

Pedro Castillo Valdivieso

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.

119
papers

963
citations

15
h-index

26
g-index

133
ext. papers

1,154
ext. citations

2.1
avg, IF

4.18
L-index

#	Paper	IF	Citations
119	G-Prop: Global optimization of multilayer perceptrons using GAs. <i>Neurocomputing</i> , 2000 , 35, 149-163	5.4	102
118	Evolving RBF neural networks for time-series forecasting with EvRBF. <i>Information Sciences</i> , 2004 , 165, 207-220	7.7	72
117	. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , 2002 , 32, 31-37		71
116	Evolving Multilayer Perceptrons. <i>Neural Processing Letters</i> , 2000 , 12, 115-128	2.4	46
115	Statistical analysis of the parameters of a neuro-genetic algorithm. <i>IEEE Transactions on Neural Networks</i> , 2002 , 13, 1374-94		39
114	EvoLoPy: An Open-source Nature-inspired Optimization Framework in Python 2016 ,		39
113	Studying real traffic and mobility scenarios for a Smart City using a new monitoring and tracking system. <i>Future Generation Computer Systems</i> , 2017 , 76, 163-179	7.5	38
112	Improving financial bankruptcy prediction in a highly imbalanced class distribution using oversampling and ensemble learning: a case from the Spanish market. <i>Progress in Artificial Intelligence</i> , 2020 , 9, 31-53	4	28
111	Pareto-based multi-colony multi-objective ant colony optimization algorithms: an island model proposal. <i>Soft Computing</i> , 2013 , 17, 1175-1207	3.5	23
110	Applying computational intelligence methods for predicting the sales of newly published books in a real editorial business management environment. <i>Knowledge-Based Systems</i> , 2017 , 115, 133-151	7.3	22
109	Comparing evolutionary hybrid systems for design and optimization of multilayer perceptron structure along training parameters. <i>Information Sciences</i> , 2007 , 177, 2884-2905	7.7	21
108	Service oriented evolutionary algorithms. <i>Soft Computing</i> , 2013 , 17, 1059-1075	3.5	17
107	Algorithm::Evolutionary, a flexible Perl module for evolutionary computation. <i>Soft Computing</i> , 2010 , 14, 1091-1109	3.5	17
106	Asynchronous distributed genetic algorithms with Javascript and JSON 2008 ,		16
105	Finding a needle in a haystack using hints and evolutionary computation: the case of evolutionary MasterMind. <i>Applied Soft Computing Journal</i> , 2006 , 6, 170-179	7.5	15
104	Corporate security solutions for BYOD: A novel user-centric and self-adaptive system. <i>Computer Communications</i> , 2015 , 68, 83-95	5.1	14
103	EvoCluster: An Open-Source Nature-Inspired Optimization Clustering Framework in Python. <i>Lecture Notes in Computer Science</i> , 2020 , 20-36	0.9	14

102	Implementation Matters: Programming Best Practices for Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2011 , 333-340	0.9	14
101	Ephemeral Computing and Bioinspired Optimization - Challenges and Opportunities 2015 ,		13
100	Conference Paper Assignment Using a Combined Greedy/Evolutionary Algorithm. <i>Lecture Notes in Computer Science</i> , 2004 , 602-611	0.9	13
99	Comparing multiobjective evolutionary ensembles for minimizing type I and II errors for bankruptcy prediction 2008 ,		11
98	NectaRSS, an intelligent RSS feed reader. <i>Journal of Network and Computer Applications</i> , 2008 , 31, 793-806		11
97	P2P Evolutionary Algorithms: A Suitable Approach for Tackling Large Instances in Hard Optimization Problems. <i>Lecture Notes in Computer Science</i> , 2008 , 622-631	0.9	11
96	From ephemeral computing to deep bioinspired algorithms: New trends and applications. <i>Future Generation Computer Systems</i> , 2018 , 88, 735-746	7.5	10
95	Cloud-based evolutionary algorithms: An algorithmic study. <i>Natural Computing</i> , 2013 , 12, 135-147	1.3	10
94	hCHAC: A family of MOACO algorithms for the resolution of the bi-criteria military unit pathfinding problem. <i>Computers and Operations Research</i> , 2013 , 40, 1524-1551	4.6	9
93	Evolvable agents, a fine grained approach for distributed evolutionary computing: walking towards the peer-to-peer computing frontiers. <i>Soft Computing</i> , 2008 , 12, 1145-1156	3.5	9
92	Open Access and Altmetrics in the pandemic age: Forecast analysis on COVID-19 literature		9
91	Cost-sensitive ensemble methods for bankruptcy prediction in a highly imbalanced data distribution: a real case from the Spanish market. <i>Progress in Artificial Intelligence</i> , 2020 , 9, 361-375	4	9
90	Testing the Intermediate Disturbance Hypothesis: Effect of Asynchronous Population Incorporation on Multi-Deme Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2008 , 266-275	0.9	8
89	A Cross-Platform Assessment of Energy Consumption in Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2016 , 548-557	0.9	8
88	Teaching Learning-Based Optimization With Evolutionary Binarization Schemes for Tackling Feature Selection Problems. <i>IEEE Access</i> , 2021 , 9, 41082-41103	3.5	8
87	Determining the significance and relative importance of parameters of a simulated quenching algorithm using statistical tools. <i>Applied Intelligence</i> , 2012 , 37, 239-254	4.9	7
86	Exploring population structures for locally concurrent and massively parallel Evolutionary Algorithms 2008 ,		7
85	SA-prop: Optimization of multilayer perceptron parameters using simulated annealing. <i>Lecture Notes in Computer Science</i> , 1999 , 661-670	0.9	7

