

Mario Garcia-Valdez

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.

79
papers

704
citations

8
h-index

25
g-index

99
ext. papers

821
ext. citations

1.2
avg, IF

4.29
L-index

#	Paper	IF	Citations
79	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. <i>Information Sciences</i> , 2016 , 354, 257-274	7.7	275
78	Optimal design of fuzzy classification systems using PSO with dynamic parameter adaptation through fuzzy logic. <i>Expert Systems With Applications</i> , 2013 , 40, 3196-3206	7.8	195
77	The EvoSpace Model for Pool-Based Evolutionary Algorithms. <i>Journal of Grid Computing</i> , 2015 , 13, 329-349	4.9	26
76	Post-Filtering for a Restaurant Context-Aware Recommender System. <i>Studies in Computational Intelligence</i> , 2014 , 695-707	0.8	13
75	EvoSpace: A Distributed Evolutionary Platform Based on the Tuple Space Model. <i>Lecture Notes in Computer Science</i> , 2013 , 499-508	0.9	13
74	A method based on Interactive Evolutionary Computation and fuzzy logic for increasing the effectiveness of advertising campaigns. <i>Information Sciences</i> , 2017 , 414, 175-186	7.7	12
73	EvoSpace-Interactive: A Framework to Develop Distributed Collaborative-Interactive Evolutionary Algorithms for Artistic Design. <i>Lecture Notes in Computer Science</i> , 2013 , 121-132	0.9	12
72	Accelerometer-Based Hand Gesture Recognition Using Artificial Neural Networks. <i>Studies in Computational Intelligence</i> , 2010 , 67-77	0.8	9
71	A modern, event-based architecture for distributed evolutionary algorithms 2018 ,		8
70	A Hybrid Recommender System Architecture for Learning Objects. <i>Studies in Computational Intelligence</i> , 2009 , 205-211	0.8	8
69	evospace-js 2017 ,		7
68	A proposal for an intuitionistic fuzzy inference system 2016 ,		6
67	A comparative study of machine learning techniques in blog comments spam filtering 2010 ,		6
66	Randomized Parameter Settings for Heterogeneous Workers in a Pool-Based Evolutionary Algorithm. <i>Lecture Notes in Computer Science</i> , 2014 , 702-710	0.9	6
65	A Pre-filtering Based Context-Aware Recommender System using Fuzzy Rules. <i>Studies in Computational Intelligence</i> , 2015 , 497-505	0.8	6
64	NodIO 2016 ,		6
63	Introducing an Event-Based Architecture for Concurrent and Distributed Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2018 , 399-410	0.9	6

62	Fireworks: Evolutionary art project based on EvoSpace-interactive 2013 ,		5
61	On the Modelling of Adaptive Hypermedia Systems Using Agents for Courses with the Competency Approach. <i>Communications in Computer and Information Science</i> , 2011 , 624-630	0.3	5
60	Fuzzy inference for Learning Object Recommendation 2010 ,		5
59	Integrating Learning Styles in an Adaptive Hypermedia System with Adaptive Resources. <i>Studies in Systems, Decision and Control</i> , 2018 , 49-67	0.8	4
58	Mapping evolutionary algorithms to a reactive, stateless architecture 2018 ,		4
57	Is there a free lunch for cloud-based evolutionary algorithms? 2013 ,		4
56	Optimal Fuzzy Controller Design for Autonomous Robot Path Tracking Using Population-Based Metaheuristics. <i>Symmetry</i> , 2022 , 14, 202	2.7	4
55	Going Stateless in Concurrent Evolutionary Algorithms. <i>Communications in Computer and Information Science</i> , 2018 , 17-29	0.3	4
54	A Comparative Study of Blog Comments Spam Filtering with Machine Learning Techniques. <i>Studies in Computational Intelligence</i> , 2010 , 57-72	0.8	4
53	Local search in speciation-based bloat control for genetic programming. <i>Genetic Programming and Evolvable Machines</i> , 2019 , 20, 351-384	2	3
52	Benchmarking Languages for Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2016 , 27-41	0.9	3
51	Benchmarking a pool-based execution with GA and PSO workers on the BBOB noiseless testbed 2017 ,		3
50	Restaurant Recommendations Based on a Domain Model and Fuzzy Rules. <i>Studies in Computational Intelligence</i> , 2013 , 533-546	0.8	3
49	Using Fuzzy Inference Systems for the Creation of Forex Market Predictive Models. <i>IEEE Access</i> , 2021 , 9, 69391-69404	3.5	3
48	On the Graphical Representation of Intuitionistic Membership Functions for Its Use in Intuitionistic Fuzzy Inference Systems. <i>Studies in Computational Intelligence</i> , 2017 , 115-126	0.8	2
47	Performance for the Masses 2016 ,		2
46	Pool-Based Genetic Programming Using Evospace, Local Search and Bloat Control. <i>Mathematical and Computational Applications</i> , 2019 , 24, 78	1	2
45	2014 ,		2

