

B John Oommen

List of Publications by Year in descending order

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339
papers

4,323
citations

159525

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197736

49
g-index

367
all docs

367
docs citations

367
times ranked

1386
citing authors

#	ARTICLE	IF	CITATIONS
1	Discretized pursuit learning automata. IEEE Transactions on Systems, Man, and Cybernetics, 1990, 20, 931-938.	0.9	136
2	Generalized pursuit learning schemes: new families of continuous and discretized learning automata. IEEE Transactions on Systems, Man, and Cybernetics, 2002, 32, 738-749.	5.5	136
3	Robot navigation in unknown terrains using learned visibility graphs. Part I: The disjoint convex obstacle case. IEEE Journal of Robotics and Automation, 1987, 3, 672-681.	2.2	132
4	Continuous and discretized pursuit learning schemes: various algorithms and their comparison. IEEE Transactions on Systems, Man, and Cybernetics, 2001, 31, 277-287.	5.5	122
5	Deterministic learning automata solutions to the equipartitioning problem. IEEE Transactions on Computers, 1988, 37, 2-13.	2.4	97
6	The Kohonen network incorporating explicit statistics and its application to the travelling salesman problem. Neural Networks, 1999, 12, 1273-1284.	3.3	87
7	Graph partitioning using learning automata. IEEE Transactions on Computers, 1996, 45, 195-208.	2.4	84
8	A brief taxonomy and ranking of creative prototype reduction schemes. Pattern Analysis and Applications, 2003, 6, 232-244.	3.1	83
9	Discretized estimator learning automata. IEEE Transactions on Systems, Man, and Cybernetics, 1992, 22, 1473-1483.	0.9	79
10	Learning Automata-Based Solutions to the Nonlinear Fractional Knapsack Problem With Applications to Optimal Resource Allocation. IEEE Transactions on Systems, Man, and Cybernetics, 2007, 37, 166-175.	5.5	76
11	Continuous learning automata solutions to the capacity assignment problem. IEEE Transactions on Computers, 2000, 49, 608-620.	2.4	75
12	Random Early Detection for Congestion Avoidance in Wired Networks: A Discretized Pursuit Learning-Automata-Like Solution. IEEE Transactions on Systems, Man, and Cybernetics, 2010, 40, 66-76.	5.5	74
13	Stochastic learning-based weak estimation of multinomial random variables and its applications to pattern recognition in non-stationary environments. Pattern Recognition, 2006, 39, 328-341.	5.1	70
14	Stochastic searching on the line and its applications to parameter learning in nonlinear optimization. IEEE Transactions on Systems, Man, and Cybernetics, 1997, 27, 733-739.	5.5	64
15	Dynamic Algorithms for the Shortest Path Routing Problem: Learning Automata-Based Solutions. IEEE Transactions on Systems, Man, and Cybernetics, 2005, 35, 1179-1192.	5.5	64
16	epsilon -optimal discretized linear reward-penalty learning automata. IEEE Transactions on Systems, Man, and Cybernetics, 1988, 18, 451-458.	0.9	59
17	On the estimation of independent binomial random variables using occurrence and sequential information. Pattern Recognition, 2007, 40, 3263-3276.	5.1	55
18	Enhancing prototype reduction schemes with LVQ3-type algorithms. Pattern Recognition, 2003, 36, 1083-1093.	5.1	52

