

Deng-feng Li

List of Publications by Year in descending order

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146
papers

6,777
citations

50170

46
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66788

78
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155
all docs

155
docs citations

155
times ranked

2314
citing authors

#	ARTICLE	IF	CITATIONS
1	Multiattribute decision making models and methods using intuitionistic fuzzy sets. Journal of Computer and System Sciences, 2005, 70, 73-85.	0.9	570
2	A ratio ranking method of triangular intuitionistic fuzzy numbers and its application to MADM problems. Computers and Mathematics With Applications, 2010, 60, 1557-1570.	1.4	304
3	Closeness coefficient based nonlinear programming method for interval-valued intuitionistic fuzzy multiattribute decision making with incomplete preference information. Applied Soft Computing Journal, 2011, 11, 3402-3418.	4.1	229
4	Fuzzy LINMAP approach to heterogeneous MADM considering comparisons of alternatives with hesitation degrees. Omega, 2013, 41, 925-940.	3.6	184
5	Linear programming method for multiattribute group decision making using IF sets. Information Sciences, 2010, 180, 1591-1609.	4.0	165
6	Fractional programming methodology for multi-attribute group decision-making using IFS. Applied Soft Computing Journal, 2009, 9, 219-225.	4.1	161
7	Atanassov's Intuitionistic Fuzzy Programming Method for Heterogeneous Multiattribute Group Decision Making With Atanassov's Intuitionistic Fuzzy Truth Degrees. IEEE Transactions on Fuzzy Systems, 2014, 22, 300-312.	6.5	160
8	Extension of the LINMAP for multiattribute decision making under Atanassov's intuitionistic fuzzy environment. Fuzzy Optimization and Decision Making, 2008, 7, 17-34.	3.4	157
9	Linear programming method for MADM with interval-valued intuitionistic fuzzy sets. Expert Systems With Applications, 2010, 37, 5939-5945.	4.4	157
10	Compromise ratio method for fuzzy multi-attribute group decision making. Applied Soft Computing Journal, 2007, 7, 807-817.	4.1	146
11	Multiattribute decision making method based on generalized OWA operators with intuitionistic fuzzy sets. Expert Systems With Applications, 2010, 37, 8673-8678.	4.4	146
12	Mathematical-Programming Approach to Matrix Games With Payoffs Represented by Atanassov's Interval-Valued Intuitionistic Fuzzy Sets. IEEE Transactions on Fuzzy Systems, 2010, 18, 1112-1128.	6.5	134
13	The GOWA operator based approach to multiattribute decision making using intuitionistic fuzzy sets. Mathematical and Computer Modelling, 2011, 53, 1182-1196.	2.0	130
14	Ordinal Priority Approach (OPA) in Multiple Attribute Decision-Making. Applied Soft Computing Journal, 2020, 86, 105893.	4.1	124
15	TOPSIS Based Nonlinear Programming Methodology for Multiattribute Decision Making With Interval-Valued Intuitionistic Fuzzy Sets. IEEE Transactions on Fuzzy Systems, 2010, , .	6.5	123
16	Fuzzy mathematical programming approach to heterogeneous multiattribute decision-making with interval-valued intuitionistic fuzzy truth degrees. Information Sciences, 2015, 325, 484-503.	4.0	123
17	A Compromise-Typed Variable Weight Decision Method for Hybrid Multiattribute Decision Making. IEEE Transactions on Fuzzy Systems, 2019, 27, 861-872.	6.5	117
18	Some measures of dissimilarity in intuitionistic fuzzy structures. Journal of Computer and System Sciences, 2004, 68, 115-122.	0.9	112

