# Mario Garcia-Valdez

## List of Publications by Year in Descending Order

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**Version:** 2024-04-28

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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.

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|---|---|---|---|
| 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 | Optimal Fuzzy Controller Design for Autonomous Robot Path Tracking Using Population-Based Metaheuristics. *Symmetry*, **2022**, 14, 202 | 2.7 | 4 |
| 78 | 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 | |
| 77 | Looking for Emotions in Evolutionary Art. *Studies in Computational Intelligence*, **2021**, 203-220 | 0.8 | |
| 76 | Can Communication Topology Improve a Multi-swarm PSO Algorithms?. *Communications in Computer and Information Science*, **2021**, 3-12 | 0.3 | 1 |
| 75 | Event-Driven Multi-algorithm Optimization: Mixing Swarm and Evolutionary Strategies. *Lecture Notes in Computer Science*, **2021**, 747-762 | 0.9 | 2 |
| 74 | Using Fuzzy Inference Systems for the Creation of Forex Market Predictive Models. *IEEE Access*, **2021**, 9, 69391-69404 | 3.5 | 3 |
| 73 | EvoMLP: A Framework for Evolving Multilayer Perceptrons. *Lecture Notes in Computer Science*, **2021**, 330-342 | 0.9 | |
| 72 | Teaching Computer Programming as Well-Defined Domain for Beginners with Protoboard. *Advances in Intelligent Systems and Computing*, **2020**, 262-271 | 0.4 | |
| 71 | Procedural Generation of Levels for the Angry Birds Videogame Using Evolutionary Computation. *Studies in Computational Intelligence*, **2020**, 581-592 | 0.8 | |
| 70 | An Event-Based Architecture for Cross-Breed Multi-population Bio-inspired Optimization Algorithms. *Lecture Notes in Computer Science*, **2020**, 686-701 | 0.9 | |
| 69 | Improving the algorithmic efficiency and performance of channel-based evolutionary algorithms **2019**, | | 1 |
| 68 | Local search in speciation-based bloat control for genetic programming. *Genetic Programming and Evolvable Machines*, **2019**, 20, 351-384 | 2 | 3 |
| 67 | Mining of Keystroke and Mouse Dynamics to Increase the Engagement of Students with Programming Assignments. *Studies in Computational Intelligence*, **2019**, 41-61 | 0.8 | 1 |
| 66 | Improved free form evolution for angry birds structures **2019**, | | 1 |
| 65 | Pool-Based Genetic Programming Using Evospace, Local Search and Bloat Control. *Mathematical and Computational Applications*, **2019**, 24, 78 | 1 | 2 |
| 64 | Analyzing Evolutionary Art Audience Interaction by Means of a Kinect Based Non-intrusive Method. *Studies in Computational Intelligence*, **2019**, 108-123 | 0.8 | |
| 63 | Exploring Concurrent and Stateless Evolutionary Algorithms. *Lecture Notes in Computer Science*, **2019**, 405-412 | 0.9 | 2 |