#	ARTICLE	IF	CITATIONS
19	The asymptotic optimality of discretized linear reward-inaction learning automata. IEEE Transactions on Systems, Man, and Cybernetics, 1984, SMC-14, 542-545.	0.9	50
20	Solving Stochastic Nonlinear Resource Allocation Problems Using a Hierarchy of Twofold Resource Allocation Automata. IEEE Transactions on Computers, 2010, 59, 545-560.	2.4	46
21	Recognition of Noisy Subsequences Using Constrained Edit Distances. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1987, PAMI-9, 676-685.	9.7	44
22	On terrain acquisition by a point robot amidst polyhedral obstacles. IEEE Journal of Robotics and Automation, 1988, 4, 450-455.	2.2	44
23	GPSPA: a new adaptive algorithm for maintaining shortest path routing trees in stochastic networks. International Journal of Communication Systems, 2004, 17, 963-984.	1.6	43
24	An effective algorithm for string correction using generalized edit distances. Description of the algorithm and its optimality. Information Sciences, 1981, 23, 123-142.	4.0	39
25	Service selection in stochastic environments: a learning-automaton based solution. Applied Intelligence, 2012, 36, 617-637.	3.3	39
26	Automata learning and intelligent tertiary searching for stochastic point location. IEEE Transactions on Systems, Man, and Cybernetics, 1998, 28, 947-954.	5.5	37
27	Solving Multiconstraint Assignment Problems Using Learning Automata. IEEE Transactions on Systems, Man, and Cybernetics, 2010, 40, 6-18.	5.5	37
28	Topology-oriented self-organizing maps: a survey. Pattern Analysis and Applications, 2014, 17, 223-248.	3.1	36
29	Parameter learning from stochastic teachers and stochastic compulsive liars. IEEE Transactions on Systems, Man, and Cybernetics, 2006, 36, 820-834.	5.5	35
30	Modeling a Student's Classroom Interaction in a Tutorial-Like System Using Learning Automata. IEEE Transactions on Systems, Man, and Cybernetics, 2010, 40, 29-42.	5.5	35
31	Constrained string editing. Information Sciences, 1986, 40, 267-284.	4.0	33
32	List Organizing Strategies Using Stochastic Move-to-Front and Stochastic Move-to-Rear Operations. SIAM Journal on Computing, 1987, 16, 705-716.	0.8	33
33	Enhancing Prototype Reduction Schemes With Recursion: A Method Applicable for Large Data Sets. IEEE Transactions on Systems, Man, and Cybernetics, 2004, 34, 1384-1397.	5.5	32
34	On incorporating the paradigms of discretization and Bayesian estimation to create a new family of pursuit learning automata. Applied Intelligence, 2013, 39, 782-792.	3.3	32
35	Spelling correction using probabilistic methods. Pattern Recognition Letters, 1984, 2, 147-154.	2.6	31
36	Pattern recognition of strings with substitutions, insertions, deletions and generalized transpositions. Pattern Recognition, 1997, 30, 789-800.	5.1	31

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37	Cybernetics and Learning Automata. , 2009, , 221-235.		31
38	Anomaly Detection in Dynamic Systems Using Weak Estimators. ACM Transactions on Internet Technology, 2011, 11, 1-16.	3.0	30
39	A Novel Strategy for Solving the Stochastic Point Location Problem Using a Hierarchical Searching Scheme. IEEE Transactions on Cybernetics, 2014, 44, 2202-2220.	6.2	29
40	Routing Bandwidth-Guaranteed Paths in MPLS Traffic Engineering: A Multiple Race Track Learning Approach. IEEE Transactions on Computers, 2007, 56, 959-976.	2.4	28
41	An efficient dynamic algorithm for maintaining all-pairs shortest paths in stochastic networks. IEEE Transactions on Computers, 2006, 55, 686-702.	2.4	27
42	Modeling a Student's Behavior in a Tutorial-Like System Using Learning Automata. IEEE Transactions on Systems, Man, and Cybernetics, 2010, 40, 481-492.	5.5	26
43	On using prototype reduction schemes to optimize kernel-based nonlinear subspace methods. Pattern Recognition, 2004, 37, 227-239.	5.1	25
44	Fault-tolerant routing in adversarial mobile ad hoc networks: an efficient route estimation scheme for non-stationary environments. Telecommunication Systems, 2010, 44, 159-169.	1.6	25
45	A Learning Automaton-Based Scheme for Scheduling Domestic Shiftable Loads in Smart Grids. IEEE Access, 2018, 6, 5348-5361.	2.6	24
46	An Adaptive Approach to Learning the Preferences of Users in a Social Network Using Weak Estimators. Journal of Information Processing Systems, 2012, 8, 191-212.	1.0	24
47	The Noisy Substring Matching Problem. IEEE Transactions on Software Engineering, 1983, SE-9, 365-370.	4.3	23
48	A Kohonen-like decomposition method for the euclidean traveling salesman problem - KNIES_DECOMPOSE. IEEE Transactions on Neural Networks, 2003, 14, 869-890.	4.8	23
49	On using the chi-squared metric for determining stochastic dependence. Pattern Recognition, 1992, 25, 1389-1400.	5.1	22
50	A formal theory for optimal and information theoretic syntactic pattern recognition. Pattern Recognition, 1998, 31, 1159-1177.	5.1	22
51	Achieving Microaggregation for Secure Statistical Databases Using Fixed-Structure Partitioning-Based Learning Automata. IEEE Transactions on Systems, Man, and Cybernetics, 2009, 39, 1192-1205.	5.5	22
52	The fundamental theory of optimal "Anti-Bayesian" parametric pattern classification using order statistics criteria. Pattern Recognition, 2013, 46, 376-388.	5.1	22
53	On using prototype reduction schemes and classifier fusion strategies to optimize kernel-based nonlinear subspace methods. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2005, 27, 455-460.	9.7	21
54	Desynchronizing a Chaotic Pattern Recognition Neural Network to Model Inaccurate Perception. IEEE Transactions on Systems, Man, and Cybernetics, 2007, 37, 692-704.	5.5	21

