

# Vladislav Karbovskii

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3376585/publications.pdf>

Version: 2024-02-01

20  
papers

148  
citations

1307366

7  
h-index

1199470

12  
g-index

20  
all docs

20  
docs citations

20  
times ranked

141  
citing authors

#	ARTICLE	IF	CITATIONS
1	Multi-agent Simulation of Passenger Evacuation Considering Ship Motions. <i>Procedia Computer Science</i> , 2015, 66, 140-149.	1.2	18
2	Multiscale Agent-based Simulation in Large City Areas: Emergency Evacuation use Case. <i>Procedia Computer Science</i> , 2015, 51, 2367-2376.	1.2	18
3	Multi-agent Simulation of Passenger Evacuation from a Damaged Ship under Storm Conditions. <i>Procedia Computer Science</i> , 2016, 80, 2455-2464.	1.2	17
4	Multimodel agent-based simulation environment for mass-gatherings and pedestrian dynamics. <i>Future Generation Computer Systems</i> , 2018, 79, 155-165.	4.9	13
5	Personal Decision Support Mobile Service for Extreme Situations. <i>Procedia Computer Science</i> , 2014, 29, 1646-1655.	1.2	11
6	Optimization-based Calibration for Micro-level Agent-based Simulation of Pedestrian Behavior in Public Spaces. <i>Procedia Computer Science</i> , 2015, 66, 372-381.	1.2	11
7	The study of the influence of obstacles on crowd dynamics. <i>Procedia Computer Science</i> , 2017, 108, 215-224.	1.2	9
8	The impact of different obstacles on crowd dynamics. <i>Journal of Computational Science</i> , 2019, 36, 100893.	1.5	7
9	Agent-based Modeling of Crowd Dynamics on a Moving Platform. <i>Procedia Computer Science</i> , 2015, 66, 317-327.	1.2	6
10	An Exploratory Sentiment and Facial Expressions Analysis of Data from Photo-sharing on Social Media: The Case of Football Violence. <i>Procedia Computer Science</i> , 2016, 80, 398-406.	1.2	6
11	The Framework for Rapid Graphics Application Development: The Multi-scale Problem Visualization. <i>Procedia Computer Science</i> , 2015, 51, 2729-2733.	1.2	5
12	Towards a Performance-realism Compromise in the Development of the Pedestrian Navigation Model. <i>Procedia Computer Science</i> , 2015, 51, 2799-2803.	1.2	5
13	Simulating an Impact of Road Network Improvements on the Performance of Transportation Systems under Critical Load: Agent-based Approach. <i>Procedia Computer Science</i> , 2016, 101, 253-261.	1.2	5
14	The Multi-agent Simulation-based Framework for Optimization of Detectors Layout in Public Crowded Places. <i>Procedia Computer Science</i> , 2015, 51, 522-531.	1.2	4
15	Ensemble learning for large-scale crowd flow prediction. <i>Engineering Applications of Artificial Intelligence</i> , 2021, 106, 104469.	4.3	4
16	Toolbox for Visual Explorative Analysis of Complex Temporal Multiscale Contact Networks Dynamics in Healthcare. <i>Procedia Computer Science</i> , 2016, 80, 2107-2118.	1.2	3
17	Identifying Venues for Female Commercial Sex Work Using Spatial Analysis of Geocoded Advertisements. <i>Procedia Computer Science</i> , 2016, 80, 345-355.	1.2	3
18	Short-term Multiagent Simulation-based Prediction in Mass Gatherings Decision Support. <i>Procedia Computer Science</i> , 2016, 80, 2119-2127.	1.2	2

#	ARTICLE	IF	CITATIONS
19	Use of modern information and computer technologies in historical and urban studies with the example of epidemiological situation in the city of Simbirsk during the First World War. , 2015, , .		1
20	Interjacent Steps Recovering of Flood Front Modeling. Procedia Computer Science, 2015, 66, 228-234.	1.2	0