

Andrzej Skowron

List of Publications by Year in descending order

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194
papers

9,893
citations

156536

32
h-index

51423

90
g-index

223
all docs

223
docs citations

223
times ranked

2449
citing authors

#	ARTICLE	IF	CITATIONS
1	Toward a Computing Model Dealing with Complex Phenomena: Interactive Granular Computing. Lecture Notes in Computer Science, 2021, , 199-214.	1.0	6
2	Interactive Granular Computing Model for Intelligent Systems. IFIP Advances in Information and Communication Technology, 2021, , 37-48.	0.5	5
3	A Classifier Based on a Decision Tree with Temporal Cuts. Fundamenta Informaticae, 2019, 165, 263-281.	0.3	1
4	Concepts Approximation Through Dialogue with User. Lecture Notes in Computer Science, 2019, , 295-311.	1.0	2
5	Linking Reaction Systems with Rough Sets. Fundamenta Informaticae, 2019, 165, 283-302.	0.3	6
6	Information flow in logic for distributed systems: Extending graded consequence. Information Sciences, 2019, 491, 232-250.	4.0	5
7	Local rough set: A solution to rough data analysis in big data. International Journal of Approximate Reasoning, 2018, 97, 38-63.	1.9	114
8	Rough Sets and Sorites Paradox. Fundamenta Informaticae, 2018, 157, 371-384.	0.3	2
9	Adaptive Rough Sets and Vague Concepts. Outstanding Contributions To Logic, 2018, , 331-353.	0.2	0
10	Rough sets: past, present, and future. Natural Computing, 2018, 17, 855-876.	1.8	59
11	Some Foundational Aspects of Rough Sets Rendering Its Wide Applicability. Lecture Notes in Computer Science, 2018, , 29-45.	1.0	0
12	Bipolar Queries with Dialogue: Rough Set Semantics. Lecture Notes in Computer Science, 2018, , 229-242.	1.0	1
13	Rough Sets in Pattern Recognition. , 2017, , 323-393.		0
14	Interactive Logical Structures. Fundamenta Informaticae, 2017, 154, 95-108.	0.3	0
15	Inclusion degree with variable-precision model in analyzing inconsistent decision tables. Granular Computing, 2017, 2, 65-72.	4.4	13
16	From Information Systems to Interactive Information Systems. Studies in Computational Intelligence, 2017, , 207-223.	0.7	2
17	Resolving the Conflicts Between Cuts in a Decision Tree with Verifying Cuts. Lecture Notes in Computer Science, 2017, , 403-422.	1.0	3
18	Toward Adaptive Rough Sets. Lecture Notes in Computer Science, 2017, , 165-184.	1.0	1

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19	A Classifier Based on a Decision Tree with Verifying Cuts. <i>Fundamenta Informaticae</i> , 2016, 143, 1-18.	0.3	9
20	Rough Sets and Interactive Granular Computing. <i>Fundamenta Informaticae</i> , 2016, 147, 371-385.	0.3	19
21	Towards W2T Foundations: Interactive Granular Computing and Adaptive Judgement. , 2016, , 47-71.		6
22	Interactive granular computing. <i>Granular Computing</i> , 2016, 1, 95-113.	4.4	142
23	Preface: pattern recognition and mining. <i>Natural Computing</i> , 2016, 15, 355-357.	1.8	2
24	Toward Problem Solving Support Based on Big Data and Domain Knowledge: Interactive Granular Computing and Adaptive Judgement. <i>Studies in Big Data</i> , 2016, , 49-90.	0.8	3
25	Interactive computations: toward risk management in interactive intelligent systems. <i>Natural Computing</i> , 2016, 15, 465-476.	1.8	13
26	Complex Adaptive Systems and Interactive Granular Computing. <i>Lecture Notes in Computer Science</i> , 2016, , 17-22.	1.0	0
27	On diffeomorphisms defined by some 2D nonlinear operators and their application to stability and sensitivity analysis. , 2015, , .		0
28	Generalized Quantifiers in the Context of Rough Set Semantics. <i>Fundamenta Informaticae</i> , 2015, 142, 213-236.	0.3	1
29	Foundations of Rough Sets. , 2015, , 331-348.		13
30	Dealing with Uncertainty: From Rough Sets to Interactive Rough-Granular Computing. <i>Springer Proceedings in Mathematics and Statistics</i> , 2015, , 17-32.	0.1	2
31	Interactive Granular Computing. <i>Lecture Notes in Computer Science</i> , 2015, , 50-61.	1.0	4
32	Building Granular Systems - from Concepts to Applications. <i>Lecture Notes in Computer Science</i> , 2015, , 245-255.	1.0	4
33	Interactive Complex Granules. <i>Fundamenta Informaticae</i> , 2014, 133, 181-196.	0.3	15
34	Perspectives on Uncertainty and Risk in Rough Sets and Interactive Rough-Granular Computing. <i>Fundamenta Informaticae</i> , 2014, 129, 69-84.	0.3	14
35	The Polish School of Argumentation: A Manifesto. <i>Argumentation</i> , 2014, 28, 267-282.	0.7	5
36	Systems described by Volterra type integral operators. <i>Discrete and Continuous Dynamical Systems - Series B</i> , 2014, 19, 2401-2416.	0.5	3