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55	On using prototype reduction schemes to optimize dissimilarity-based classification. Pattern Recognition, 2007, 40, 2946-2957.	5.1	21
56	Imposing tree-based topologies onto self organizing maps. Information Sciences, 2011, 181, 3798-3815.	4.0	21
57	Adaptive structuring of binary search trees using conditional rotations. IEEE Transactions on Knowledge and Data Engineering, 1993, 5, 695-704.	4.0	20
58	A Fault-Tolerant Routing Algorithm for Mobile Ad Hoc Networks Using a Stochastic Learning-Based Weak Estimation Procedure. , 0, , .		20
59	On Using Prototype Reduction Schemes to Optimize Kernel-Based Fisher Discriminant Analysis. IEEE Transactions on Systems, Man, and Cybernetics, 2008, 38, 564-570.	5.5	20
60	Learning-Automaton-Based Online Discovery and Tracking of Spatiotemporal Event Patterns. IEEE Transactions on Cybernetics, 2013, 43, 1118-1130.	6.2	20
61	Fast Learning Automaton-Based Image Examination and Retrieval. Computer Journal, 1993, 36, 542-553.	1.5	19
62	The normalized string editing problem revisited. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1996, 18, 669-672.	9.7	19
63	String taxonomy using learning automata. IEEE Transactions on Systems, Man, and Cybernetics, 1997, 27, 354-365.	5.5	19
64	On optimal pairwise linear classifiers for normal distributions: the two-dimensional case. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2002, 24, 274-280.	9.7	19
65	A formal analysis of why heuristic functions work. Artificial Intelligence, 2005, 164, 1-22.	3.9	19
66	On utilizing search methods to select subspace dimensions for kernel-based nonlinear subspace classifiers. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2005, 27, 136-141.	9.7	19
67	Stochastic Automata-Based Estimators for Adaptively Compressing Files With Nonstationary Distributions. IEEE Transactions on Systems, Man, and Cybernetics, 2006, 36, 1196-1200.	5.5	19
68	Goal-oriented optimal subset selection of correlated multimedia streams. ACM Transactions on Multimedia Computing, Communications and Applications, 2007, 3, 2.	3.0	19
69	Discretized learning automata solutions to the capacity assignment problem for prioritized networks. IEEE Transactions on Systems, Man, and Cybernetics, 2002, 32, 821-831.	5.5	18
70	A Solution to the Stochastic Point Location Problem in Metalevel Nonstationary Environments. IEEE Transactions on Systems, Man, and Cybernetics, 2008, 38, 466-476.	5.5	18
71	A survey on statistical disclosure control and micro-aggregation techniques for secure statistical databases. Software - Practice and Experience, 2010, 40, 1161-1188.	2.5	18
72	Multiaction learning automata possessing ergodicity of the mean. Information Sciences, 1985, 35, 183-198.	4.0	17