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19	A novel method for heterogeneous multi-attribute group decision making with preference deviation. Computers and Industrial Engineering, 2018, 124, 58-64.	3.4	110
20	Decision and Game Theory in Management With Intuitionistic Fuzzy Sets. Studies in Fuzziness and Soft Computing, 2014, , .	0.6	101
21	Fuzzy heterogeneous multiattribute decision making method for outsourcing provider selection. Expert Systems With Applications, 2014, 41, 3047-3059.	4.4	101
22	Fuzzy LINMAP method for multiattribute decision making under fuzzy environments. Journal of Computer and System Sciences, 2006, 72, 741-759.	0.9	95
23	A systematic approach to heterogeneous multiattribute group decision making. Computers and Industrial Engineering, 2010, 59, 561-572.	3.4	95
24	A novel cooperative game-based method to coordinate a sustainable supply chain under psychological uncertainty in fairness concerns. Transportation Research, Part E: Logistics and Transportation Review, 2021, 147, 102237.	3.7	93
25	Coordinating a closed-loop supply chain with fairness concerns through variable-weighted Shapley values. Transportation Research, Part E: Logistics and Transportation Review, 2019, 126, 227-253.	3.7	91
26	A Lexicographic Method for Matrix Games with Payoffs of Triangular Intuitionistic Fuzzy Numbers. International Journal of Computational Intelligence Systems, 2010, 3, 280-289.	1.6	84
27	Mapping development of linguistic decision making studies. Journal of Intelligent and Fuzzy Systems, 2016, 30, 2727-2736.	0.8	77
28	Fuzzy linear programming approach to multiattribute decision making with multiple types of attribute values and incomplete weight information. Applied Soft Computing Journal, 2013, 13, 4333-4348.	4.1	76
29	A note on focusing intuitionistic fuzzy sets for fault-tree analysis on printed circuit board assembly. Microelectronics Reliability, 2008, 48, 1741.	0.9	73
30	Linear programming approach to solve interval-valued matrix games. Omega, 2011, 39, 655-666.	3.6	73
31	A fuzzy inhomogenous multiattribute group decision making approach to solve outsourcing provider selection problems. Knowledge-Based Systems, 2014, 67, 71-89.	4.0	72
32	Some Muirhead Mean Operators for Intuitionistic Fuzzy Numbers and Their Applications to Group Decision Making. PLoS ONE, 2017, 12, e0168767.	1.1	72
33	A fast approach to compute fuzzy values of matrix games with payoffs of triangular fuzzy numbers. European Journal of Operational Research, 2012, 223, 421-429.	3.5	69
34	Willingness-to-cede behaviour in sustainable supply chain coordination. International Journal of Production Economics, 2021, 240, 108207.	5.1	64
35	Extension principles for interval-valued intuitionistic fuzzy sets and algebraic operations. Fuzzy Optimization and Decision Making, 2011, 10, 45-58.	3.4	62
36	Fuzzy multiattribute decision-making models and methods with incomplete preference information. Fuzzy Sets and Systems, 1999, 106, 113-119.	1.6	61