#	ARTICLE	IF	CITATIONS
37	Interactive Computations on Complex Granules. Lecture Notes in Computer Science, 2014, , 123-134.	1.0	0
38	Rough Sets and Matroids. Lecture Notes in Computer Science, 2014, , 74-81.	1.0	1
39	Rough Sets. Intelligent Systems Reference Library, 2013, , 69-135.	1.0	0
40	Three Approaches to Data Analysis. Intelligent Systems Reference Library, 2013, , .	1.0	29
41	From Sensory Data to Decision Making: A Perspective on Supporting a Fire Commander. , 2013, , .		20
42	Rough Sets: From Rudiments to Challenges. Intelligent Systems Reference Library, 2013, , 75-173.	1.0	15
43	Nearness of Visual Objects. Application of Rough Sets in Proximity Spaces. Fundamenta Informaticae, 2013, 128, 159-176.	0.3	6
44	Sensitivity of a Fractional Integrodifferential Cauchy Problem of Volterra Type. Abstract and Applied Analysis, 2013, 2013, 1-8.	0.3	4
45	Interactive Rough-Granular Computing in Wisdom Technology. Lecture Notes in Computer Science, 2013, , 1-13.	1.0	7
46	Classifiers Based on Data Sets and Domain Knowledge: A Rough Set Approach. Intelligent Systems Reference Library, 2013, , 93-136.	1.0	4
47	Professor Zdzisław Pawlak (1926-2006): Founder of the Polish School of Artificial Intelligence. Intelligent Systems Reference Library, 2013, , 1-56.	1.0	4
48	30 Years of Rough Sets and Future Perspectives. Lecture Notes in Computer Science, 2013, , 1-10.	1.0	7
49	Interactive Computations: Toward Risk Management in Interactive Intelligent Systems. Lecture Notes in Computer Science, 2013, , 1-12.	1.0	5
50	Introduction to Perception Based Computing. Smart Innovation, Systems and Technologies, 2013, , 249-275.	0.5	4
51	List of Works by Professor Zdzisław Pawlak (1926-2006). Intelligent Systems Reference Library, 2013, , 57-74.	1.0	1
52	Rough Derivatives as Dynamic Granules in Rough Granular Calculus. Communications in Computer and Information Science, 2012, , 321-330.	0.4	1
53	On the Diffeomorphisms Between Banach and Hilbert Spaces. Advanced Nonlinear Studies, 2012, 12, 89-100.	0.7	24
54	Rough Sets: Foundations and Perspectives. , 2012, , 2761-2771.		0