84	A Distributed Service Oriented Framework for Metaheuristics Using a Public Standard. <i>Studies in Computational Intelligence</i> , 2010 , 211-222	0.8	7
83	. <i>IEEE Access</i> , 2020 , 8, 189930-189944	3.5	7
82	Creating autonomous agents for playing Super Mario Bros game by means of evolutionary finite state machines. <i>Evolutionary Intelligence</i> , 2014 , 6, 205-218	1.7	6
81	Evolving two-dimensional fuzzy systems. <i>Fuzzy Sets and Systems</i> , 2003 , 138, 381-398	3.7	6
80	NodIO 2016 ,		6
79	Studying the effect of population size in distributed evolutionary algorithms on heterogeneous clusters. <i>Applied Soft Computing Journal</i> , 2016 , 38, 530-547	7.5	5
78	Distributed multi-objective evolutionary optimization using island-based selective operator application. <i>Applied Soft Computing Journal</i> , 2019 , 85, 105757	7.5	5
77	Analysing the influence of the fitness function on genetically programmed bots for a real-time strategy game. <i>Entertainment Computing</i> , 2017 , 18, 15-29	1.9	5
76	2011 ,		5
75	Studying and Tackling Noisy Fitness in Evolutionary Design of Game Characters 2014 ,		5
74	Empirical Validation of a Gossiping Communication Mechanism for Parallel EAs 2007 , 129-136		5
73	Enhancing a MOACO for Solving the Bi-criteria Pathfinding Problem for a Military Unit in a Realistic Battlefield 2007 , 712-721		5
72	Tree Depth Influence in Genetic Programming for Generation of Competitive Agents for RTS Games. <i>Lecture Notes in Computer Science</i> , 2014 , 411-421	0.9	5
71	Application of HLVQ and G-Prop Neural Networks to the Problem of Bankruptcy Prediction. <i>Lecture Notes in Computer Science</i> , 2003 , 655-662	0.9	5
70	GPU Computation in Bioinspired Algorithms: A Review. <i>Lecture Notes in Computer Science</i> , 2011 , 433-440	0.9	4
69	Multiobjective Optimization of Ensembles of Multilayer Perceptrons for Pattern Classification. <i>Lecture Notes in Computer Science</i> , 2006 , 453-462	0.9	4
68	Optimizing web newspaper layout using simulated annealing. <i>Lecture Notes in Computer Science</i> , 1999 , 759-768	0.9	4
67	Predicting Financial Distress: A Case Study Using Self-organizing Maps 2007 , 774-781		4

