Mario Garcia-Valdez

List of Publications by Year
in descending order

87	942	933410	477281
papers	citations	10	29
		h-index	g-index

99	99	99	847
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	A comparative study of type-1 fuzzy logic systems, interval type-2 fuzzy logic systems and generalized type-2 fuzzy logic systems in control problems. Information Sciences, 2016, 354, 257-274.	6.9	346
2	Optimal design of fuzzy classification systems using PSO with dynamic parameter adaptation through fuzzy logic. Expert Systems With Applications, 2013, 40, 3196-3206.	7.6	243
3	The EvoSpace Model for Pool-Based Evolutionary Algorithms. Journal of Grid Computing, 2015, 13, 329-349.	3.9	30
4	Post-Filtering for a Restaurant Context-Aware Recommender System. Studies in Computational Intelligence, 2014, , 695-707.	0.9	20
5	EvoSpace-Interactive: A Framework to Develop Distributed Collaborative-Interactive Evolutionary Algorithms for Artistic Design. Lecture Notes in Computer Science, 2013, , 121-132.	1.3	20
6	Optimal Fuzzy Controller Design for Autonomous Robot Path Tracking Using Population-Based Metaheuristics. Symmetry, 2022, 14, 202.	2.2	20
7	A method based on Interactive Evolutionary Computation and fuzzy logic for increasing the effectiveness of advertising campaigns. Information Sciences, 2017, 414, 175-186.	6.9	16
8	EvoSpace: A Distributed Evolutionary Platform Based on the Tuple Space Model. Lecture Notes in Computer Science, 2013, , 499-508.	1.3	16
9	Using Fuzzy Inference Systems for the Creation of Forex Market Predictive Models. IEEE Access, 2021, 9, 69391-69404.	4.2	15
10	Local search in speciation-based bloat control for genetic programming. Genetic Programming and Evolvable Machines, 2019, 20, 351-384.	2.2	10
11	A comparative study of machine learning techniques in blog comments spam filtering. , 2010, , .		9
12	evospace-js. , 2017, , .		9
13	A modern, event-based architecture for distributed evolutionary algorithms. , 2018, , .		9
14	A Hybrid Recommender System Architecture for Learning Objects. Studies in Computational Intelligence, 2009, , 205-211.	0.9	9
15	NodIO. , 2016, , .		8
16	Is there a free lunch for cloud-based evolutionary algorithms?. , 2013, , .		7
17	Introducing an Event-Based Architecture for Concurrent and Distributed Evolutionary Algorithms. Lecture Notes in Computer Science, 2018, , 399-410.	1.3	7
18	Randomized Parameter Settings for Heterogeneous Workers in a Pool-Based Evolutionary Algorithm. Lecture Notes in Computer Science, 2014, , 702-710.	1.3	7

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19	Simple Sequencing and Selection of Learning Objects using Fuzzy Inference. , 2007, , .		6
20	On the Modelling of Adaptive Hypermedia Systems Using Agents for Courses with the Competency Approach. Communications in Computer and Information Science, 2011, , 624-630.	0.5	6
21	Fireworks: Evolutionary art project based on EvoSpace-interactive. , 2013, , .		6
22	A proposal for an intuitionistic fuzzy inference system. , 2016, , .		6
23	Fuzzy inference for Learning Object Recommendation. , 2010, , .		5
24	Restaurant Recommendations Based on a Domain Model and Fuzzy Rules. Studies in Computational Intelligence, 2013, , 533-546.	0.9	5
25	Integrating Learning Styles in an Adaptive Hypermedia System with Adaptive Resources. Studies in Systems, Decision and Control, 2018, , 49-67.	1.0	5
26	Mapping evolutionary algorithms to a reactive, stateless architecture. , 2018, , .		5
27	Performance for the Masses. , 2016, , .		4
28	Affective States in Software Programming: Classification of Individuals based on their Keystroke and Mouse Dynamics. Research in Computing Science, 2014, 87, 27-34.	0.1	4
29	Going Stateless in Concurrent Evolutionary Algorithms. Communications in Computer and Information Science, 2018, , 17-29.	0.5	4
30	When artists met EvoSpace-i. , 2014, , .		3
31	A comparison of implementations of basic evolutionary algorithm operations in different languages. , 2016, , .		3
32	Benchmarking Languages for Evolutionary Algorithms. Lecture Notes in Computer Science, 2016, , 27-41.	1.3	3
33	Benchmarking a pool-based execution with GA and PSO workers on the BBOB noiseless testbed. , 2017, , .		3
34	Mining of Keystroke and Mouse Dynamics to Increase the Engagement of Students with Programming Assignments. Studies in Computational Intelligence, 2019, , 41-61.	0.9	3
35	Event-Driven Multi-algorithm Optimization: Mixing Swarm and Evolutionary Strategies. Lecture Notes in Computer Science, 2021, , 747-762.	1.3	3
36	Free Form Evolution for Angry Birds Level Generation. Lecture Notes in Computer Science, 2019, , 125-140.	1.3	3