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55	Interactive information systems: Toward perception based computing. Theoretical Computer Science, 2012, 454, 240-260.	0.5	30
56	A Characterization of Rough Separability. Lecture Notes in Computer Science, 2012, , 1-10.	1.0	0
57	Semantic Search and Analytics over Large Repository of Scientific Articles. Studies in Computational Intelligence, 2012, , 1-8.	0.7	5
58	Rough Set Based Reasoning About Changes. Fundamenta Informaticae, 2012, 119, 421-437.	0.3	14
59	Modeling rough granular computing based on approximation spaces. Information Sciences, 2012, 184, 20-43.	4.0	125
60	Roughâ€“Fuzzy Computing. , 2012, , 1921-1948.		1
61	Function Approximation and Quality Measures in Roughâ€“Granular Systems. Fundamenta Informaticae, 2011, 109, 339-354.	0.3	11
62	Information systems in modeling interactive computations on granules. Theoretical Computer Science, 2011, 412, 5939-5959.	0.5	50
63	Approximations of Functions: Toward Rough Granular Calculus. Lecture Notes in Computer Science, 2011, , 712-721.	1.0	2
64	Calculi of Approximation Spaces in Intelligent Systems. Intelligent Systems Reference Library, 2011, , 35-55.	1.0	3
65	Approximation Spaces in Roughâ€“Granular Computing. Fundamenta Informaticae, 2010, 100, 141-157.	0.3	37
66	Irreducible Descriptive Sets of Attributes for Information Systems. Lecture Notes in Computer Science, 2010, , 92-105.	1.0	3
67	Toward Interactive Computations: A Rough-Granular Approach. Studies in Computational Intelligence, 2010, , 23-42.	0.7	17
68	Information Systems in Modeling Interactive Computations on Granules. Lecture Notes in Computer Science, 2010, , 730-739.	1.0	8
69	Comparison of Some Classification Algorithms Based on Deterministic and Nondeterministic Decision Rules. Lecture Notes in Computer Science, 2010, , 90-105.	1.0	6
70	An Introduction to Perception Based Computing. Lecture Notes in Computer Science, 2010, , 12-25.	1.0	15
71	Discovery of Process Models from Data and Domain Knowledge. , 2010, , 16-47.		7
72	Approximations and Classifiers. Lecture Notes in Computer Science, 2010, , 297-306.	1.0	0

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73	Discovery of Processes and Their Interactions from Data and Domain Knowledge. Lecture Notes in Computer Science, 2010, , 12-21.	1.0	3
74	On Minimal Inhibitory Rules for Almost All k-Valued Information Systems. Fundamenta Informaticae, 2009, 93, 261-272.	0.3	2
75	Rough-Granular Computing in Human-Centric Information Processing. Advances in Intelligent and Soft Computing, 2009, , 23-42.	0.2	2
76	Wisdom Technology: A Rough-Granular Approach. Lecture Notes in Computer Science, 2009, , 3-41.	1.0	17
77	Interactive Rough-Granular Computing in Pattern Recognition. Lecture Notes in Computer Science, 2009, , 92-97.	1.0	3
78	Interactive Granular Computing in Rightly Judging Systems. Lecture Notes in Computer Science, 2009, , 1-16.	1.0	0
79	Rough-Granular Computing in Human-Centric Information Processing. Studies in Computational Intelligence, 2009, , 1-30.	0.7	6
80	Maximal consistent extensions of information systems relative to their theories. Information Sciences, 2008, 178, 2600-2620.	4.0	17
81	Comparison of Lazy Classification Algorithms Based on Deterministic and Inhibitory Decision Rules. , 2008, , 55-62.		6
82	Rough Set Approach to KDD (Extended Abstract). , 2008, , 19-20.		2
83	On Irreducible Descriptive Sets of Attributes for Information Systems. Lecture Notes in Computer Science, 2008, , 21-30.	1.0	3
84	Requirements Interaction and Conflicts A Rough Set Approach. , 2007, , .		3
85	Rudiments of rough sets. Information Sciences, 2007, 177, 3-27.	4.0	1,756
86	Zdzisław Pawlak life and work (1926–2006). Information Sciences, 2007, 177, 1-2.	4.0	21
87	Rough sets: Some extensions. Information Sciences, 2007, 177, 28-40.	4.0	1,024
88	Rough sets and Boolean reasoning. Information Sciences, 2007, 177, 41-73.	4.0	807
89	Rough Sets and Conflict Analysis. Studies in Computational Intelligence, 2007, , 35-74.	0.7	7
90	A Wistech Paradigm for Intelligent Systems. Transactions on Rough Sets, 2007, , 94-132.	1.1	48