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73	A Learning Automaton Solution to the Stochastic Minimum-Spanning Circle Problem. IEEE Transactions on Systems, Man, and Cybernetics, 1986, 16, 598-603.	0.9	17
74	An adaptive learning solution to the keyboard optimization problem. IEEE Transactions on Systems, Man, and Cybernetics, 1991, 21, 1608-1618.	0.9	17
75	Moment-preserving piecewise linear approximations of signals and images. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1997, 19, 84-91.	9.7	17
76	Optimal sampling for estimation with constrained resources using a learning automaton-based solution for the nonlinear fractional knapsack problem. Applied Intelligence, 2010, 33, 3-20.	3.3	17
77	A User-Centric Approach for Personalized Service Provisioning in Pervasive Environments. Wireless Personal Communications, 2011, 61, 543-566.	1.8	17
78	A common basis for similarity measures involving two strings. International Journal of Computer Mathematics, 1983, 13, 17-40.	1.0	16
79	Fast, efficient and accurate solutions to the Hamiltonian path problem using neural approaches. Computers and Operations Research, 2000, 27, 461-494.	2.4	16
80	Fast object partitioning using Stochastic learning automata. , 1987, , .		15
81	Using Stochastic AI Techniques to Achieve Unbounded Resolution in Finite Player Goore Games and its Applications. , 2007, , .		15
82	Discretized Bayesian Pursuit " A New Scheme for Reinforcement Learning. Lecture Notes in Computer Science, 2012, , 784-793.	1.0	15
83	On achieving semi-supervised pattern recognition by utilizing tree-based SOMs. Pattern Recognition, 2013, 46, 293-304.	5.1	15
84	Modeling the "Learning Process" of the Teacher in a Tutorial-Like System Using Learning Automata. IEEE Transactions on Cybernetics, 2013, 43, 2020-2031.	6.2	15
85	Logistic Neural Networks: Their chaotic and pattern recognition properties. Neurocomputing, 2014, 125, 184-194.	3.5	15
86	"Anti-Bayesian" parametric pattern classification using order statistics criteria for some members of the exponential family. Pattern Recognition, 2014, 47, 40-55.	5.1	15
87	Breaking substitution cyphers using stochastic automata. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1993, 15, 185-192.	9.7	14
88	Periodicity and stability issues of a chaotic pattern recognition neural network. Pattern Analysis and Applications, 2007, 10, 175-188.	3.1	14
89	An efficient pursuit automata approach for estimating stable all-pairs shortest paths in stochastic network environments. International Journal of Communication Systems, 2009, 22, 441-468.	1.6	14
90	A formal proof of the $\hat{\mu}$ -optimality of absorbing continuous pursuit algorithms using the theory of regular functions. Applied Intelligence, 2014, 41, 974-985.	3.3	14

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91	A Fixed Structure Learning Automaton Micro-aggregation Technique for Secure Statistical Databases. Lecture Notes in Computer Science, 2006, , 114-128.	1.0	14
92	An Efficient Geometric Solution to the Minimum Spanning Circle Problem. Operations Research, 1987, 35, 80-86.	1.2	13
93	The Efficiency of Histogram-like Techniques for Database Query Optimization. Computer Journal, 2002, 45, 494-510.	1.5	13
94	A fast and efficient nearly-optimal adaptive Fano coding scheme. Information Sciences, 2006, 176, 1656-1683.	4.0	13
95	On using prototype reduction schemes to enhance the computation of volume-based inter-class overlap measures. Pattern Recognition, 2009, 42, 2695-2704.	5.1	13
96	Recent advances in Learning Automata systems. , 2010, , .		13
97	Order statistics-based parametric classification for multi-dimensional distributions. Pattern Recognition, 2013, 46, 3472-3482.	5.1	13
98	Learning automata processing ergodicity of the mean: The two-action case. IEEE Transactions on Systems, Man, and Cybernetics, 1983, SMC-13, 1143-1148.	0.9	12
99	Deterministic optimal and expedient move-to-rear list organizing strategies. Theoretical Computer Science, 1990, 74, 183-197.	0.5	12
100	Case Based Measles Surveillance in Pune: Evidence to Guide Current and Future Measles Control and Elimination Efforts in India. PLoS ONE, 2014, 9, e108786.	1.1	12
101	Optimizing channel selection for cognitive radio networks using a distributed Bayesian learning automata-based approach. Applied Intelligence, 2016, 44, 307-321.	3.3	12
102	A novel abstraction for swarm intelligence: particle field optimization. Autonomous Agents and Multi-Agent Systems, 2017, 31, 362-385.	1.3	12
103	On optimizing firewall performance in dynamic networks by invoking a novel <i>swapping window</i>-based paradigm. International Journal of Communication Systems, 2018, 31, e3773.	1.6	12
104	The Hierarchical Continuous Pursuit Learning Automation: A Novel Scheme for Environments With Large Numbers of Actions. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 512-526.	7.2	12
105	The Bayesian Pursuit Algorithm: A New Family of Estimator Learning Automata. Lecture Notes in Computer Science, 2011, , 522-531.	1.0	12
106	An effective algorithm for string correction using generalized edit distanceâ€”II. Computational complexity of the algorithm and some applications. Information Sciences, 1981, 23, 201-217.	4.0	11
107	A Geometrical Approach to Polygonal Dissimilarity and Shape Matching. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1982, PAMI-4, 649-654.	9.7	11
108	String alignment with substitution, insertion, deletion, squashing, and expansion operations. Information Sciences, 1995, 83, 89-107.	4.0	11