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37	A Parameterized Nonlinear Programming Approach to Solve Matrix Games With Payoffs of I-Fuzzy Numbers. <i>IEEE Transactions on Fuzzy Systems</i> , 2015, 23, 885-896.	6.5	61
38	An approach to fuzzy multiattribute decision making under uncertainty. <i>Information Sciences</i> , 2005, 169, 97-112.	4.0	59
39	Analysis of triangular intuitionistic fuzzy matrix games using robust ranking. <i>Journal of Intelligent and Fuzzy Systems</i> , 2017, 33, 327-336.	0.8	59
40	A new definition and formula of entropy for intuitionistic fuzzy sets. <i>Journal of Intelligent and Fuzzy Systems</i> , 2016, 30, 3057-3066.	0.8	57
41	Dual hesitant fuzzy group decision making method and its application to supplier selection. <i>International Journal of Machine Learning and Cybernetics</i> , 2016, 7, 819-831.	2.3	57
42	An Effective Methodology for Solving Matrix Games With Fuzzy Payoffs. <i>IEEE Transactions on Cybernetics</i> , 2013, 43, 610-621.	6.2	55
43	An Intuitionistic Fuzzy Multi-Objective Goal Programming Approach to Portfolio Selection. <i>International Journal of Information Technology and Decision Making</i> , 2021, 20, 1477-1497.	2.3	54
44	Some operators of intuitionistic uncertain 2-tuple linguistic variables and application to multi-attribute group decision making with heterogeneous relationship among attributes. <i>Journal of Intelligent and Fuzzy Systems</i> , 2018, 34, 599-611.	0.8	53
45	A NONLINEAR PROGRAMMING APPROACH TO MATRIX GAMES WITH PAYOFFS OF ATANASSOV'S INTUITIONISTIC FUZZY SETS. <i>International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems</i> , 2009, 17, 585-607.	0.9	52
46	Multi-attribute decision making method considering the amount and reliability of intuitionistic fuzzy information. <i>Journal of Intelligent and Fuzzy Systems</i> , 2015, 28, 1877-1883.	0.8	48
47	Multiattribute Group Decision Making Method Using Extended Linguistic Variables. <i>International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems</i> , 2009, 17, 793-806.	0.9	46
48	Extension of the TOPSIS for Multi-Attribute Group Decision Making under Atanassov IFS Environments. <i>International Journal of Fuzzy System Applications</i> , 2011, 1, 47-61.	0.5	46
49	RELATIVE RATIO METHOD FOR MULTIPLE ATTRIBUTE DECISION MAKING PROBLEMS. <i>International Journal of Information Technology and Decision Making</i> , 2009, 08, 289-311.	2.3	44
50	Interval programming models for matrix games with interval payoffs. <i>Optimization Methods and Software</i> , 2012, 27, 1-16.	1.6	44
51	FUZZY LINMAP METHOD FOR MULTIATTRIBUTE GROUP DECISION MAKING WITH LINGUISTIC VARIABLES AND INCOMPLETE INFORMATION. <i>International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems</i> , 2007, 15, 153-173.	0.9	42
52	Manufacturing Decisions and Government Subsidies for Electric Vehicles in China: A Maximal Social Welfare Perspective. <i>Sustainability</i> , 2018, 10, 672.	1.6	38
53	LEXICOGRAPHIC METHOD FOR MATRIX GAMES WITH PAYOFFS OF TRIANGULAR FUZZY NUMBERS. <i>International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems</i> , 2008, 16, 371-389.	0.9	36
54	An information-based score function of interval-valued intuitionistic fuzzy sets and its application in multiattribute decision making. <i>Soft Computing</i> , 2021, 25, 1913-1923.	2.1	36

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55	Minimum Weighted Minkowski Distance Power Models for Intuitionistic Fuzzy Madm with Incomplete Weight Information. International Journal of Information Technology and Decision Making, 2017, 16, 1387-1408.	2.3	35
56	The Novel Generalized Exponential Entropy for Intuitionistic Fuzzy Sets and Interval Valued Intuitionistic Fuzzy Sets. International Journal of Fuzzy Systems, 2019, 21, 2327-2339.	2.3	32
57	Decision making based on interval-valued complex single-valued neutrosophic hesitant fuzzy generalized hybrid weighted averaging operators. Journal of Intelligent and Fuzzy Systems, 2020, 38, 4359-4401.	0.8	32
58	FUZZY MULTIOBJECTIVE PROGRAMMING METHODS FOR FUZZY CONSTRAINED MATRIX GAMES WITH FUZZY NUMBERS. International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems, 2002, 10, 385-400.	0.9	30
59	Possibility mean and variance based method for multi-attribute decision making with triangular intuitionistic fuzzy numbers. Journal of Intelligent and Fuzzy Systems, 2013, 24, 743-754.	0.8	30
60	Possibility mean, variance and covariance of triangular intuitionistic fuzzy numbers. Journal of Intelligent and Fuzzy Systems, 2013, 24, 847-858.	0.8	30
61	A Direct Approach to Compute Triangular Fuzzy Banzhaf Values of Cooperative Games With Coalitionsâ€™ Values Represented by Triangular Fuzzy Numbers. IEEE Transactions on Fuzzy Systems, 2021, 29, 1567-1575.	6.5	29
62	Alfa-cut based linear programming methodology for constrained matrix games with payoffs of trapezoidal fuzzy numbers. Fuzzy Optimization and Decision Making, 2013, 12, 191-213.	3.4	28
63	Dual hesitant fuzzy multi-criteria decision making and its application to teaching quality assessment. Journal of Intelligent and Fuzzy Systems, 2014, 27, 1679-1688.	0.8	28
64	Solving constrained matrix games with payoffs of triangular fuzzy numbers. Computers and Mathematics With Applications, 2012, 64, 432-446.	1.4	27
65	A MAGDM Method Considering the Amount and Reliability Information of Interval-Valued Intuitionistic Fuzzy Sets. International Journal of Fuzzy Systems, 2017, 19, 715-725.	2.3	27
66	Application of satisfactory degree to interval-valued intuitionistic fuzzy multi-attribute decision making. Journal of Intelligent and Fuzzy Systems, 2017, 32, 1019-1028.	0.8	27
67	An exact branch&price algorithm for multitasking scheduling on unrelated parallel machines. Naval Research Logistics, 2019, 66, 502-516.	1.4	27
68	MATHEMATICAL PROGRAMMING APPROACH TO MULTIATTRIBUTE DECISION MAKING UNDER INTUITIONISTIC FUZZY ENVIRONMENTS. International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems, 2008, 16, 557-577.	0.9	26
69	A new methodology for fuzzy multi-attribute group decision making with multi-granularity and non-homogeneous information. Fuzzy Optimization and Decision Making, 2010, 9, 83-103.	3.4	26
70	GROUP DECISION MAKING METHODOLOGY BASED ON THE ATANASSOV'S INTUITIONISTIC FUZZY SET GENERALIZED OWA OPERATOR. International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems, 2010, 18, 801-817.	0.9	26
71	A large group decision-making method and its application to the evaluation of property perceived service quality. Journal of Intelligent and Fuzzy Systems, 2019, 37, 1513-1527.	0.8	25
72	\$(\alpha, \eta, \gamma)\$-cut set based ranking approach to solving bi-matrix games in neutrosophic environment. Soft Computing, 2021, 25, 2729-2739.	2.1	24