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37	Ad Text Optimization Using Interactive Evolutionary Computation Techniques. Studies in Computational Intelligence, 2014, , 671-680.	0.9	3
38	Learning Objects for Intelligent Environments. , 2012, , .		2
39	A search for scalable evolutionary solutions to the game of MasterMind. , 2013, , .		2
40	EvoSpace-i. , 2013, , .		2
41	A Method Based on Interactive Evolutionary Computation for Increasing the Effectiveness of Advertisement Texts. , 2015, , .		2
42	Randomized parameter settings for a pool-based particle swarm optimization algorithm. , 2017, , .		2
43	Pool-Based Genetic Programming Using Evospace, Local Search and Bloat Control. Mathematical and Computational Applications, 2019, 24, 78.	1.3	2
44	A Fitness Estimation Strategy for Web Based Interactive Evolutionary Applications Considering User Preferences and Activities Using Fuzzy Logic. Studies in Computational Intelligence, 2015, , 507-516.	0.9	2
45	Bidding strategies based on type-1 and interval type-2 fuzzy inference systems for Google Adwords advertising campaigns. , 2016, , .		1
46	Ranking Programming Languages for Evolutionary Algorithm Operations. Lecture Notes in Computer Science, 2017, , 689-704.	1.3	1
47	An open source implementation of an intuitionistic fuzzy inference system in Clojure. , 2017, , .		1
48	Performance improvements of evolutionary algorithms in perl 6. , 2018, , .		1
49	Improved free form evolution for angry birds structures. , 2019, , .		1
50	Improving the algorithmic efficiency and performance of channel-based evolutionary algorithms. , 2019, , .		1
51	Graphical Representation of Intuitionistic Membership Functions for Its Efficient Use in Intuitionistic Fuzzy Systems. Studies in Fuzziness and Soft Computing, 2019, , 239-250.	0.8	1
52	Can Communication Topology Improve a Multi-swarm PSO Algorithms?. Communications in Computer and Information Science, 2021, , 3-12.	0.5	1
53	Profiting from Several Recommendation Algorithms Using a Scalable Approach. Studies in Computational Intelligence, 2017, , 357-375.	0.9	1
54	Ranking the Performance of Compiled and Interpreted Languages in Genetic Algorithms. , 2016, , .		1

