Chang-Shing Lee

List of Publications by Year
in descending order

124 papers	2,455 citations	257450 24 h-index	223800 46 g-index
125 all docs	125 docs citations	125 times ranked	1359 citing authors

#	Article	IF	Citations
1	A Fuzzy Ontology and Its Application to News Summarization. IEEE Transactions on Systems, Man, and Cybernetics, 2005, 35, 859-880.	5.0	293
2	A Fuzzy Expert System for Diabetes Decision Support Application. IEEE Transactions on Systems, Man, and Cybernetics, 2011, 41, 139-153.	5.0	179
3	Automated ontology construction for unstructured text documents. Data and Knowledge Engineering, 2007, 60, 547-566.	3.4	154
4	Weighted fuzzy mean filters for image processing. Fuzzy Sets and Systems, 1997, 89, 157-180.	2.7	148
5	Combining subjective and objective QoS factors for personalized web service selection. Expert Systems With Applications, 2007, 32, 571-584.	7.6	95
6	The Computational Intelligence of MoGo Revealed in Taiwan's Computer Go Tournaments. IEEE Transactions on Games, 2009, 1, 73-89.	1.4	85
7	Ontological recommendation multi-agent for Tainan City travel. Expert Systems With Applications, 2009, 36, 6740-6753.	7.6	82
8	Ontology-based fuzzy event extraction agent for Chinese e-news summarization. Expert Systems With Applications, 2003, 25, 431-447.	7.6	78
9	Diet assessment based on type-2 fuzzy ontology and fuzzy markup language. International Journal of Intelligent Systems, 2010, 25, 1187-1216.	5.7	69
10	Ontology-based intelligent decision support agent for CMMI project monitoring and control. International Journal of Approximate Reasoning, 2008, 48, 62-76.	3.3	66
11	Genetic-Based Fuzzy Image Filter and Its Application to Image Processing. IEEE Transactions on Systems, Man, and Cybernetics, 2005, 35, 694-711.	5.0	59
12	A genetic fuzzy agent using ontology model for meeting scheduling systemâ˜†. Information Sciences, 2006, 176, 1131-1155.	6.9	59
13	Ontology-based computational intelligent multi-agent and its application to CMMI assessment. Applied Intelligence, 2009, 30, 203-219.	5.3	56
14	Adaptive Personalized Diet Linguistic Recommendation Mechanism Based on Type-2 Fuzzy Sets and Genetic Fuzzy Markup Language. IEEE Transactions on Fuzzy Systems, 2015, 23, 1777-1802.	9.8	56
15	An intelligent fuzzy agent for meeting scheduling decision support system. Fuzzy Sets and Systems, 2004, 142, 467-488.	2.7	54
16	Current Frontiers in Computer Go. IEEE Transactions on Games, 2010, 2, 229-238.	1.4	53
17	Ontology-based intelligent healthcare agent and its application to respiratory waveform recognition. Expert Systems With Applications, 2007, 33, 606-619.	7.6	48
18	Ontology-based multi-agents for intelligent healthcare applications. Journal of Ambient Intelligence and Humanized Computing, 2010, 1, 111-131.	4.9	47