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73	Solution of matrix games with rough interval payoffs and its application in the telecom market share problem. <i>International Journal of Intelligent Systems</i> , 2021, 36, 6066-6100.	3.3	23
74	A methodology for matrix games with payoffs of triangular intuitionistic fuzzy number. <i>Journal of Intelligent and Fuzzy Systems</i> , 2014, 26, 2899-2912.	0.8	22
75	Corrections to "TOPSIS-Based Nonlinear-Programming Methodology for Multi-attribute Decision Making With Interval-Valued Intuitionistic Fuzzy Sets" [Apr 10 299-311]. <i>IEEE Transactions on Fuzzy Systems</i> , 2018, 26, 391-391.	6.5	22
76	Collaborative profit allocation schemes for logistics enterprise coalitions with incomplete information. <i>Omega</i> , 2021, 101, 102237.	3.6	21
77	Electronic health records based reinforcement learning for treatment optimizing. <i>Information Systems</i> , 2022, 104, 101878.	2.4	21
78	Bilinear Programming Approach to Solve Interval Bimatrix Games in Tourism Planning Management. <i>International Journal of Fuzzy Systems</i> , 2016, 18, 504-510.	2.3	19
79	A Direct Method of Interval Banzhaf Values of Interval Cooperative Games. <i>Journal of Systems Science and Systems Engineering</i> , 2019, 28, 382-391.	0.8	18
80	A Lexicographic Method for Matrix Games with Payoffs of Triangular Intuitionistic Fuzzy Numbers. <i>International Journal of Computational Intelligence Systems</i> , 2010, 3, 280.	1.6	18
81	Mathematical programming methodology for multiattribute decision making using interval-valued intuitionistic fuzzy sets. <i>Journal of Intelligent and Fuzzy Systems</i> , 2013, 24, 755-763.	0.8	17
82	Birough programming approach for solving bi-matrix games with birough payoff elements. <i>Journal of Intelligent and Fuzzy Systems</i> , 2015, 29, 863-875.	0.8	17
83	Models and Methods for Interval-Valued Cooperative Games in Economic Management. , 2016, , .		17
84	A GENERAL MULTI-ATTRIBUTE MULTI-SCALE DECISION MAKING METHOD BASED ON DYNAMIC LINMAP FOR PROPERTY PERCEIVED SERVICE QUALITY EVALUATION. <i>Technological and Economic Development of Economy</i> , 2020, 26, 1052-1073.	2.3	17
85	A Linear Programming Approach to Solve Constrained Bi-matrix Games with Intuitionistic Fuzzy Payoffs. <i>International Journal of Fuzzy Systems</i> , 2019, 21, 908-915.	2.3	16
86	On properties of four IFS operators. <i>Fuzzy Sets and Systems</i> , 2005, 154, 151-155.	1.6	15
87	NOTES ON "LINEAR PROGRAMMING TECHNIQUE TO SOLVE TWO-PERSON MATRIX GAMES WITH INTERVAL PAY-OFFS". <i>Asia-Pacific Journal of Operational Research</i> , 2011, 28, 705-737.	0.9	15
88	A new axiomatization of the Shapley's "solidarity value for games with a coalition structure. <i>Operations Research Letters</i> , 2018, 46, 163-167.	0.5	15
89	Non-linear Programming Approach to Solve Bi-matrix Games with Payoffs Represented by I-fuzzy Numbers. <i>International Journal of Fuzzy Systems</i> , 2016, 18, 492-503.	2.3	14
90	A mean-area ranking based non-linear programming approach to solve intuitionistic fuzzy bi-matrix games. <i>Journal of Intelligent and Fuzzy Systems</i> , 2017, 33, 563-573.	0.8	14

