Vladislav Karbovskii

List of Publications by Year
in descending order

20	148	1307366 7	1199470 12
papers	citations	h-index	g-index

20	20	20	141
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Ensemble learning for large-scale crowd flow prediction. Engineering Applications of Artificial Intelligence, 2021, 106, 104469.	4.3	4
2	The impact of different obstacles on crowd dynamics. Journal of Computational Science, 2019, 36, 100893.	1.5	7
3	Multimodel agent-based simulation environment for mass-gatherings and pedestrian dynamics. Future Generation Computer Systems, 2018, 79, 155-165.	4.9	13
4	The study of the influence of obstacles on crowd dynamics. Procedia Computer Science, 2017, 108, 215-224.	1.2	9
5	Simulating an Impact of Road Network Improvements on the Performance of Transportation Systems under Critical Load: Agent-based Approach. Procedia Computer Science, 2016, 101, 253-261.	1.2	5
6	Short-term Multiagent Simulation-based Prediction in Mass Gatherings Decision Support. Procedia Computer Science, 2016, 80, 2119-2127.	1.2	2
7	Multi-agent Simulation of Passenger Evacuation from a Damaged Ship under Storm Conditions. Procedia Computer Science, 2016, 80, 2455-2464.	1.2	17
8	Toolbox for Visual Explorative Analysis of Complex Temporal Multiscale Contact Networks Dynamics in Healthcare. Procedia Computer Science, 2016, 80, 2107-2118.	1.2	3
9	An Exploratory Sentiment and Facial Expressions Analysis of Data from Photo-sharing on Social Media: The Case of Football Violence. Procedia Computer Science, 2016, 80, 398-406.	1.2	6
10	Identifying Venues for Female Commercial Sex Work Using Spatial Analysis of Geocoded Advertisements. Procedia Computer Science, 2016, 80, 345-355.	1.2	3
11	The Framework for Rapid Graphics Application Development: The Multi-scale Problem Visualization. Procedia Computer Science, 2015, 51, 2729-2733.	1.2	5
12	Multi-agent Simulation of Passenger Evacuation Considering Ship Motions. Procedia Computer Science, 2015, 66, 140-149.	1.2	18
13	Agent-based Modeling of Crowd Dynamics on a Moving Platform. Procedia Computer Science, 2015, 66, 317-327.	1.2	6
14	Optimization-based Calibration for Micro-level Agent-based Simulation of Pedestrian Behavior in Public Spaces. Procedia Computer Science, 2015, 66, 372-381.	1.2	11
15	Towards a Performance-realism Compromise in the Development of the Pedestrian Navigation Model. Procedia Computer Science, 2015, 51, 2799-2803.	1.2	5
16	Interjacent Steps Recovering of Flood Front Modeling. Procedia Computer Science, 2015, 66, 228-234.	1.2	0
17	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
18	Multiscale Agent-based Simulation in Large City Areas: Emergency Evacuation use Case. Procedia Computer Science, 2015, 51, 2367-2376.	1.2	18

#	Article	IF	Citations
19	The Multi-agent Simulation-based Framework for Optimization of Detectors Layout in Public Crowded Places. Procedia Computer Science, 2015, 51, 522-531.	1.2	4
20	Personal Decision Support Mobile Service for Extreme Situations. Procedia Computer Science, 2014, 29, 1646-1655.	1.2	11