

Pier Luca Lanzi

List of Publications by Citations

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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.

52
papers

836
citations

17
h-index

27
g-index

56
ext. papers

984
ext. citations

2.8
avg, IF

4.11
L-index

#	Paper	IF	Citations
52	An Analysis of Generalization in the XCS Classifier System. <i>Evolutionary Computation</i> , 1999 , 7, 125-149	4.3	66
51	The 2009 Simulated Car Racing Championship. <i>IEEE Transactions on Games</i> , 2010 , 2, 131-147		63
50	Toward optimal classifier system performance in non-Markov environments. <i>Evolutionary Computation</i> , 2000 , 8, 393-418	4.3	61
49	Learning classifier systems: then and now. <i>Evolutionary Intelligence</i> , 2008 , 1, 63-82	1.7	60
48	Learning classifier systems: New models, successful applications. <i>Information Processing Letters</i> , 2002 , 82, 23-30	0.8	52
47	The WCCI 2008 simulated car racing competition 2008 ,		49
46	Learning drivers for TORCS through imitation using supervised methods 2009 ,		36
45	2010 ,		34
44	Generalization in the XCSF classifier system: analysis, improvement, and extension. <i>Evolutionary Computation</i> , 2007 , 15, 133-68	4.3	32
43	Extending XCSF beyond linear approximation 2005 ,		31
42	On-line neuroevolution applied to The Open Racing Car Simulator 2009 ,		27
41	Automatic Track Generation for High-End Racing Games Using Evolutionary Computation. <i>IEEE Transactions on Games</i> , 2011 , 3, 245-259		26
40	A Roadmap to the Last Decade of Learning Classifier System Research (From 1989 to 1999). <i>Lecture Notes in Computer Science</i> , 2000 , 33-61	0.9	26
39	Prediction update algorithms for XCSF 2006 ,		25
38	Classifier systems that compute action mappings 2007 ,		20
37	XCS with computed prediction in multistep environments 2005 ,		19
36	Classifier prediction based on tile coding 2006 ,		18

35	Hyper-ellipsoidal conditions in XCS 2006 ,		17
34	Bounding Learning Time in XCS. <i>Lecture Notes in Computer Science</i> , 2004 , 739-750	0.9	14
33	Applying cooperative coevolution to compete in the 2009 TORCS Endurance World Championship 2010 ,		13
32	Problem solution sustenance in XCS: Markov chain analysis of niche support distributions and the impact on computational complexity. <i>Genetic Programming and Evolvable Machines</i> , 2007 , 8, 5-37	2	13
31	Using convex hulls to represent classifier conditions 2006 ,		12
30	Support vector regression for classifier prediction 2007 ,		11
29	Overtaking opponents with blocking strategies using fuzzy logic 2010 ,		10
28	XCS with Adaptive Action Mapping. <i>Lecture Notes in Computer Science</i> , 2012 , 138-147	0.9	9
27	TrackGen: An interactive track generator for TORCS and Speed-Dreams. <i>Applied Soft Computing Journal</i> , 2015 , 28, 550-558	7.5	8
26	Fuzzy Tactics: A scripting game that leverages fuzzy logic as an engaging game mechanic. <i>Expert Systems With Applications</i> , 2014 , 41, 6029-6038	7.8	8
25	Modeling selection pressure in XCS for proportionate and tournament selection 2007 ,		7
24	. <i>IEEE Transactions on Games</i> , 2018 , 10, 317-332	1.2	6
23	Enhancing Learning Capabilities by XCS with Best Action Mapping. <i>Lecture Notes in Computer Science</i> , 2012 , 256-265	0.9	6
22	Rule reduction by selection strategy in XCS with adaptive action map. <i>Evolutionary Intelligence</i> , 2015 , 8, 71-87	1.7	5
21	A Learning Classifier Systems Bibliography. <i>Lecture Notes in Computer Science</i> , 2000 , 321-347	0.9	5
20	Advanced overtaking behaviors for blocking opponents in racing games using a fuzzy architecture. <i>Expert Systems With Applications</i> , 2013 , 40, 6447-6458	7.8	4
19	Selection strategy for XCS with adaptive action mapping 2013 ,		4
18	Evolving classifier ensembles with voting predictors 2008 ,		4

17	Evolving Classifiers Ensembles with Heterogeneous Predictors. <i>Lecture Notes in Computer Science</i> , 2008 , 218-234	0.9	4
16	Distributed learning: a reliable privacy-preserving strategy to change multicenter collaborations using AI. <i>European Journal of Nuclear Medicine and Molecular Imaging</i> , 2021 , 48, 3791-3804	8.8	4
15	Complete action map or best action map in accuracy-based reinforcement learning classifier systems 2014 ,		3
14	Empirical analysis of generalization and learning in XCS with gradient descent 2007 ,		3
13	Anticipation mappings for learning classifier systems 2007 ,		3
12	Analysis and Improvements of the Classifier Error Estimate in XCSF. <i>Lecture Notes in Computer Science</i> , 2008 , 117-135	0.9	3
11	Recursive Least Squares and Quadratic Prediction in Continuous Multistep Problems. <i>Lecture Notes in Computer Science</i> , 2010 , 70-86	0.9	3
10	XCSF with tile coding in discontinuous action-value landscapes. <i>Evolutionary Intelligence</i> , 2015 , 8, 117-132.7		2
9	How should learning classifier systems cover a state-action space? 2015 ,		2
8	Sequential problems that test generalization in learning classifier systems. <i>Evolutionary Intelligence</i> , 2009 , 2, 141-147	1.7	2
7	An analysis of generalization in XCS with symbolic conditions 2007 ,		2
6	Introduction to the special issue on learning classifier systems. <i>Natural Computing</i> , 2009 , 8, 1-2	1.3	1
5	Recursive least squares and quadratic prediction in continuous multistep problems 2008 ,		1
4	Computed prediction in binary multistep problems 2008 ,		1
3	System Level Hardware-Software Design Exploration with XCS. <i>Lecture Notes in Computer Science</i> , 2004 , 763-773	0.9	1
2	An analysis of Single-Player Monte Carlo Tree Search performance in Sokoban. <i>Expert Systems With Applications</i> , 2022 , 192, 116224	7.8	0
1	An Educational Experience to Raise Awareness About Space Debris. <i>IEEE Access</i> , 2020 , 8, 85162-85178	3.5	0