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91	Fair distribution of surplus and efficient extensions of the Myerson value. <i>Economics Letters</i> , 2018, 165, 1-5.	0.9	14
92	A Biobjective Biform Game Approach to Optimizing Strategies in Bilateral Link Network Formation. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2022, 52, 1653-1662.	5.9	14
93	Extension of generalized solidarity values to interval-valued cooperative games. <i>Journal of Industrial and Management Optimization</i> , 2020, 16, 919-931.	0.8	14
94	Linear programming approach to matrix games with intuitionistic fuzzy goals. <i>International Journal of Computational Intelligence Systems</i> , 2013, 6, 186.	1.6	13
95	Parameterized bilinear programming methodology for solving triangular intuitionistic fuzzy number bimatrix games. <i>Journal of Intelligent and Fuzzy Systems</i> , 2016, 31, 115-125.	0.8	13
96	Interval-valued least square prenucleolus of interval-valued cooperative games and a simplified method. <i>Operational Research</i> , 2018, 18, 205-220.	1.3	13
97	Linear programming technique for solving interval-valued constraint matrix games. <i>Journal of Industrial and Management Optimization</i> , 2014, 10, 1059-1070.	0.8	13
98	Stability on multiobjective dynamic programming problems with fuzzy parameters in the objective functions and in the constraints. <i>European Journal of Operational Research</i> , 2004, 158, 678-696.	3.5	12
99	A Value and Ambiguity-Based Ranking Method of Trapezoidal Intuitionistic Fuzzy Numbers and Application to Decision Making. <i>Scientific World Journal</i> , The, 2014, 2014, 1-8.	0.8	12
100	Solving bi-matrix games with intuitionistic fuzzy goals and intuitionistic fuzzy payoffs. <i>Journal of Intelligent and Fuzzy Systems</i> , 2017, 33, 3723-3732.	0.8	12
101	An approach to computing interval-valued discounted Shapley values for a class of cooperative games under interval data. <i>International Journal of General Systems</i> , 2018, 47, 794-808.	1.2	12
102	The Egalitarian Efficient Extension of the Aumann's "DrÃ"ze Value. <i>Journal of Optimization Theory and Applications</i> , 2019, 181, 1033-1052.	0.8	12
103	EVALUATING THE COMPREHENSIVE IMPACTS OF TOURISM IN HAINAN BY INTERGRATING INPUT-OUTPUT MODEL WITH MCDM METHODS. <i>Technological and Economic Development of Economy</i> , 2020, 26, 989-1029.	2.3	11
104	Big Data and Intelligent Decisions: Introduction to the Special Issue. <i>Group Decision and Negotiation</i> , 2021, 30, 1195-1200.	2.0	11
105	Designing an incentive scheme for producer responsibility organization of waste tires: A MCGP cooperative game approach. <i>Computers and Industrial Engineering</i> , 2022, 167, 108009.	3.4	10
106	FUZZY LINEAR PROGRAMMING APPROACH TO MULTI-ATTRIBUTE DECISION-MAKING WITH LINGUISTIC VARIABLES AND INCOMPLETE INFORMATION. <i>International Journal of Modeling, Simulation, and Scientific Computing</i> , 2007, 10, 505-525.	0.9	9
107	Notes on "Possibilistic programming approach for fuzzy multidimensional analysis of preference in group decision making": <i>Computers and Industrial Engineering</i> , 2014, 73, 1-4.	3.4	9
108	Nonlinear programming method for interval-valued n-person cooperative games. <i>Operational Research</i> , 2017, 17, 479-497.	1.3	9