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91	Toward Rough-Granular Computing. Lecture Notes in Computer Science, 2007, , 1-12.	1.0	15
92	On Covering Attribute Sets by Reducts. Lecture Notes in Computer Science, 2007, , 175-180.	1.0	17
93	Modeling of High Quality Granules. Lecture Notes in Computer Science, 2007, , 300-309.	1.0	8
94	Toward Perception Based Computing: A Rough-Granular Perspective. Lecture Notes in Computer Science, 2007, , 122-142.	1.0	5
95	Discovery of Process Models from Data and Domain Knowledge: A Rough-Granular Approach. Lecture Notes in Computer Science, 2007, , 192-197.	1.0	7
96	Approximate Reasoning in MAS: Rough Set Approach. , 2006, , .		0
97	Approximate Reasoning in MAS: Rough Set Approach. , 2006, , .		6
98	Rough Sets and Vague Concept Approximation: From Sample Approximation to Adaptive Learning. Lecture Notes in Computer Science, 2006, , 39-62.	1.0	36
99	On Testing Membership to Maximal Consistent Extensions of Information Systems. Lecture Notes in Computer Science, 2006, , 85-90.	1.0	10
100	Automatic Planning of Treatment of Infants with Respiratory Failure Through Rough Set Modeling. Lecture Notes in Computer Science, 2006, , 418-427.	1.0	17
101	Zdzisław Pawlak: Life and Work. Lecture Notes in Computer Science, 2006, , 1-24.	1.0	9
102	Some Contributions by Zdzisław Pawlak. Lecture Notes in Computer Science, 2006, , 1-11.	1.0	3
103	Approximation Spaces and Information Granulation. Lecture Notes in Computer Science, 2005, , 175-189.	1.0	62
104	Hierarchical modelling in searching for complex patterns: constrained sums of information systems. Journal of Experimental and Theoretical Artificial Intelligence, 2005, 17, 83-102.	1.8	18
105	Rough Sets and Higher Order Vagueness. Lecture Notes in Computer Science, 2005, , 33-42.	1.0	14
106	Ontological Framework for Approximation. Lecture Notes in Computer Science, 2005, , 718-727.	1.0	13
107	A Hierarchical Approach to Multimodal Classification. Lecture Notes in Computer Science, 2005, , 119-127.	1.0	14
108	Behavioral Pattern Identification Through Rough Set Modelling. Lecture Notes in Computer Science, 2005, , 688-697.	1.0	32

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109	On-Line Elimination of Non-relevant Parts of Complex Objects in Behavioral Pattern Identification. Lecture Notes in Computer Science, 2005, , 720-725.	1.0	16
110	Approximation Spaces in Machine Learning and Pattern Recognition. Lecture Notes in Computer Science, 2005, , 750-755.	1.0	1
111	Rough Sets in Perception-Based Computing. Lecture Notes in Computer Science, 2005, , 21-29.	1.0	17
112	Classifiers Based on Approximate Reasoning Schemes. , 2005, , 191-202.		23
113	Rough Sets. , 2005, , 575-580.		13
114	Hierarchical Information Maps. Lecture Notes in Computer Science, 2005, , 622-631.	1.0	5
115	Independent Component Analysis, Principal Component Analysis and Rough Sets in Face Recognition. Lecture Notes in Computer Science, 2004, , 392-404.	1.0	16
116	Hyperrelations in version space. International Journal of Approximate Reasoning, 2004, 36, 223-241.	1.9	30
117	Information Granules and Rough-Neural Computing. Cognitive Technologies, 2004, , 43-84.	0.5	57
118	Constrained Sums of Information Systems. Lecture Notes in Computer Science, 2004, , 300-309.	1.0	7
119	Rough Set Methods in Approximation of Hierarchical Concepts. Lecture Notes in Computer Science, 2004, , 346-355.	1.0	19
120	Layered Learning for Concept Synthesis. Lecture Notes in Computer Science, 2004, , 187-208.	1.0	73
121	Rough-Neural Computing: An Introduction. Cognitive Technologies, 2004, , 15-41.	0.5	5
122	Information Granulation and Pattern Recognition. Cognitive Technologies, 2004, , 599-636.	0.5	19
123	Approximation Transducers and Trees: A Technique for Combining Rough and Crisp Knowledge. Cognitive Technologies, 2004, , 189-218.	0.5	5
124	Approximate Reasoning in Distributed Environments. , 2004, , 433-474.		12
125	Rough set methods in feature selection and recognition. Pattern Recognition Letters, 2003, 24, 833-849.	2.6	755
126	Approximation Spaces in Rough Neurocomputing. Studies in Fuzziness and Soft Computing, 2003, , 13-22.	0.6	14