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109	Spikes annihilation in the Hodgkin-Huxley neuron. <i>Biological Cybernetics</i> , 2008, 98, 239-257.	0.6	11
110	Stochastic discretized learning-based weak estimation: a novel estimation method for non-stationary environments. <i>Pattern Recognition</i> , 2016, 60, 430-443.	5.1	11
111	A Conclusive Analysis of the Finite-Time Behavior of the Discretized Pursuit Learning Automaton. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2020, 31, 284-294.	7.2	11
112	Trajectory Planning of Robot Manipulators in Noisy Work Spaces Using Stochastic Automata. <i>International Journal of Robotics Research</i> , 1991, 10, 135-148.	5.8	10
113	Adaptive learning mechanisms for ordering actions using random races. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 1993, 23, 1450-1465.	0.9	10
114	A nearly-optimal Fano-based coding algorithm. <i>Information Processing and Management</i> , 2004, 40, 257-268.	5.4	10
115	Novel Discretized Weak Estimators Based on the Principles of the Stochastic Search on the Line Problem. <i>IEEE Transactions on Cybernetics</i> , 2016, 46, 2732-2744.	6.2	10
116	On achieving intelligent traffic-aware consolidation of virtual machines in a data center using Learning Automata. <i>Journal of Computational Science</i> , 2018, 24, 290-312.	1.5	10
117	Ergodic Learning Automata Capable of Incorporating a Priori Information. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 1987, 17, 717-723.	0.9	9
118	Numerical similarity and dissimilarity measures between two trees. <i>IEEE Transactions on Computers</i> , 1996, 45, 1426-1434.	2.4	9
119	On optimal pairwise linear classifiers for normal distributions: the d-dimensional case. <i>Pattern Recognition</i> , 2003, 36, 13-23.	5.1	9
120	Adachi-Like Chaotic Neural Networks Requiring Linear-Time Computations by Enforcing a Tree-Shaped Topology. <i>IEEE Transactions on Neural Networks</i> , 2009, 20, 1797-1809.	4.8	9
121	Multi-class pairwise linear dimensionality reduction using heteroscedastic schemes. <i>Pattern Recognition</i> , 2010, 43, 2456-2465.	5.1	9
122	Learning automata-based solutions to the optimal web polling problem modelled as a nonlinear fractional knapsack problem. <i>Engineering Applications of Artificial Intelligence</i> , 2011, 24, 1238-1251.	4.3	9
123	On Enhancing Recent Multi-player Game Playing Strategies Using a Spectrum of Adaptive Data Structures. , 2013, , .		9
124	Self-organizing maps whose topologies can be learned with adaptive binary search trees using conditional rotations. <i>Pattern Recognition</i> , 2014, 47, 96-113.	5.1	9
125	On the classification of dynamical data streams using novel "Anti-Bayesian" techniques. <i>Pattern Recognition</i> , 2018, 76, 108-124.	5.1	9
126	Scale Preserving Smoothing of Polygons. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 1983, PAMI-5, 667-671.	9.7	8