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109	Multi-stage production planning using fuzzy multi-objective programming with consideration of maintenance. <i>Journal of Intelligent and Fuzzy Systems</i> , 2018, 34, 2753-2769.	0.8	9
110	Research on bilateral matching decision method considering attribute association in heterogeneous information environment. <i>Journal of Intelligent and Fuzzy Systems</i> , 2020, 38, 4779-4792.	0.8	9
111	A SIMPLIFIED METHOD FOR COMPUTING INTERVAL-VALUED EQUAL SURPLUS DIVISION VALUES OF INTERVAL-VALUED COOPERATIVE GAMES. , 2018, 8, 527-542.		8
112	BIG DATA AND INTELLIGENT DECISION METHODS IN ECONOMY, INNOVATION AND SUSTAINABLE DEVELOPMENT. <i>Technological and Economic Development of Economy</i> , 2020, 26, 970-973.	2.3	8
113	Novel equal division values based on players'™ excess vectors and their applications to logistics enterprise coalitions. <i>Information Sciences</i> , 2020, 512, 1543-1554.	4.0	7
114	Intuitionistic Fuzzy Set Theories. <i>Studies in Fuzziness and Soft Computing</i> , 2014, , 1-46.	0.6	7
115	A new axiomatization of a class of equal surplus division values for TU games. <i>RAIRO - Operations Research</i> , 2018, 52, 935-942.	1.0	6
116	A Difference-Index Based Ranking Bilinear Programming Approach to Solving Bimatrix Games with Payoffs of Trapezoidal Intuitionistic Fuzzy Numbers. <i>Journal of Applied Mathematics</i> , 2013, 2013, 1-10.	0.4	4
117	OWA-BASED NONLINEAR MATHEMATICAL PROGRAMMING APPROACH TO FUZZY MULTI-ATTRIBUTE GROUP DECISION MAKING WITH LINGUISTIC VARIABLES. <i>New Mathematics and Natural Computation</i> , 2010, 06, 285-300.	0.4	3
118	Fuzzy distances based FMAGDM compromise ratio method and application. <i>Journal of Systems Engineering and Electronics</i> , 2010, 21, 455-460.	1.1	3
119	A simplified method of interval-valued solidarity values for a special class of interval-valued cooperative games. <i>Journal of Intelligent and Fuzzy Systems</i> , 2018, 35, 3653-3660.	0.8	3
120	A graph cooperative game with interval-valued payoffs and its simplified solving method. <i>Journal of Intelligent and Fuzzy Systems</i> , 2019, 37, 2913-2923.	0.8	3
121	Profit Allocations for Restricted Coalition With Hesitation Degrees in Cooperative Game Theory. <i>IEEE Access</i> , 2020, 8, 83105-83115.	2.6	3
122	Improved Shapley Values Based on Players'™ Least Square Contributions and Their Applications in the Collaborative Profit Sharing of the Rural E-commerce. <i>Group Decision and Negotiation</i> , 2022, 31, 7-22.	2.0	3
123	Matrix Games with Payoffs of Intuitionistic Fuzzy Sets and Linear and Nonlinear Programming Methods. <i>Studies in Fuzziness and Soft Computing</i> , 2014, , 289-318.	0.6	2
124	The Equal Surplus Division Value for Cooperative Games with a Level Structure. <i>Group Decision and Negotiation</i> , 2021, 30, 1315-1341.	2.0	2
125	Interval-Valued Matrix Games. <i>Studies in Fuzziness and Soft Computing</i> , 2016, , 3-63.	0.6	2
126	Multiattribute Decision-Making Methods with Interval-Valued Intuitionistic Fuzzy Sets. <i>Studies in Fuzziness and Soft Computing</i> , 2014, , 153-223.	0.6	2