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127	Rough Set Approach to Pattern Extraction from Classifiers. <i>Electronic Notes in Theoretical Computer Science</i> , 2003, 82, 20-29.	0.9	38
128	Rough Sets: Trends and Challenges. , 2003, , 25-34.		31
129	Rough Sets and Information Granulation. <i>Lecture Notes in Computer Science</i> , 2003, , 370-377.	1.0	31
130	A View on Rough Set Concept Approximations. , 2003, , 181-188.		38
131	Rough Set Approach to Domain Knowledge Approximation. , 2003, , 221-228.		22
132	Towards Discovery of Relevant Patterns from Parameterized Schemes of Information Granule Construction. <i>Studies in Fuzziness and Soft Computing</i> , 2003, , 97-108.	0.6	10
133	A rough set approach to knowledge discovery. <i>International Journal of Intelligent Systems</i> , 2002, 17, 109-112.	3.3	34
134	Patterns in Information Maps. <i>Lecture Notes in Computer Science</i> , 2002, , 453-460.	1.0	6
135	Rough Set Approach to the Survival Analysis. <i>Lecture Notes in Computer Science</i> , 2002, , 522-529.	1.0	22
136	Approximate Reasoning by Agents. <i>Lecture Notes in Computer Science</i> , 2002, , 3-14.	1.0	2
137	Approximate Reasoning Schemes: Classifiers for Computing with Words. <i>Advances in Intelligent and Soft Computing</i> , 2002, , 338-345.	0.2	4
138	Constructing Rough Mereological Granules of Classifying Rules and Classifying Algorithms. <i>Studies in Fuzziness and Soft Computing</i> , 2002, , 57-70.	0.6	7
139	Rough Neurocomputing Based on Hierarchical Classifiers. <i>Lecture Notes in Computer Science</i> , 2002, , 316-323.	1.0	1
140	Towards Granular Multi-agent Systems. <i>Series in Machine Perception and Artificial Intelligence</i> , 2002, , 217-234.	0.1	1
141	Granular Computing: a Rough Set Approach. <i>Computational Intelligence</i> , 2001, 17, 514-544.	2.1	67
142	Approximation of Information Granule Sets. <i>Lecture Notes in Computer Science</i> , 2001, , 65-72.	1.0	4
143	Information granules: Towards foundations of granular computing. <i>International Journal of Intelligent Systems</i> , 2001, 16, 57-85.	3.3	231
144	Rough Mereological Calculi of Granules: A Rough Set Approach To Computation. <i>Computational Intelligence</i> , 2001, 17, 472-492.	2.1	82

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145	Toward Intelligent Systems: Calculi of Information Granules. Lecture Notes in Computer Science, 2001, , 251-260.	1.0	48
146	Rough-Neuro Computing. Lecture Notes in Computer Science, 2001, , 57-64.	1.0	19
147	Rough Sets and Boolean Reasoning. Studies in Fuzziness and Soft Computing, 2001, , 95-124.	0.6	24
148	APPROXIMATE REASONING BY AGENTS IN DISTRIBUTED ENVIRONMENTS. , 2001, , .		12
149	Towards Grammars of Decision Algorithms. , 2001, , 85-95.		0
150	An Application of Rough Set Methods in Control Design. Fundamenta Informaticae, 2000, 43, 269-290.	0.3	26
151	Rough Sets and Rough Logic: A KDD Perspective. Studies in Fuzziness and Soft Computing, 2000, , 583-646.	0.6	9
152	Rough Mereology in Information Systems. A Case Study: Qualitative Spatial Reasoning. Studies in Fuzziness and Soft Computing, 2000, , 89-135.	0.6	16
153	Information Granules for Spatial Reasoning. Lecture Notes in Computer Science, 2000, , 380-383.	1.0	6
154	Information Granules in Distributed Environment. Lecture Notes in Computer Science, 1999, , 357-365.	1.0	36
155	Towards Discovery of Information Granules. Lecture Notes in Computer Science, 1999, , 542-547.	1.0	15
156	Approximate real-time decision making: Concepts and rough fuzzy Petri net models. International Journal of Intelligent Systems, 1999, 14, 805-839.	3.3	16
157	Calculi of Granules Based on Rough Set Theory: Approximate Distributed Synthesis and Granular Semantics for Computing with Words. Lecture Notes in Computer Science, 1999, , 20-28.	1.0	9
158	Decomposition of task specification problems. Lecture Notes in Computer Science, 1999, , 310-318.	1.0	5
159	Boolean Reasoning Scheme with Some Applications in Data Mining. Lecture Notes in Computer Science, 1999, , 107-115.	1.0	15
160	Towards an Adaptive Calculus of Granules. Studies in Fuzziness and Soft Computing, 1999, , 201-228.	0.6	84
161	Rough mereological foundations for design, analysis, synthesis, and control in distributed systems. Information Sciences, 1998, 104, 129-156.	4.0	47
162	Discovery of Data Patterns with Applications to Decomposition and Classification Problems. Studies in Fuzziness and Soft Computing, 1998, , 55-97.	0.6	41