44	Learning Objects for Intelligent Environments 2012 ,		2
43	Simple Sequencing and Selection of Learning Objects using Fuzzy Inference 2007 ,		2
42	Exploring Concurrent and Stateless Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2019 , 405-412	0.9	2
41	Free Form Evolution for Angry Birds Level Generation. <i>Lecture Notes in Computer Science</i> , 2019 , 125-140	0.9	2
40	Ad Text Optimization Using Interactive Evolutionary Computation Techniques. <i>Studies in Computational Intelligence</i> , 2014 , 671-680	0.8	2
39	Event-Driven Multi-algorithm Optimization: Mixing Swarm and Evolutionary Strategies. <i>Lecture Notes in Computer Science</i> , 2021 , 747-762	0.9	2
38	Improving the algorithmic efficiency and performance of channel-based evolutionary algorithms 2019 ,		1
37	A Method Based on Interactive Evolutionary Computation for Increasing the Effectiveness of Advertisement Texts 2015 ,		1
36	An open source implementation of an intuitionistic fuzzy inference system in Clojure 2017 ,		1
35	Mining of Keystroke and Mouse Dynamics to Increase the Engagement of Students with Programming Assignments. <i>Studies in Computational Intelligence</i> , 2019 , 41-61	0.8	1
34	Improved free form evolution for angry birds structures 2019 ,		1
33	2013 ,		1
32	EvoSpace-i 2013 ,		1
31	Personalization of Learning Object Sequencing and Deployment in Intelligent Learning Environments. <i>Studies in Computational Intelligence</i> , 2013 , 559-567	0.8	1
30	Intelligent Agents in Distributed Fault Tolerant Systems 2007 , 203-213		1
29	Fuzzy Pre-condition Rules for Activity Sequencing in Intelligent Learning Environments. <i>Studies in Computational Intelligence</i> , 2015 , 489-495	0.8	1
28	Profiting from Several Recommendation Algorithms Using a Scalable Approach. <i>Studies in Computational Intelligence</i> , 2017 , 357-375	0.8	1
27	A comparison of implementations of basic evolutionary algorithm operations in different languages 2016 ,		1

26	Bidding strategies based on type-1 and interval type-2 fuzzy inference systems for Google Adwords advertising campaigns 2016 ,		1
25	Graphical Representation of Intuitionistic Membership Functions for Its Efficient Use in Intuitionistic Fuzzy Systems. <i>Studies in Fuzziness and Soft Computing</i> , 2019 , 239-250	0.7	1
24	Can Communication Topology Improve a Multi-swarm PSO Algorithms?. <i>Communications in Computer and Information Science</i> , 2021 , 3-12	0.3	1
23	Ranking Programming Languages for Evolutionary Algorithm Operations. <i>Lecture Notes in Computer Science</i> , 2017 , 689-704	0.9	0
22	A Fitness Estimation Strategy for Web Based Interactive Evolutionary Applications Considering User Preferences and Activities Using Fuzzy Logic. <i>Studies in Computational Intelligence</i> , 2015 , 507-516	0.8	0
21	Implementing Pool-Based Evolutionary Algorithm in Amazon Cloud Computing Services. <i>Studies in Computational Intelligence</i> , 2015 , 347-355	0.8	0
20	Increasing Performance via Gamification in a Volunteer-Based Evolutionary Computation System. <i>Communications in Computer and Information Science</i> , 2018 , 342-353	0.3	
19	Teaching Computer Programming as Well-Defined Domain for Beginners with Protoboard. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 262-271	0.4	
18	Modeling and Simulation by Petri Networks of a Fault Tolerant Agent Node. <i>Studies in Computational Intelligence</i> , 2008 , 251-267	0.8	
17	Modeling and Simulation by Petri Networks of a Fault Tolerant Agent Node 2007 , 707-716		
16	A Fuzzy Approach for the Sequencing of Didactic Resources in Educational Adaptive Hypermedia Systems 2007 , 885-892		
15	Money Management for a Foreign Exchange Trading Strategy Using a Fuzzy Inference System. <i>Studies in Computational Intelligence</i> , 2018 , 275-286	0.8	
14	Analyzing Evolutionary Art Audience Interaction by Means of a Kinect Based Non-intrusive Method. <i>Studies in Computational Intelligence</i> , 2019 , 108-123	0.8	
13	Procedural Generation of Levels for the Angry Birds Videogame Using Evolutionary Computation. <i>Studies in Computational Intelligence</i> , 2020 , 581-592	0.8	
12	An Event-Based Architecture for Cross-Breed Multi-population Bio-inspired Optimization Algorithms. <i>Lecture Notes in Computer Science</i> , 2020 , 686-701	0.9	
11	Finding Self-organized Criticality in Collaborative Work via Repository Mining. <i>Lecture Notes in Computer Science</i> , 2017 , 483-496	0.9	
10	A Performance Assessment of Evolutionary Algorithms in Volunteer Computing Environments: The Importance of Entropy. <i>Lecture Notes in Computer Science</i> , 2017 , 806-821	0.9	
9	Multi-Agent System Based on Psychological Models for Mobile Robots. <i>Studies in Computational Intelligence</i> , 2010 , 143-159	0.8	

- 8 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 0.8
- 7 User Modeling for Interactive Evolutionary Computation Applications Using Fuzzy Logic. *Studies in Computational Intelligence*, **2013**, 547-557 0.8
- 6 Using a Graph Based Database to Support Collaborative Interactive Evolutionary Systems. *Studies in Computational Intelligence*, **2014**, 581-591 0.8
- 5 Unreliable Heterogeneous Workers in a Pool-Based Evolutionary Algorithm. *Lecture Notes in Computer Science*, **2014**, 726-737 0.9
- 4 Fuzzy Labeling of Users in an Educational Intelligent Environment Using an Activity Stream. *Studies in Computational Intelligence*, **2014**, 593-605 0.8
- 3 Looking for Emotions in Evolutionary Art. *Studies in Computational Intelligence*, **2021**, 203-220 0.8
- 2 EvoMLP: A Framework for Evolving Multilayer Perceptrons. *Lecture Notes in Computer Science*, **2021**, 330-342 0.9
- 1 Mixing Population-Based Metaheuristics: An Approach Based on a Distributed-Queue for the Optimal Design of Fuzzy Controllers. *Lecture Notes in Networks and Systems*, **2022**, 839-846 0.5