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19	PSO-Based Fuzzy Markup Language for Student Learning Performance Evaluation and Educational Application. IEEE Transactions on Fuzzy Systems, 2018, 26, 2618-2633.	9.8	33
20	Human vs. Computer Go: Review and Prospect [Discussion Forum]. IEEE Computational Intelligence Magazine, 2016, 11, 67-72.	3.2	32
21	An intelligent image agent based on soft-computing techniques for color image processing. Expert Systems With Applications, 2005, 28, 483-494.	7.6	31
22	Evaluating cardiac health through semantic soft computing techniques. Soft Computing, 2012, 16, 1165-1181.	3.6	26
23	A genetic-fuzzy mining approach for items with multiple minimum supports. Soft Computing, 2009, 13, 521-533.	3.6	25
24	T2FS-Based Adaptive Linguistic Assessment System for Semantic Analysis and Human Performance Evaluation on Game of Go. IEEE Transactions on Fuzzy Systems, 2015, 23, 400-420.	9.8	25
25	Special Issue on Monte Carlo Techniques and Computer Go. IEEE Transactions on Games, 2010, 2, 225-228.	1.4	24
26	Ontology-based fuzzy support agent for ship steering control. Expert Systems With Applications, 2009, 36, 755-765.	7.6	23
27	High-stability AWFM filter for signal restoration and its hardware design. Fuzzy Sets and Systems, 2000, 114, 185-202.	2.7	22
28	IT2FS-based ontology with soft-computing mechanism for malware behavior analysis. Soft Computing, 2014, 18, 267-284.	3.6	22
29	A NOVEL GENETIC FUZZY MARKUP LANGUAGE AND ITS APPLICATION TO HEALTHY DIET ASSESSMENT. International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems, 2012, 20, 247-278.	1.9	21
30	Ontology-based intelligent system for malware behavioral analysis. , 2010, , .		19
31	Ontological fuzzy agent for electrocardiogram application. Expert Systems With Applications, 2008, 35, 1223-1236.	7.6	18
32	Ontology-based intelligent fuzzy agent for diabetes application. , 2009, , .		18
33	Intelligent agent for real-world applications on robotic edutainment and humanized co-learning. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 3121-3139.	4.9	17
34	Intelligent ontological multi-agent for healthy diet planning. , 2009, , .		16
35	Intelligent Agents for the Game of Go. IEEE Computational Intelligence Magazine, 2010, , .	3.2	15
36	Soft-computing-based emotional expression mechanism for game of computer Go. Soft Computing, 2013, 17, 1263-1282.	3.6	15

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37	Healthy diet assessment mechanism based on fuzzy markup language for Japanese food. Soft Computing, 2016, 20, 359-376.	3.6	15
38	Malware behavioral analysis system: TWMAN. , 2011, , .		14
39	Ontology-Based Fuzzy-CBR Support System for Ship's Collision Avoidance. , 2007, , .		13
40	Ontology-based Intelligent Decision Support Agent for CMMI Project Monitoring and Control. , 2006, , .		12
41	A type-2 fuzzy personal ontology for meeting scheduling system. , 2010, , .		12
42	Applying FML and Fuzzy Ontologies to malware behavioural analysis. , 2011, , .		12
43	Genetic fuzzy markup language for game of NoGo. Knowledge-Based Systems, 2012, 34, 64-80.	7.1	12
44	Intelligent ontological agent for diabetic food recommendation. , 2008, , .		10
45	A Novel Type-2 Fuzzy Ontology and Its Application to Diet Assessment. , 2009, , .		10
46	Apply fuzzy ontology and FML to knowledge extraction for university governance and management. Journal of Ambient Intelligence and Humanized Computing, 2013, 4, 493-513.	4.9	10
47	FML-based Dynamic Assessment Agent for Human-Machine Cooperative System on Game of Go. International Journal of Uncertainty, Fuzziness and Knowlege-Based Systems, 2017, 25, 677-705.	1.9	10
48	Ontology-based GFML agent for patent technology requirement evaluation and recommendation. Soft Computing, 2019, 23, 537-556.	3.6	10
49	FML-Based Reinforcement Learning Agent with Fuzzy Ontology for Human-Robot Cooperative Edutainment. International Journal of Uncertainty, Fuzziness and Knowlege-Based Systems, 2020, 28, 1023-1060.	1.9	10
50	A Genetic-Fuzzy Mining Approach for Items with Multiple Minimum Supports. IEEE International Conference on Fuzzy Systems, 2007, , .	0.0	9
51	A novel ontology for computer go knowledge management. , 2009, , .		9
52	Genetic fuzzy markup language for diet application. , 2011, , .		9
53	Ontology-based Fuzzy Inference Agent for Diabetes Classification. , 2007, , .		8
54	Computational Intelligence Meets Game of Go @ IEEE WCCI 2012 [Society Briefs]. IEEE Computational Intelligence Magazine, 2012, 7, 10-12.	3.2	8