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127	Similarity measures for sets of strings. International Journal of Computer Mathematics, 1983, 13, 95-104.	1.0	8
128	Use of amniotic membrane in dermatology. Indian Journal of Dermatology, Venereology and Leprology, 2010, 76, 196.	0.2	8
129	Achieving Intelligent Traffic-Aware Consolidation of Virtual Machines in a Data Center Using Learning Automata. , 2016, , .		8
130	Dynamic Ordering of Firewall Rules Using a Novel Swapping Window-based Paradigm. , 2016, , .		8
131	On Solving the Problem of Identifying Unreliable Sensors Without a Knowledge of the Ground Truth: The Case of Stochastic Environments. IEEE Transactions on Cybernetics, 2017, 47, 1604-1617.	6.2	8
132	On enhancing the object migration automaton using the Pursuit paradigm. Journal of Computational Science, 2018, 24, 329-342.	1.5	8
133	Dictionary-Based Syntactic Pattern Recognition Using Tries. Lecture Notes in Computer Science, 2004, , 251-259.	1.0	8
134	Chaotic Pattern Recognition: The Spectrum of Properties of the Adachi Neural Network. Lecture Notes in Computer Science, 2008, , 540-550.	1.0	8
135	On Generating Random Permutations with Arbitrary Distributions. Computer Journal, 1990, 33, 368-374.	1.5	7
136	Vector Quantization for Arbitrary Distance Function Estimation. INFORMS Journal on Computing, 1997, 9, 439-451.	1.0	7
137	A formal approach to using data distributions for building causal polytree structures. Information Sciences, 2004, 168, 111-132.	4.0	7
138	A Novel Framework for Self-Organizing Lists in Environments with Locality of Reference: Lists-on-Lists. Computer Journal, 2007, 50, 186-196.	1.5	7
139	A formal proof of the μ -optimality of discretized pursuit algorithms. Applied Intelligence, 2016, 44, 282-294.	3.3	7
140	The design of absorbing Bayesian pursuit algorithms and the formal analyses of their μ -optimality. Pattern Analysis and Applications, 2017, 20, 797-808.	3.1	7
141	On Optimizing the k-Ward Micro-aggregation Technique for Secure Statistical Databases. Lecture Notes in Computer Science, 2006, , 324-335.	1.0	7
142	On Allocating Limited Sampling Resources Using a Learning Automata-based Solution to the Fractional Knapsack Problem. , 2006, , 263-272.		7
143	A New Family of Weak Estimators for Training in Non-stationary Distributions. Lecture Notes in Computer Science, 2004, , 644-652.	1.0	7
144	On Using Learning Automata to Model a Student's Behavior in a Tutorial-like System. , 2007, , 813-822.		7

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145	Determining stochastic dependence for normally distributed vectors using the chi-squared metric. Pattern Recognition, 1993, 26, 975-987.	5.1	6
146	Discrete vector quantization for arbitrary distance function estimation. IEEE Transactions on Systems, Man, and Cybernetics, 1998, 28, 496-510.	5.5	6
147	Determining Optimal Polling Frequency Using a Learning Automata-based Solution to the Fractional Knapsack Problem. , 2006, , .		6
148	On optimizing syntactic pattern recognition using tries and AI-based heuristic-search strategies. IEEE Transactions on Systems, Man, and Cybernetics, 2006, 36, 611-622.	5.5	6
149	Breadth-first search strategies for trie-based syntactic pattern recognition. Pattern Analysis and Applications, 2007, 10, 1-13.	3.1	6
150	On Utilizing Association and Interaction Concepts for Enhancing Microaggregation in Secure Statistical Databases. IEEE Transactions on Systems, Man, and Cybernetics, 2010, 40, 198-207.	5.5	6
151	Large-scale neuro-modeling for understanding and explaining some brain-related chaotic behavior. Simulation, 2012, 88, 1316-1337.	1.1	6
152	On utilizing dependence-based information to enhance micro-aggregation for secure statistical databases. Pattern Analysis and Applications, 2013, 16, 99-116.	3.1	6
153	On Distinguishing between Reliable and Unreliable Sensors Without a Knowledge of the Ground Truth. , 2015, , .		6
154	On Invoking Transitivity to Enhance the <i>Pursuit</i>-Oriented Object Migration Automata. IEEE Access, 2018, 6, 21668-21681.	2.6	6
155	Enhancing History-Based Move Ordering in Game Playing Using Adaptive Data Structures. Lecture Notes in Computer Science, 2015, , 225-235.	1.0	6
156	A Novel Method for Micro-Aggregation in Secure Statistical Databases Using Association and Interaction. Lecture Notes in Computer Science, 2007, , 126-140.	1.0	6
157	On Using Adaptive Binary Search Trees to Enhance Self Organizing Maps. Lecture Notes in Computer Science, 2009, , 199-209.	1.0	6
158	A Stochastic Search on the Line-Based Solution to Discretized Estimation. Lecture Notes in Computer Science, 2012, , 764-773.	1.0	6
159	Optimal "Anti-Bayesian" Parametric Pattern Classification Using Order Statistics Criteria. Lecture Notes in Computer Science, 2012, , 1-13.	1.0	6
160	A Novel Border Identification Algorithm Based on an "Anti-Bayesian" Paradigm. Lecture Notes in Computer Science, 2013, , 196-203.	1.0	6
161	A Novel Multidimensional Scaling Technique for Mapping Word-Of-Mouth Discussions. Studies in Computational Intelligence, 2009, , 317-322.	0.7	6
162	Language Detection and Tracking in Multilingual Documents Using Weak Estimators. Lecture Notes in Computer Science, 2010, , 600-609.	1.0	6