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163	Approximate Reasoning about Complex Objects in Distributed Systems: Rough Mereological Formalization. <i>Advances in Fuzzy Systems</i> , 1998, , 237-267.	8.7	2
164	Rough Set Approximations of Languages. <i>Fundamenta Informaticae</i> , 1997, 32, 149-162.	0.3	7
165	Decision Algorithms: a Survey of Rough Set - Theoretic Methods. <i>Fundamenta Informaticae</i> , 1997, 30, 345-358.	0.3	40
166	Towards a Rough Mereology-Based Logic for Approximate Solution Synthesis. Part 1. <i>Studia Logica</i> , 1997, 58, 143-184.	0.4	10
167	Searching for relational patterns in data. <i>Lecture Notes in Computer Science</i> , 1997, , 265-276.	1.0	9
168	Boolean reasoning for feature extraction problems. <i>Lecture Notes in Computer Science</i> , 1997, , 117-126.	1.0	35
169	TOLERANCE APPROXIMATION SPACES. <i>Fundamenta Informaticae</i> , 1996, 27, 245-253.	0.3	763
170	Parallel communicating grammar systems with negotiation. <i>Fundamenta Informaticae</i> , 1996, 28, 315-330.	0.3	6
171	ANALYTICAL MORPHOLOGY: MATHEMATICAL MORPHOLOGY OF DECISION TABLES. <i>Fundamenta Informaticae</i> , 1996, 27, 255-271.	0.3	12
172	A parallel algorithm for real-time decision making: A rough set approach. <i>Journal of Intelligent Information Systems</i> , 1996, 7, 5-28.	2.8	35
173	Adaptive Decision-Making by Systems of Cooperating Intelligent Agents Organized on Rough Mereological Principles. <i>Intelligent Automation and Soft Computing</i> , 1996, 2, 121-132.	1.6	9
174	EXTRACTING LAWS FROM DECISION TABLES: A ROUGH SET APPROACH. <i>Computational Intelligence</i> , 1995, 11, 371-388.	2.1	131
175	Rough mereology. <i>Lecture Notes in Computer Science</i> , 1994, , 85-94.	1.0	40
176	Dynamic reducts as a tool for extracting laws from decisions tables. <i>Lecture Notes in Computer Science</i> , 1994, , 346-355.	1.0	137
177	Boolean reasoning for decision rules generation. <i>Lecture Notes in Computer Science</i> , 1993, , 295-305.	1.0	111
178	The Discernibility Matrices and Functions in Information Systems. , 1992, , 331-362.		1,082
179	Towards an Approximation Theory of Discrete Problems. Part I. <i>Fundamenta Informaticae</i> , 1991, 15, 187-208.	0.3	24
180	The Rough Sets Theory and Evidence Theory. <i>Fundamenta Informaticae</i> , 1990, 13, 245-262.	0.3	68

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181	Attributes and rough properties in information systems. International Journal of Approximate Reasoning, 1988, 2, 365-376.	1.9	9
182	Rough concepts logic. Lecture Notes in Computer Science, 1985, , 288-297.	1.0	28
183	Higher-order communications for concurrent programming. Parallel Computing, 1984, 1, 331-336.	1.3	0
184	Rough-Granular Computing. , 0, , 285-327.		20
185	Wisdom Granular Computing. , 0, , 329-345.		8
186	Rough Sets and Granular Computing: Toward Rough-Granular Computing. , 0, , 425-448.		8
187	Verifying cuts as a tool for improving a classifier based on a decision tree. , 0, , .		0
188	Maximal Consistent Extensions of Information Systems. Studies in Computational Intelligence, 0, , 9-29.	0.7	0
189	Minimal Inhibitory Association Rules for Almost All k-Valued Information Systems. Studies in Computational Intelligence, 0, , 31-41.	0.7	0
190	Partial Covers and Inhibitory Decision Rules. Studies in Computational Intelligence, 0, , 43-62.	0.7	0
191	Partial Covers and Inhibitory Decision Rules with Weights. Studies in Computational Intelligence, 0, , 63-79.	0.7	0
192	Classifiers Based on Deterministic and Inhibitory Decision Rules. Studies in Computational Intelligence, 0, , 81-86.	0.7	0
193	Lazy Classification Algorithms Based on Deterministic and Inhibitory Association Rules. Studies in Computational Intelligence, 0, , 87-97.	0.7	1
194	Lazy Classification Algorithms Based on Deterministic and Inhibitory Decision Rules. Studies in Computational Intelligence, 0, , 99-106.	0.7	0