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55	Type-2 fuzzy set construction and application for adaptive student assessment system. , 2014, , .		8
56	An Intelligent PPQA Web Services for CMMI Assessment. , 2008, , .		7
57	FML-based type-2 fuzzy ontology for computer go knowledge representation. , 2010, , .		7
58	Intelligent healthcare agent for food recommendation at Tainan City. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , .	0.0	6
59	Apply fuzzy ontology to CMMI-based ASAP assessment system. , 2010, , .		6
60	Special issue on fuzzy ontologies and fuzzy markup language applications. Soft Computing, 2012, 16, 1107-1108.	3.6	6
61	FML-based Japanese diet assessment system. , 2013, , .		6
62	FML-based intelligent adaptive assessment platform for learning materials recommendation. , 2015, , .		6
63	CRM Ontology Based on CMMI Project Planning for Business Applications. , 2007, , .		5
64	The 2010 Contest: MOGOTW vs. Human Go Players. ICGA Journal, 2010, 33, 47-50.	0.3	5
65	Property and application of fuzzy ontology for dietary assessment. , 2010, , .		5
66	TWMAN+: A Type-2 fuzzy ontology model for malware behavior analysis. , 2012, , .		5
67	AI-FML Agent for Robotic Game of Go and AIoT Real-World Co-Learning Applications. , 2020, , .		5
68	Human Intelligence Meets Smart Machine: A Special Event at the IEEE International Conference on Systems, Man, and Cybernetics 2018. IEEE Systems, Man, and Cybernetics Magazine, 2020, 6, 23-31.	1.4	5
69	Intelligent estimation agent based on CMMI ontology for project planning. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , .	0.0	4
70	FML-Based Ontological Agent for Healthcare Application with Diabetes. , 2009, , .		4
71	Fuzzy markup language for university assessment. , 2011, , .		4
72	Fuzzy Markup Language for game of NoGo. , 2011, , .		4

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73	Giving awareness of maturity by capability assessment. , 2011, , .		4
74	Ontology-based Fuzzy Markup Language Agent for Student and Robot Co-Learning. , 2018, , .		4
75	A Study on AI-FML Robotic Agent for Student Learning Behavior Ontology Construction. , 2020, , .		4
76	Robotic Assistant Agent for Student and Machine Co-Learning on AI-FML Practice with AIoT Application. , 2021, , .		4
77	An Intelligent Fuzzy Agent based on PPQA Ontology for Supporting CMMI Assessment. IEEE International Conference on Fuzzy Systems, 2007, , .	0.0	3
78	Using Computer-Assisted Test to Harmlessly Improve the Efficiency of Heterogeneous Grouping in Collaborative Learning. , 2009, , .		3
79	Presence expression using eye robot for computer go and system. , 2011, , .		3
80	Electrocardiogram Application Based on Heart Rate Variability Ontology and Fuzzy Markup Language. , 2012, , 155-178.		3
81	FML-based decision support system for solar energy supply and demand analysis. , 2013, , .		3
82	Human and Smart Machine Co-Learning: Brain-Computer Interaction at the 2017 IEEE International Conference on Systems, Man, and Cybernetics. IEEE Systems, Man, and Cybernetics Magazine, 2018, 4, 6-13.	1.4	3
83	A GFML-based Robot Agent for Human and Machine Cooperative Learning on Game of Go. , 2019, , .		3
84	Optimistic Heuristics for MineSweeper. Smart Innovation, Systems and Technologies, 2013, , 199-207.	0.6	3
85	Augmented tagging system for annotating and sharing videos on mobile device by bar scanner and social media. , 2010, , .		2
86	Computational and human intelligence in blind Go. , 2011, , .		2
87	FML-Based Recommender System for Restaurants. , 2013, , .		2
88	T2FML-based adaptive assessment system for computer game of Go. , 2013, , .		2
89	Item response theory with fuzzy markup language for parameter estimation and validation. , 2015, , .		2
90	FML-based linguistic classification agent for social media application. , 2017, , .		2