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127	Managing interval-valued multiplicative hesitant fuzzy information in GDM problems. <i>Scientia Iranica</i> , 2016, 23, 1918-1927.	0.3	2
128	The Method for Solving Bi-matrix Games with Intuitionistic Fuzzy Set Payoffs. <i>Communications in Computer and Information Science</i> , 2019, , 131-150.	0.4	2
129	Pareto Optimal Strategies for Matrix Games with Payoffs of Intuitionistic Fuzzy Sets. <i>Communications in Computer and Information Science</i> , 2017, , 148-161.	0.4	1
130	Quadratic Programming Models and Method for Interval-Valued Cooperative Games with Fuzzy Coalitions. <i>Communications in Computer and Information Science</i> , 2017, , 318-336.	0.4	1
131	Multiattribute Decision-Making Methods with Intuitionistic Fuzzy Sets. <i>Studies in Fuzziness and Soft Computing</i> , 2014, , 75-151.	0.6	1
132	Two Bargain Game Models of the Second-Hand Housing Commence. <i>Communications in Computer and Information Science</i> , 2017, , 72-85.	0.4	1
133	Interval-Valued Intuitionistic Fuzzy Multi-Attribute Decision Making Based on Satisfactory Degree. <i>Advances in Computational Intelligence and Robotics Book Series</i> , 2017, , 49-71.	0.4	1
134	Fuzzy Nonlinear Programming with Applications in Decision Making. <i>Journal of Applied Mathematics</i> , 2014, 2014, 1-2.	0.4	0
135	Nonlinear programming models and method for interval-valued multiobjective cooperative games. , 2014, , .		0
136	Matrix Games with Payoffs of Triangular Fuzzy Numbers. <i>Studies in Fuzziness and Soft Computing</i> , 2016, , 65-120.	0.6	0
137	An Allocation Method of Provincial College Enrollment Plan Based on Bankruptcy Model. <i>Communications in Computer and Information Science</i> , 2017, , 240-252.	0.4	0
138	A Profit Allocation Model of Employee Coalitions Based on Triangular Fuzzy Numbers in Tacit Knowledge Sharing. <i>Communications in Computer and Information Science</i> , 2017, , 353-367.	0.4	0
139	Extension of the TOPSIS for Multi-Attribute Group Decision Making under Atanassov IFS Environments. , 2013, , 241-255.		0
140	Matrix Games with Payoffs of Trapezoidal Intuitionistic Fuzzy Numbers and Solution Methods. <i>Studies in Fuzziness and Soft Computing</i> , 2014, , 357-398.	0.6	0
141	Several Interval-Valued Solutions of Interval-Valued Cooperative Games and Simplified Methods. , 2016, , 69-137.		0
142	Bargaining Model of Mutual Deterrence Among Three Players with Incomplete Information. <i>Communications in Computer and Information Science</i> , 2017, , 40-52.	0.4	0
143	Interval-Valued Least Square Prenucleolus of Interval-Valued Cooperative Games with Fuzzy Coalitions. <i>Communications in Computer and Information Science</i> , 2017, , 303-317.	0.4	0
144	Two-Phase Nonlinear Programming Models and Method for Interval-Valued Multiobjective Cooperative Games. <i>Communications in Computer and Information Science</i> , 2017, , 265-279.	0.4	0

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145	Nash Stability in a Multi-objective Graph Model with Interval Preference Weights: Application to a US-China Trade Dispute. Lecture Notes in Business Information Processing, 2020, , 3-20.	0.8	0
146	Use of ANP and TOPSIS for the 3D Printing on Customized Electrical Vehicles. , 2020, , .		0