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55	The human in the loop: volunteer-based metacomputers as a socio-technical system. , 2016, , .		1
56	Moving target defense through evolutionary algorithms. , 2020, , .		1
57	Implementation matters, also in concurrent evolutionary algorithms. , 2020, , .		1
58	Intelligent Agents in Distributed Fault Tolerant Systems. , 2007, , 203-213.		1
59	Modeling and Simulation by Petri Networks of a Fault Tolerant Agent Node. , 2007, , 707-716.		1
60	Mixing Population-Based Metaheuristics: An Approach Based onÂaÂDistributed-Queue forÂtheÂOptimal Design ofÂFuzzy Controllers. Lecture Notes in Networks and Systems, 2022, , 839-846.	0.7	1
61	Rational cognitive muli-agent system with fuzzy logic for a three wheeled mobile robot. , 2010, , .		0
62	Comparing regression using artificial neural nets and intelligent hybrid method to achieve the higher learning preferences of students. , 2014, , .		0
63	Visualizing for Success. , 2016, , .		0
64	Gamification techniques in collaborative interactive evolutionary computation. , 2017, , .		0
65	Exploiting the social graph: Increasing engagement in a collaborative Interactive Evolution application. , 2017, , .		0
66	Alife in the Clouds: A Short Review of Applications of Artificial Life to Cloud Computing and Back. Frontiers in Robotics and AI, 2018, 4, .	3.2	0
67	Increasing Performance via Gamification in a Volunteer-Based Evolutionary Computation System. Communications in Computer and Information Science, 2018, , 342-353.	0.5	0
68	Improving evolution of service configurations for moving target defense. , 2020, , .		0
69	Looking for Emotions in Evolutionary Art. Studies in Computational Intelligence, 2021, , 203-220.	0.9	0
70	Random Selection of Parameters in Asynchronous Pool-Based Evolutionary Algorithms. , 2021, , .		0
71	Multi-Agent System Based on Psychological Models for Mobile Robots. Studies in Computational Intelligence, 2010, , 143-159.	0.9	0
72	Multi-Agent System with Personality Profiles and Preferences and Learning for Autonomous Mobile Robot with Fuzzy Logic Support. Studies in Computational Intelligence, 2010, , 233-250.	0.9	0

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73	Using a Graph Based Database to Support Collaborative Interactive Evolutionary Systems. Studies in Computational Intelligence, 2014, , 581-591.	0.9	0
74	Unreliable Heterogeneous Workers in a Pool-Based Evolutionary Algorithm. Lecture Notes in Computer Science, 2014, , 726-737.	1.3	0
75	Fuzzy Labeling of Users in an Educational Intelligent Environment Using an Activity Stream. Studies in Computational Intelligence, 2014, , 593-605.	0.9	0
76	Recomendaciones contextuales basadas en el enfoque de post-filtrado. Research in Computing Science, 2014, 74, 47-59.	0.1	0
77	Enhancing Student Engagement via Reduction of Frustration with Programming Assignments using Machine Learning. , 2017, , .		0
78	Finding Self-organized Criticality in Collaborative Work via Repository Mining. Lecture Notes in Computer Science, 2017, , 483-496.	1.3	0
79	A Performance Assessment of Evolutionary Algorithms in Volunteer Computing Environments: The Importance of Entropy. Lecture Notes in Computer Science, 2017, , 806-821.	1.3	0
80	Self-organized criticality in code repositories. , 2017, , .		0
81	Analyzing Evolutionary Art Audience Interaction by Means of a Kinect Based Non-intrusive Method. Studies in Computational Intelligence, 2019, , 108-123.	0.9	0
82	Speeding Up Evaluation of Structures for the Angry Birds Game. , 2019, , .		0
83	Procedural Generation of Levels for the Angry Birds Videogame Using Evolutionary Computation. Studies in Computational Intelligence, 2020, , 581-592.	0.9	0
84	An Event-Based Architecture forÂCross-Breed Multi-population Bio-inspired Optimization Algorithms. Lecture Notes in Computer Science, 2020, , 686-701.	1.3	0
85	Delivering diverse web server configuration in a moving target defense using evolutionary algorithms. , 2020, , .		0
86	Modeling and Simulation by Petri Networks of a Fault Tolerant Agent Node. Studies in Computational Intelligence, 2008, , 251-267.	0.9	0
87	A Fuzzy Approach for the Sequencing of Didactic Resources in Educational Adaptive Hypermedia Systems. , 2007, , 885-892.		0