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91	FML-based prediction agent and its application to game of Go. , 2017, , .		2
92	FML-based Machine Learning Tool for Human Emotional Agent with BCI on Music Application. , 2019, , .		2
93	JKinect: A new Java Software for Designing and Assessing Gross Motor Activities in children with autism based on JFML. , 2020, , .		2
94	Adaptive Fuzzy Neural Agent for Human and Machine Co-learning. International Journal of Fuzzy Systems, 2022, 24, 778-798.	4.0	2
95	AI-FML Agent with Patch Learning Mechanism for Robotic Game of Go Application. , 2020, , .		2
96	Apply Fuzzy Inference Mechanism for Supporting Healthcare Ontologies Management. , 2006, , .		1
97	Special issue on computational intelligence agents. Applied Intelligence, 2009, 30, 189-190.	5.3	1
98	Random positions in Go. , 2011, , .		1
99	FUZZ-IEEE 2011 [Conference Report]. IEEE Computational Intelligence Magazine, 2011, 6, 22-23.	3.2	1
100	FML-based emotional expression system for computer Go application. , 2012, , .		1
101	FML-based knowledge management system for university governance and management assessment. , 2012, , .		1
102	Strategic Choices: Small Budgets and Simple Regret. , 2012, , .		1
103	Adaptive assessment system for human performance evaluation on game of go. , 2013, , .		1
104	Adaptive fuzzy ontology for student assessment. , 2013, , .		1
105	An optimization model for FML-based decision support system on energy management. , 2014, , .		1
106	Job-Level Algorithms for Connect6 Opening Book Construction. ICGA Journal, 2015, 38, 165-179.	0.3	1
107	Fuzzy markup language with genetic learning mechanism for invention patent quality evaluation. , 2015, , .		1
108	FML-based feature similarity assessment agent for Japanese/Taiwanese language learning. , 2016, , .		1

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109	Genetic fuzzy markup language-based item response theory agent for online self-learning platform construction. , 2016, , .		1
110	FML-based Intelligent Agent for Robotic e-Learning and Entertainment Application. , 2019, , .		1
111	BCI-based hit-loop agent for human and AI robot co-learning with AIoT application. Journal of Ambient Intelligence and Humanized Computing, 2023, 14, 3583-3607.	4.9	1
112	Ontology-based Genetic Fuzzy Filter for image Processing. , 2006, , .		0
113	Dynamical cognitive services for Ambient Intelligence environments. , 2009, , .		0
114	Ontology-based Intelligent Agent for Game of Go. , 2010, , .		0
115	Intelligent agents for games and computer Go. , 2011, , .		0
116	An IT2FLS-Based Malware Analysis Mechanism: Malware Analysis Network in Taiwan (MiT). , 2013, , .		0
117	General chairs and program chairs message. , 2015, , .		0
118	Intelligent Investigation Mechanism based on Fuzzy Markup Language for social media application. , 2016, , .		0
119	Conference Report on 2015 IEEE Conference on Computational Intelligence and Games (IEEE CIG 2015) [Conference Reports]. IEEE Computational Intelligence Magazine, 2016, 11, 4-5.	3.2	0
120	Special issue on soft computing for knowledge management and web applications. Soft Computing, 2017, 21, 281-282.	3.6	0
121	FML-based robotic summarization agent and its application. , 2017, , .		0
122	Fuzzy Semantic Agent Based on Ontology Model for Chinese Lyrics Classification. , 2018, , .		0
123	Ontology-based Adaptive e-Textbook Platform for Student and Machine Co-Learning. , 2018, , .		0
124	A Human-Friendly Communication Robot for Public Service Based on iBeacon Technology. , 2019, , .		0