66	Evolving XSLT Stylesheets for Document Transformation. <i>Lecture Notes in Computer Science</i> , 2008 , 1021-1030	4	4
65	Evolving Evil: Optimizing Flocking Strategies Through Genetic Algorithms for the Ghost Team in the Game of Ms. Pac-Man. <i>Lecture Notes in Computer Science</i> , 2014 , 313-324	0.9	4
64	EvoCluster: An Open-Source Nature-Inspired Optimization Clustering Framework. <i>SN Computer Science</i> , 2021 , 2, 1	2	4
63	A bibliometric study of the research area of videogames using Dimensions.ai database. <i>Procedia Computer Science</i> , 2019 , 162, 737-744	1.6	4
62	A Robust Multi-Objective Feature Selection Model Based on Local Neighborhood Multi-Verse Optimization. <i>IEEE Access</i> , 2021 , 9, 100009-100028	3.5	4
61	Benchmarking Languages for Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2016 , 27-41	0.9	3
60	Using free cloud storage services for distributed evolutionary algorithms 2011 ,		3
59	Altmétricas a nivel institucional: visibilidad en la Web de la producción científica de las universidades españolas a partir de Altmetric.com. <i>Profesional De La Informacion</i> , 2018 , 27, 483	3.7	3
58	Simulation Approach for Optimal Maintenance Intervals Estimation of Electronic Devices. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 153-164	0.4	3
57	Architecture Performance Prediction Using Evolutionary Artificial Neural Networks. <i>Lecture Notes in Computer Science</i> , 2008 , 175-183	0.9	3
56	A Study of Parallel Approaches in MOACOs for Solving the Bicriteria TSP. <i>Lecture Notes in Computer Science</i> , 2011 , 316-324	0.9	3
55	Co-Evolutionary Optimization of Autonomous Agents in a Real-Time Strategy Game. <i>Lecture Notes in Computer Science</i> , 2014 , 374-385	0.9	3
54	A Novel Wireless Mobility Monitoring and Tracking System. <i>International Journal of Conceptual Structures and Smart Applications</i> , 2016 , 4, 55-71		3
53	There Can Be only One: Evolving RTS Bots via Joust Selection. <i>Lecture Notes in Computer Science</i> , 2016 , 541-557	0.9	3
52	Comparing the Performance of Deep Learning Methods to Predict Companies' Financial Failure. <i>IEEE Access</i> , 2021 , 9, 97010-97038	3.5	3
51	. <i>IEEE Access</i> , 2020 , 8, 54237-54253	3.5	2
50	Performance for the Masses 2016 ,		2
49	Comparing Wireless Traffic Tracking with Regular Traffic Control Systems for the Detection of Congestions in Streets. <i>Lecture Notes in Computer Science</i> , 2016 , 42-51	0.9	2

48	Using statistical tools to determine the significance and relative importance of the main parameters of an evolutionary algorithm. <i>Intelligent Data Analysis</i> , 2013 , 17, 771-789	1.1	2
47	Using Student Conferences to Increase Participation in the Classroom: A Case Study. <i>IEEE Transactions on Education</i> , 2012 , 55, 580-581	2.1	2
46	2008 ,		2
45	Comparing ACO Algorithms for Solving the Bi-criteria Military Path-Finding Problem 2007 , 665-674		2
44	Exploring Concurrent and Stateless Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2019 , 405-412	0.9	2
43	How the World Was MADE: Parametrization of Evolved Agent-Based Models for Backstory Generation. <i>Lecture Notes in Computer Science</i> , 2015 , 443-454	0.9	2
42	Addressing High Dimensional Multi-objective Optimization Problems by Coevolutionary Islands with Overlapping Search Spaces. <i>Lecture Notes in Computer Science</i> , 2016 , 107-117	0.9	2
41	Evolvable Agents in Static and Dynamic Optimization Problems. <i>Lecture Notes in Computer Science</i> , 2008 , 488-497	0.9	2
40	Parallelizing the Design of Radial Basis Function Neural Networks by Means of Evolutionary Meta-algorithms. <i>Lecture Notes in Computer Science</i> , 2009 , 383-390	0.9	2
39	Evolvable Agents: A Framework for Peer-to-Peer Evolutionary Algorithms. <i>Studies in Computational Intelligence</i> , 2010 , 43-62	0.8	2
38	Applying Ant Colony optimization for Service Function Chaining in a 5G Network 2019 ,		2
37	Cooperative Co-evolution of Multilayer Perceptrons. <i>Lecture Notes in Computer Science</i> , 2003 , 358-365	0.9	2
36	Visualization of Neural Net Evolution. <i>Lecture Notes in Computer Science</i> , 2003 , 534-541	0.9	2
35	Improving the algorithmic efficiency and performance of channel-based evolutionary algorithms 2019 ,		1
34	Application Areas of Ephemeral Computing: A Survey. <i>Lecture Notes in Computer Science</i> , 2016 , 153-167	0.9	1
33	2013 ,		1
32	Improved automatic classification of biological particles from electron-microscopy images using genetic neural nets. <i>Lecture Notes in Computer Science</i> , 1999 , 373-382	0.9	1
31	hCHAC-4, an ACO Algorithm for Solving the Four-Criteria Military Path-finding Problem. <i>Studies in Computational Intelligence</i> , 2008 , 73-84	0.8	1

