

# Pier Luca Lanzi

## 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.

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 Single-Player Monte Carlo Tree Search performance in Sokoban. <i>Expert Systems With Applications</i> , <b>2022</b> , 192, 116224	7.8	0
51	Distributed learning: a reliable privacy-preserving strategy to change multicenter collaborations using AI. <i>European Journal of Nuclear Medicine and Molecular Imaging</i> , <b>2021</b> , 48, 3791-3804	8.8	4
50	An Educational Experience to Raise Awareness About Space Debris. <i>IEEE Access</i> , <b>2020</b> , 8, 85162-85178	3.5	0
49	. <i>IEEE Transactions on Games</i> , <b>2018</b> , 10, 317-332	1.2	6
48	XCSF with tile coding in discontinuous action-value landscapes. <i>Evolutionary Intelligence</i> , <b>2015</b> , 8, 117-132.	7	2
47	Rule reduction by selection strategy in XCS with adaptive action map. <i>Evolutionary Intelligence</i> , <b>2015</b> , 8, 71-87	1.7	5
46	TrackGen: An interactive track generator for TORCS and Speed-Dreams. <i>Applied Soft Computing Journal</i> , <b>2015</b> , 28, 550-558	7.5	8
45	How should learning classifier systems cover a state-action space? <b>2015</b> ,		2
44	Complete action map or best action map in accuracy-based reinforcement learning classifier systems <b>2014</b> ,		3
43	Fuzzy Tactics: A scripting game that leverages fuzzy logic as an engaging game mechanic. <i>Expert Systems With Applications</i> , <b>2014</b> , 41, 6029-6038	7.8	8
42	Advanced overtaking behaviors for blocking opponents in racing games using a fuzzy architecture. <i>Expert Systems With Applications</i> , <b>2013</b> , 40, 6447-6458	7.8	4
41	Selection strategy for XCS with adaptive action mapping <b>2013</b> ,		4
40	Enhancing Learning Capabilities by XCS with Best Action Mapping. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 256-265	0.9	6
39	XCS with Adaptive Action Mapping. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 138-147	0.9	9
38	Automatic Track Generation for High-End Racing Games Using Evolutionary Computation. <i>IEEE Transactions on Games</i> , <b>2011</b> , 3, 245-259		26
37	Applying cooperative coevolution to compete in the 2009 TORCS Endurance World Championship <b>2010</b> ,		13
36	<b>2010</b> ,		34

35	Overtaking opponents with blocking strategies using fuzzy logic <b>2010</b> ,		10
34	The 2009 Simulated Car Racing Championship. <i>IEEE Transactions on Games</i> , <b>2010</b> , 2, 131-147		63
33	Recursive Least Squares and Quadratic Prediction in Continuous Multistep Problems. <i>Lecture Notes in Computer Science</i> , <b>2010</b> , 70-86	0.9	3
32	On-line neuroevolution applied to The Open Racing Car Simulator <b>2009</b> ,		27
31	Introduction to the special issue on learning classifier systems. <i>Natural Computing</i> , <b>2009</b> , 8, 1-2	1.3	1
30	Sequential problems that test generalization in learning classifier systems. <i>Evolutionary Intelligence</i> , <b>2009</b> , 2, 141-147	1.7	2
29	Learning drivers for TORCS through imitation using supervised methods <b>2009</b> ,		36
28	The WCCI 2008 simulated car racing competition <b>2008</b> ,		49
27	Recursive least squares and quadratic prediction in continuous multistep problems <b>2008</b> ,		1
26	Evolving classifier ensembles with voting predictors <b>2008</b> ,		4
25	Computed prediction in binary multistep problems <b>2008</b> ,		1
24	Learning classifier systems: then and now. <i>Evolutionary Intelligence</i> , <b>2008</b> , 1, 63-82	1.7	60
23	Evolving Classifiers Ensembles with Heterogeneous Predictors. <i>Lecture Notes in Computer Science</i> , <b>2008</b> , 218-234	0.9	4
22	Analysis and Improvements of the Classifier Error Estimate in XCSF. <i>Lecture Notes in Computer Science</i> , <b>2008</b> , 117-135	0.9	3
21	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> , <b>2007</b> , 8, 5-37	2	13
20	Empirical analysis of generalization and learning in XCS with gradient descent <b>2007</b> ,		3
19	Modeling selection pressure in XCS for proportionate and tournament selection <b>2007</b> ,		7
18	Support vector regression for classifier prediction <b>2007</b> ,		11

17	An analysis of generalization in XCS with symbolic conditions <b>2007</b> ,		2
16	Generalization in the XCSF classifier system: analysis, improvement, and extension. <i>Evolutionary Computation</i> , <b>2007</b> , 15, 133-68	4.3	32
15	Anticipation mappings for learning classifier systems <b>2007</b> ,		3
14	Classifier systems that compute action mappings <b>2007</b> ,		20
13	Using convex hulls to represent classifier conditions <b>2006</b> ,		12
12	Hyper-ellipsoidal conditions in XCS <b>2006</b> ,		17
11	Classifier prediction based on tile coding <b>2006</b> ,		18
10	Prediction update algorithms for XCSF <b>2006</b> ,		25
9	XCS with computed prediction in multistep environments <b>2005</b> ,		19
8	Extending XCSF beyond linear approximation <b>2005</b> ,		31
7	Bounding Learning Time in XCS. <i>Lecture Notes in Computer Science</i> , <b>2004</b> , 739-750	0.9	14
6	System Level Hardware/Software Design Exploration with XCS. <i>Lecture Notes in Computer Science</i> , <b>2004</b> , 763-773	0.9	1
5	Learning classifier systems: New models, successful applications. <i>Information Processing Letters</i> , <b>2002</b> , 82, 23-30	0.8	52
4	Toward optimal classifier system performance in non-Markov environments. <i>Evolutionary Computation</i> , <b>2000</b> , 8, 393-418	4.3	61
3	A Learning Classifier Systems Bibliography. <i>Lecture Notes in Computer Science</i> , <b>2000</b> , 321-347	0.9	5
2	A Roadmap to the Last Decade of Learning Classifier System Research (From 1989 to 1999). <i>Lecture Notes in Computer Science</i> , <b>2000</b> , 33-61	0.9	26
1	An Analysis of Generalization in the XCS Classifier System. <i>Evolutionary Computation</i> , <b>1999</b> , 7, 125-149	4.3	66