electricity market integration and impact of renewable energy sources in the Central Western Europe region: Evolution since the implementation of the Flow-Based Market Coupling mechanism. Energy Reports, 2022, 8, 1768-1788.	5.1	8
40	Association of Porcine Swine Leukocyte Antigen (SLA) Haplotypes with B- and T-Cell Immune Response to Foot-and-Mouth Disease Virus (FMDV) Peptides. Vaccines, 2020, 8, 513.	4.4	7
41	Interactive Evolutionary Computation algorithms applied to solve Rastrigin test functions. , 2005, , 682-691.		7
42	A System for Personality and Happiness Detection. International Journal of Interactive Multimedia and Artificial Intelligence, 2014, 2, 7.	1.3	7
43	Model Selection in Committees of Evolved Convolutional Neural Networks Using Genetic Algorithms. Lecture Notes in Computer Science, 2018, , 364-373.	1.3	6
44	Real-Time Prediction of Gamers Behavior Using Variable Order Markov and Big Data Technology: A Case of Study. International Journal of Interactive Multimedia and Artificial Intelligence, 2016, 3, 44.	1.3	6
45	Analysis of Ausubel Auctions by Means of Evolutionary Computation. , 0, , .		4
46	A Study of the Effects of Clustering and Local Search on Radio Network Design: Evolutionary Computation Approaches. , 2008, , .		4
47	Testing bidding strategies in the clock-proxy auction for selling radio spectrum: A Genetic Algorithm approach. , 2009, , .		4
48	Exploring pricing rules in combinatorial sealed-bid auctions. Journal of Economic Behavior and Organization, 2012, 82, 462-478.	2.0	4
49	Learning Levels of Mario AI Using Genetic Algorithms. Lecture Notes in Computer Science, 2015, , 267-277.	1.3	4
50	Chuck Norris rocks!., 2009, , .		3
51	The Radio Network Design Optimization Problem. Studies in Computational Intelligence, 2009, , 219-260.	0.9	3
52	The importance of the size of the digital dividend when digital dividend spectrum is auctioned. International Journal of Mobile Communications, 2011, 9, 57.	0.3	3
53	Monte Carlo Schemata Searching for Physical Activity Recognition. , 2015, , .		3
54	An efficient and scalable recommender system for the smart web. , 2015, , .		3

#	ARTICLE	IF	CITATIONS
55	Genetic Algorithms for the Generation of Models with Micropopulations. Lecture Notes in Computer Science, 2003, , 570-580.	1.3	3
56	Combinatorial versus sequential auctions to allocate PPP highway projects. Transport Policy, 2022, 117, 23-39.	6.6	3
57	Improved Accuracy Rates of a Prototype Based Classifier Using Evolutionary Computation. , 2009, , .		2
58	An evolutionary approach to the index selection problem. , 2011, , .		2
59	An Experimental Comparative Study for Interactive Evolutionary Computation Problems. Lecture Notes in Computer Science, 2006, , 542-553.	1.3	2
60	SIDE-CHANNEL ATTACK ON THE HUMANAUTH CAPTCHA. , 2010, , .		2
61	Bidding with memory in the presence of synergies: a genetic algorithm implementation. , 2007, , .		1
62	Exploring the Application of Hybrid Evolutionary Computation Techniques to Physical Activity Recognition. , 2016, , .		1
63	AUTOMATIC DESIGN OF NONCRYPTOGRAPHIC HASH FUNCTIONS USING GENETIC PROGRAMMING. Computational Intelligence, 2014, 30, 798.	3.2	1
64	Genetic Algorithms versus Human Bidding Strategies for Auctions. , 2005, , 619-628.		1
65	Other Single-Unit Auctions. Springer Texts in Business and Economics, 2015, , 25-34.	0.3	1
66	Co-evolutionary Agents in Combinatorial Sealed-bid Auctions for Spectrum Licenses Markets. Lecture Notes in Economics and Mathematical Systems, 2010, , 53-63.	0.3	1
67	Car Setup Optimisation. Lecture Notes in Computer Science, 2010, , 389-393.	1.3	1
68	TV Series and Social Media: Powerful Engagement Factors in Mobile Video Games. International Journal of Interactive Multimedia and Artificial Intelligence, 2018, 5, 46.	1.3	1
69	Evolutionary-stable strategies with increasing and decreasing marginal utilities in the Ausubel auction. , 0, , .		0
70	A multiobjective approach for bidding recommendations in combinatorial auctions. , 2010, , .		0
71	Simulating digital dividend auctions: Service neutrality versus dedicated licences. Telematics and Informatics, 2012, 29, 11-25.	5.8	0
72	Introduction to Combinatorial Auctions. Springer Texts in Business and Economics, 2015, , 87-103.	0.3	0

#	ARTICLE	IF	CITATIONS
73	Synthetic and real data sets for benchmarking non-cryptographic hash functions. Data in Brief, 2019, 25, 104046.	1.0	0
74	An Introduction of Evolutionary Computation in Auctions. , 2007, , 771-785.		0
75	Multi-Unit Auction Analysis by Means of Agent-Based Computational Economics. Lecture Notes in Economics and Mathematical Systems, 2009, , 93-101.	0.3	0
76	Auction Basics. Springer Texts in Business and Economics, 2015, , 1-10.	0.3	0
77	Standard Single-Unit Auctions. Springer Texts in Business and Economics, 2015, , 11-23.	0.3	0
78	Double Auctions. Springer Texts in Business and Economics, 2015, , 73-85.	0.3	0
79	Online Auctions. Springer Texts in Business and Economics, 2015, , 121-129.	0.3	0