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| 62 | Free Form Evolution for Angry Birds Level Generation. *Lecture Notes in Computer Science*, **2019**, 125-140 | 0.9 | 2 |
| 61 | Graphical Representation of Intuitionistic Membership Functions for Its Efficient Use in Intuitionistic Fuzzy Systems. *Studies in Fuzziness and Soft Computing*, **2019**, 239-250 | 0.7 | 1 |
| 60 | Integrating Learning Styles in an Adaptive Hypermedia System with Adaptive Resources. *Studies in Systems, Decision and Control*, **2018**, 49-67 | 0.8 | 4 |
| 59 | Increasing Performance via Gamification in a Volunteer-Based Evolutionary Computation System. *Communications in Computer and Information Science*, **2018**, 342-353 | 0.3 | |
| 58 | Mapping evolutionary algorithms to a reactive, stateless architecture **2018**, | | 4 |
| 57 | A modern, event-based architecture for distributed evolutionary algorithms **2018**, | | 8 |
| 56 | Money Management for a Foreign Exchange Trading Strategy Using a Fuzzy Inference System. *Studies in Computational Intelligence*, **2018**, 275-286 | 0.8 | |
| 55 | Going Stateless in Concurrent Evolutionary Algorithms. *Communications in Computer and Information Science*, **2018**, 17-29 | 0.3 | 4 |
| 54 | Introducing an Event-Based Architecture for Concurrent and Distributed Evolutionary Algorithms. *Lecture Notes in Computer Science*, **2018**, 399-410 | 0.9 | 6 |
| 53 | Ranking Programming Languages for Evolutionary Algorithm Operations. *Lecture Notes in Computer Science*, **2017**, 689-704 | 0.9 | 0 |
| 52 | On the Graphical Representation of Intuitionistic Membership Functions for Its Use in Intuitionistic Fuzzy Inference Systems. *Studies in Computational Intelligence*, **2017**, 115-126 | 0.8 | 2 |
| 51 | An open source implementation of an intuitionistic fuzzy inference system in Clojure **2017**, | | 1 |
| 50 | Benchmarking a pool-based execution with GA and PSO workers on the BBOB noiseless testbed **2017**, | | 3 |
| 49 | evospace-js **2017**, | | 7 |
| 48 | A method based on Interactive Evolutionary Computation and fuzzy logic for increasing the effectiveness of advertising campaigns. *Information Sciences*, **2017**, 414, 175-186 | 7.7 | 12 |
| 47 | Profiting from Several Recommendation Algorithms Using a Scalable Approach. *Studies in Computational Intelligence*, **2017**, 357-375 | 0.8 | 1 |
| 46 | Finding Self-organized Criticality in Collaborative Work via Repository Mining. *Lecture Notes in Computer Science*, **2017**, 483-496 | 0.9 | |
| 45 | A Performance Assessment of Evolutionary Algorithms in Volunteer Computing Environments: The Importance of Entropy. *Lecture Notes in Computer Science*, **2017**, 806-821 | 0.9 | |

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| 44 | A proposal for an intuitionistic fuzzy inference system **2016**, | | 6 |
| 43 | Performance for the Masses **2016**, | | 2 |
| 42 | Benchmarking Languages for Evolutionary Algorithms. *Lecture Notes in Computer Science*, **2016**, 27-41 | 0.9 | 3 |
| 41 | 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 | 7.7 | 275 |
| 40 | A comparison of implementations of basic evolutionary algorithm operations in different languages **2016**, | | 1 |
| 39 | Bidding strategies based on type-1 and interval type-2 fuzzy inference systems for Google Adwords advertising campaigns **2016**, | | 1 |
| 38 | NodIO **2016**, | | 6 |
| 37 | The EvoSpace Model for Pool-Based Evolutionary Algorithms. *Journal of Grid Computing*, **2015**, 13, 329-349 | 1.2 | 26 |
| 36 | A Method Based on Interactive Evolutionary Computation for Increasing the Effectiveness of Advertisement Texts **2015**, | | 1 |
| 35 | Fuzzy Pre-condition Rules for Activity Sequencing in Intelligent Learning Environments. *Studies in Computational Intelligence*, **2015**, 489-495 | 0.8 | 1 |
| 34 | A Pre-filtering Based Context-Aware Recommender System using Fuzzy Rules. *Studies in Computational Intelligence*, **2015**, 497-505 | 0.8 | 6 |
| 33 | 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 | 0.8 | 0 |
| 32 | Implementing Pool-Based Evolutionary Algorithm in Amazon Cloud Computing Services. *Studies in Computational Intelligence*, **2015**, 347-355 | 0.8 | 0 |
| 31 | **2014**, | | 2 |
| 30 | Ad Text Optimization Using Interactive Evolutionary Computation Techniques. *Studies in Computational Intelligence*, **2014**, 671-680 | 0.8 | 2 |
| 29 | Post-Filtering for a Restaurant Context-Aware Recommender System. *Studies in Computational Intelligence*, **2014**, 695-707 | 0.8 | 13 |
| 28 | Randomized Parameter Settings for Heterogeneous Workers in a Pool-Based Evolutionary Algorithm. *Lecture Notes in Computer Science*, **2014**, 702-710 | 0.9 | 6 |
| 27 | Using a Graph Based Database to Support Collaborative Interactive Evolutionary Systems. *Studies in Computational Intelligence*, **2014**, 581-591 | 0.8 | |