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163	On the problem of translating an elliptic object through a workspace of elliptic obstacles. <i>Robotica</i> , 1987, 5, 187-196.	1.3	5
164	Mixture decomposition for distributions from the exponential family using a generalized method of moments. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 1995, 25, 1139-1149.	0.9	5
165	Designing syntactic pattern classifiers using vector quantization and parametric string editing. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 1999, 29, 881-888.	5.5	5
166	On the pattern recognition of noisy subsequence trees. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2001, 23, 929-946.	9.7	5
167	Self-Adjusting of Ternary Search Tries Using Conditional Rotations and Randomized Heuristics. <i>Computer Journal</i> , 2005, 48, 200-219.	1.5	5
168	A novel look-ahead optimization strategy for trie-based approximate string matching. <i>Pattern Analysis and Applications</i> , 2006, 9, 177-187.	3.1	5
169	Estimation of distributions involving unobservable events: the case of optimal search with unknown Target Distributions. <i>Pattern Analysis and Applications</i> , 2009, 12, 37-53.	3.1	5
170	Learning Automata Based Intelligent Tutorial-like System. <i>Lecture Notes in Computer Science</i> , 2009, , 360-373.	1.0	5
171	A novel Stochastic Discretized Weak Estimator operating in non-stationary environments. , 2012, , .		5
172	THE USE OF WEAK ESTIMATORS TO ACHIEVE LANGUAGE DETECTION AND TRACKING IN MULTILINGUAL DOCUMENTS. <i>International Journal of Pattern Recognition and Artificial Intelligence</i> , 2013, 27, 1350011.	0.7	5
173	Novel Distance Estimation Methods Using “Stochastic Learning on the Line” Strategies. <i>IEEE Access</i> , 2018, 6, 48438-48454.	2.6	5
174	Learning Automata-Based Solutions to the Single Elevator Problem. <i>IFIP Advances in Information and Communication Technology</i> , 2019, , 439-450.	0.5	5
175	Generalized swap-with-parent schemes for self-organizing sequential linear lists. <i>Lecture Notes in Computer Science</i> , 1997, , 414-423.	1.0	5
176	A Bayesian Learning Automata-Based Distributed Channel Selection Scheme for Cognitive Radio Networks. <i>Lecture Notes in Computer Science</i> , 2014, , 48-57.	1.0	5
177	Recognizing sources of random strings. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 1991, 13, 386-394.	9.7	4
178	New Algorithms for Maintaining All-Pairs Shortest Paths. , 0, , .		4
179	Using learning automata to model the behavior of a teacher in a tutorial-like system. , 2007, , .		4
180	An Enhanced Tree-Shaped Adachi-Like Chaotic Neural Network Requiring Linear-Time Computations. , 2010, , .		4

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181	On the Cryptanalysis of Two Cryptographic Algorithms That Utilize Chaotic Neural Networks. <i>Mathematical Problems in Engineering</i> , 2015, 2015, 1-9.	0.6	4
182	Pattern classification using a new border identification paradigm: The nearest border technique. <i>Neurocomputing</i> , 2015, 157, 105-117.	3.5	4
183	Space and depth-related enhancements of the history-ADS strategy in game playing. , 2015, , .		4
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