30	Scaling in Concurrent Evolutionary Algorithms. <i>Communications in Computer and Information Science</i> , 2019 , 16-27	0.3	1
29	Comparing Optimization Methods, in Continuous Space, for Modelling with a Diffusion Process. <i>Lecture Notes in Computer Science</i> , 2015 , 380-390	0.9	1
28	Studying the Cache Size in a Gossip-Based Evolutionary Algorithm. <i>Studies in Computational Intelligence</i> , 2009 , 131-140	0.8	1
27	Online vs. Offline ANOVA Use on Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2011 , 341-347	0.9	1
26	It's Time to Stop: A Comparison of Termination Conditions in the Evolution of Game Bots. <i>Lecture Notes in Computer Science</i> , 2015 , 355-368	0.9	1
25	A comparison of implementations of basic evolutionary algorithm operations in different languages 2016 ,		1
24	Comparing Heterogeneous and Homogeneous Flocking Strategies for the Ghost Team in the Game of Ms. Pac-Man. <i>IEEE Transactions on Games</i> , 2016 , 8, 278-287		1
23	The Uncertainty Quandary: A Study in the Context of the Evolutionary Optimization in Games and Other Uncertain Environments. <i>Lecture Notes in Computer Science</i> , 2016 , 40-60	0.9	1
22	Studying How to Apply Chatbots Technology in Higher-Education: First Results and Future Strategies. <i>Lecture Notes in Computer Science</i> , 2021 , 185-198	0.9	1
21	Classification of Arabic healthcare questions based on word embeddings learned from massive consultations: a deep learning approach. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2017 , 1, 3-7	3.7	1
20	Ranking Programming Languages for Evolutionary Algorithm Operations. <i>Lecture Notes in Computer Science</i> , 2017 , 689-704	0.9	0
19	Evolutionary Design of a Brain-Computer Interface. <i>Lecture Notes in Computer Science</i> , 2005 , 669-676	0.9	0
18	Using Evolutionary Algorithms for Server Hardening via the Moving Target Defense Technique. <i>Lecture Notes in Computer Science</i> , 2020 , 670-685	0.9	0
17	EvoCC: An Open-Source Classification-Based Nature-Inspired Optimization Clustering Framework in Python. <i>Lecture Notes in Computer Science</i> , 2022 , 77-92	0.9	0
16	Evolution of XPath Lists for Document Data Selection 2010 , 341-350		
15	Designing a Control System for an Autonomous Robot Using an Evolutionary Algorithm. <i>Lecture Notes in Computer Science</i> , 2005 , 685-692	0.9	
14	Co-evolving Multilayer Perceptrons Along Training Sets 2005 , 503-513		
13	Improving Evolution of XSLT Stylesheets Using Heuristic Operators. <i>Advances in Soft Computing</i> , 2005 , 161-170		

- 12 Evolving Machine Microprograms: Application to the CODE2 Microarchitecture. *Advances in Soft Computing*, 461-470
- 11 Comparing Hybrid Systems to Design and Optimize Artificial Neural Networks. *Lecture Notes in Computer Science*, **2004**, 240-249 0.9
- 10 A Methodology to Develop Service Oriented Evolutionary Algorithms. *Studies in Computational Intelligence*, **2015**, 119-125 0.8
- 9 Finding Self-organized Criticality in Collaborative Work via Repository Mining. *Lecture Notes in Computer Science*, **2017**, 483-496 0.9
- 8 Impact of Protests in the Number of Smart Devices in Streets: A New Approach to Analyze Protesters Behavior. *Lecture Notes in Computer Science*, **2017**, 75-85 0.9
- 7 Pervasive Evolutionary Algorithms on Mobile Devices. *Lecture Notes in Computer Science*, **2009**, 163-170 0.9
- 6 Using UN/CEFACTS Modelling Methodology (UMM) in e-Health Projects. *Lecture Notes in Computer Science*, **2009**, 925-932 0.9
- 5 Studying the Influence of the Objective Balancing Parameter in the Performance of a Multi-Objective Ant Colony Optimization Algorithm. *Studies in Computational Intelligence*, **2010**, 163-176^{0.8}
- 4 Designing and Evolving an Unreal TournamentTM 2004 Expert Bot. *Lecture Notes in Computer Science*, **2013**, 312-323 0.9
- 3 A Methodology for Redesigning Networks by Using Markov Random Fields. *Mathematics*, **2021**, 9, 1389 2.3
- 2 Population size influence on the energy consumption of genetic programming. *Measurement and Control*, 002029402110644 1.5
- 1 Exploring the Role of Chatbots and Messaging Applications in Higher Education: A Teacher's Perspective. *Lecture Notes in Computer Science*, **2022**, 205-223 0.9