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| 26 | Unreliable Heterogeneous Workers in a Pool-Based Evolutionary Algorithm. *Lecture Notes in Computer Science*, **2014**, 726-737 | 0.9 | |
| 25 | Fuzzy Labeling of Users in an Educational Intelligent Environment Using an Activity Stream. *Studies in Computational Intelligence*, **2014**, 593-605 | 0.8 | |
| 24 | Is there a free lunch for cloud-based evolutionary algorithms? **2013**, | | 4 |
| 23 | **2013**, | | 1 |
| 22 | Optimal design of fuzzy classification systems using PSO with dynamic parameter adaptation through fuzzy logic. *Expert Systems With Applications*, **2013**, 40, 3196-3206 | 7.8 | 195 |
| 21 | EvoSpace-i **2013**, | | 1 |
| 20 | Restaurant Recommendations Based on a Domain Model and Fuzzy Rules. *Studies in Computational Intelligence*, **2013**, 533-546 | 0.8 | 3 |
| 19 | Personalization of Learning Object Sequencing and Deployment in Intelligent Learning Environments. *Studies in Computational Intelligence*, **2013**, 559-567 | 0.8 | 1 |
| 18 | Fireworks: Evolutionary art project based on EvoSpace-interactive **2013**, | | 5 |
| 17 | EvoSpace-Interactive: A Framework to Develop Distributed Collaborative-Interactive Evolutionary Algorithms for Artistic Design. *Lecture Notes in Computer Science*, **2013**, 121-132 | 0.9 | 12 |
| 16 | EvoSpace: A Distributed Evolutionary Platform Based on the Tuple Space Model. *Lecture Notes in Computer Science*, **2013**, 499-508 | 0.9 | 13 |
| 15 | User Modeling for Interactive Evolutionary Computation Applications Using Fuzzy Logic. *Studies in Computational Intelligence*, **2013**, 547-557 | 0.8 | |
| 14 | Learning Objects for Intelligent Environments **2012**, | | 2 |
| 13 | On the Modelling of Adaptive Hypermedia Systems Using Agents for Courses with the Competency Approach. *Communications in Computer and Information Science*, **2011**, 624-630 | 0.3 | 5 |
| 12 | Fuzzy inference for Learning Object Recommendation **2010**, | | 5 |
| 11 | A comparative study of machine learning techniques in blog comments spam filtering **2010**, | | 6 |
| 10 | Accelerometer-Based Hand Gesture Recognition Using Artificial Neural Networks. *Studies in Computational Intelligence*, **2010**, 67-77 | 0.8 | 9 |
| 9 | Multi-Agent System Based on Psychological Models for Mobile Robots. *Studies in Computational Intelligence*, **2010**, 143-159 | 0.8 | |

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| 8 | A Comparative Study of Blog Comments Spam Filtering with Machine Learning Techniques. *Studies in Computational Intelligence*, **2010**, 57-72 | 0.8 | 4 |
| 7 | 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 | |
| 6 | A Hybrid Recommender System Architecture for Learning Objects. *Studies in Computational Intelligence*, **2009**, 205-211 | 0.8 | 8 |
| 5 | Modeling and Simulation by Petri Networks of a Fault Tolerant Agent Node. *Studies in Computational Intelligence*, **2008**, 251-267 | 0.8 | |
| 4 | Simple Sequencing and Selection of Learning Objects using Fuzzy Inference **2007**, | | 2 |
| 3 | Intelligent Agents in Distributed Fault Tolerant Systems **2007**, 203-213 | | 1 |
| 2 | Modeling and Simulation by Petri Networks of a Fault Tolerant Agent Node **2007**, 707-716 | | |
| 1 | A Fuzzy Approach for the Sequencing of Didactic Resources in Educational Adaptive Hypermedia Systems **2007**, 885-892 | | |