ClÃ©mente Rubio-Manzano

List of Publications by Year
in descending order

28 papers	195 citations	1478505 6 h-index	1125743 13 g-index
32 all docs	32 docs citations	32 times ranked	47 citing authors

#	Article	IF	Citations
1	A novel approach to the creation of a labelling lexicon for improving emotion analysis in text. Electronic Library, 2021, 39, 118-136.	1.4	5
2	Explainable Hopfield Neural Networks Using an Automatic Video-Generation System. Applied Sciences (Switzerland), 2021, 11, 5771.	2.5	5
3	Detecting Aggressiveness in Tweets: A Hybrid Model for Detecting Cyberbullying in the Spanish Language. Applied Sciences (Switzerland), 2021, 11, 10706.	2.5	8
4	Fuzzy linguistic descriptions for execution trace comprehension and their application in an introductory course in artificial intelligence. Journal of Intelligent and Fuzzy Systems, 2019, 37, 8397-8415.	1.4	3
5	Improving the affective analysis in texts. Electronic Library, 2019, 37, 984-1006.	1.4	6
6	Similarity Measure Between Linguistic Terms by Using Restricted Equivalence Functions and Its Application to Expert Systems. Studies in Computational Intelligence, 2019, , 97-102.	0.9	0
7	On the Incorporation of Interval-Valued Fuzzy Sets into the Bousi-Prolog System: Declarative Semantics, Implementation and Applications. Studies in Computational Intelligence, 2019, , 1-17.	0.9	0
8	The Role of WordNet Similarity in the Affective Analysis Pipeline. Computacion Y Sistemas, 2019, 23, .	0.3	0
9	Linguistic descriptions of thermal comfort data for buildings: Definition, implementation and evaluation. Building Simulation, 2018, 11, 1095-1108.	5.6	1
10	Towards a Full Fuzzy Unification in the Bousi Prolog system. , 2018, , .		2
11	Towards fuzzy lexical reasoning. Journal of Intelligent and Fuzzy Systems, 2017, 32, 2425-2436.	1.4	3
12	A sound and complete semantics for a similarity-based logic programming language. Fuzzy Sets and Systems, 2017, 317, 1-26.	2.7	21
13	Declarative computational perceptions networks for automatically generating excerpts in computer games by using Bousi Prolog. , 2017, , .		0
14	Improving player experience in Computer Games by using players' behavior analysis and linguistic descriptions. International Journal of Human Computer Studies, 2016, 95, 27-38.	5.6	14
15	Multi-adjoint Concept Lattices, Preferences and Bousi Prolog. Lecture Notes in Computer Science, 2016, , 331-341.	1.3	3
16	Incorporation of abstraction capability inÂaÂlogic-based framework by using proximity relations. Journal of Intelligent and Fuzzy Systems, 2015, 29, 1671-1683.	1.4	6
17	Proximity-based unification theory. Fuzzy Sets and Systems, 2015, 262, 21-43.	2.7	23
18	Reasoning with words: A first approximation. , 2014, , .		1

#	ARTICLE	IF	CITATIONS
19	A Fuzzy linguistic prolog and its applications. Journal of Intelligent and Fuzzy Systems, 2014, 26, 1503-1516.	1.4	32
20	A Proximity-Based Method for Discovery of Generalized Knowledge and Its Incorporation to the Bousi~Prolog System. Lecture Notes in Computer Science, 2013, , 236-245.	1.3	0
21	Declarative Fuzzy Linguistic Queries on Relational Databases. Lecture Notes in Computer Science, 2013, , 413-424.	1.3	0
22	Design and implementation of a fuzzy logic programming language using weak unification. AI Communications, 2012, 25, 365-367.	1.2	0
23	A Sound Semantics for a Similarity-Based Logic Programming Language. Lecture Notes in Computer Science, 2011, , 421-428.	1.3	1
24	An efficient fuzzy unification method and its implementation into the Bousi~Prolog system. , 2010, , .		12
25	A declarative semantics for Bousi~Prolog. , 2009, , .		14
26	Bousi~Prolog: a Prolog Extension Language for Flexible Query Answering. Electronic Notes in Theoretical Computer Science, 2009, 248, 131-147.	0.9	20
27	A Similarity-Based WAM for Bousi~Prolog. Lecture Notes in Computer Science, 2009, , 245-252.	1.3	11
28	Automatic Linguistic Feedback in Computer Games. , 0, , .		2