Antonio J Fernndez-Leiva

List of Publications by Citations

93 papers	1,003 citations	15 h-index	27 g-index
105 ext. papers	1,136 ext. citations	1.4 avg, IF	3.87 L-index

#	Paper	IF	Citations
93	Handbook of Memetic Algorithms. *Studies in Computational Intelligence*, **2012**,	0.8	128
92	Hybrid Metaheuristics. *Studies in Computational Intelligence*, **2008**,	0.8	106
91	Springer Handbook of Computational Intelligence **2015**,		94
90	On the hybridization of memetic algorithms with branch-and-bound techniques. *IEEE Transactions on Systems, Man, and Cybernetics*, **2007**, 37, 77-83		47
89	Nature-Inspired Algorithms for Optimisation. *Studies in Computational Intelligence*, **2009**,	0.8	36
88	Finding low autocorrelation binary sequences with memetic algorithms. *Applied Soft Computing Journal*, **2009**, 9, 1252-1262	7.5	35
87	Analysis of Biological Data. *Science, Engineering, and Biology Informatics*, **2007**,		22
86	A review of computational intelligence in RTS games **2013**,		20
85	Local Search-based Hybrid Algorithms for Finding Golomb Rulers. *Constraints*, **2007**, 12, 263-291	0.3	20
84	A Comparative Study of Eight Constraint Programming Languages Over the Boolean and Finite Domains. *Constraints*, **2000**, 5, 275-301	0.3	19
83	Nature Inspired Cooperative Strategies for Optimization (NICSO 2010). *Studies in Computational Intelligence*, **2010**,	0.8	19
82	A Hybrid GRASP Evolutionary Algorithm Approach to Golomb Ruler Search. *Lecture Notes in Computer Science*, **2004**, 481-490	0.9	18
81	An analysis of the structure and evolution of the scientific collaboration network of computer intelligence in games. *Physica A: Statistical Mechanics and Its Applications*, **2014**, 395, 523-536	3.3	16
80	Constraint functional logic programming over finite domains. *Theory and Practice of Logic Programming*, **2007**, 7, 537-582	0.8	16
79	Hybridizations of Metaheuristics With Branch & Bound Derivates. *Studies in Computational Intelligence*, **2008**, 85-116	0.8	15
78	Memetic Algorithms in Planning, Scheduling, and Timetabling. *Studies in Computational Intelligence*, **2007**, 1-30	0.8	14
77	Solving the tool switching problem with memetic algorithms. *Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM*, **2012**, 26, 221-235	1.3	13

76	Ephemeral Computing and Bioinspired Optimization - Challenges and Opportunities **2015**,		13
75	Evolutionary Scheduling. *Studies in Computational Intelligence*, **2007**,	0.8	13
74	A Memetic Approach to Golomb Rulers. *Lecture Notes in Computer Science*, **2006**, 252-261	0.9	13
73	A Memetic Algorithm for the Tool Switching Problem. *Lecture Notes in Computer Science*, **2008**, 190-202	0.9	12
72	Memetic cooperative models for the tool switching problem. *Memetic Computing*, **2011**, 3, 199-216	3.4	11
71	CGRAPHIC: Educational software for learning the foundations of programming. *Computer Applications in Engineering Education*, **2003**, 11, 167-178	1.6	11
70	Analyzing Fitness Landscapes for the Optimal Golomb Ruler Problem. *Lecture Notes in Computer Science*, **2005**, 68-79	0.9	11
69	Scheduling Social Golfers with Memetic Evolutionary Programming. *Lecture Notes in Computer Science*, **2006**, 150-161	0.9	11
68	From ephemeral computing to deep bioinspired algorithms: New trends and applications. *Future Generation Computer Systems*, **2018**, 88, 735-746	7.5	10
67	A memetic algorithm for the low autocorrelation binary sequence problem **2007**,		10
66	Solving the Multidimensional Knapsack Problem Using an Evolutionary Algorithm Hybridized with Branch and Bound. *Lecture Notes in Computer Science*, **2005**, 21-30	0.9	10
65	Solving Weighted Constraint Satisfaction Problems with Memetic/Exact Hybrid Algorithms. *Journal of Artificial Intelligence Research*,35, 533-555	4	10
64	Virtual player design using self-learning via competitive coevolutionary algorithms. *Natural Computing*, **2014**, 13, 131-144	1.3	9
63	Cross entropy-based memetic algorithms: An application study over the tool switching problem. *International Journal of Computational Intelligence Systems*, **2013**, 6, 559-584	3.4	9
62	A Procedural Balanced Map Generator with Self-adaptive Complexity for the Real-Time Strategy Game Planet Wars. *Lecture Notes in Computer Science*, **2013**, 274-283	0.9	9
61	Optimizing Hearthstone agents using an evolutionary algorithm. *Knowledge-Based Systems*, **2020**, 188, 105032	7.3	9
60	Solving Combinatorial Problems with a Constraint Functional Logic Language. *Lecture Notes in Computer Science*, **2003**, 320-338	0.9	9
59	On balance and dynamism in procedural content generation with self-adaptive evolutionary algorithms. *Natural Computing*, **2014**, 13, 157-168	1.3	8

58	On user-centric memetic algorithms. *Soft Computing*, **2013**, 17, 285-300	3.5	8
57	On the cooperation of the constraint domains H, R, and F in CFLP. *Theory and Practice of Logic Programming*, **2009**, 9, 415-527	0.8	8
56	A Memetic Algorithm with Bucket Elimination for the Still Life Problem. *Lecture Notes in Computer Science*, **2006**, 73-85	0.9	8
55	Competitive Algorithms for Coevolving Both Game Content and AI. A Case Study: Planet Wars. *IEEE Transactions on Games*, **2016**, 8, 325-337		7
54	RECONSTRUCTING PHYLOGENIES WITH MEMETIC ALGORITHMS AND BRANCH-AND-BOUND. *Science, Engineering, and Biology Informatics*, **2007**, 59-84		7
53	A Probabilistic Beam Search Approach to the Shortest Common Supersequence Problem. *Lecture Notes in Computer Science*, **2007**, 36-47	0.9	7
52	An Analysis of Hall-of-Fame Strategies in Competitive Coevolutionary Algorithms for Self-Learning in RTS Games. *Lecture Notes in Computer Science*, **2013**, 174-188	0.9	7
51	Practices of advanced programming: Tradition versus innovation. *Computer Applications in Engineering Education*, **2013**, 21, 237-244	1.6	6
50	An interval constraint system for lattice domains. *ACM Transactions on Programming Languages and Systems*, **2004**, 26, 1-46	1.6	6
49	Hybrid Cooperation Models for the Tool Switching Problem. *Studies in Computational Intelligence*, **2010**, 39-52	0.8	6
48	Decision Tree-Based Algorithms for Implementing Bot AI in UT2004. *Lecture Notes in Computer Science*, **2011**, 383-392	0.9	6
47	Deep memetic models for combinatorial optimization problems: application to the tool switching problem. *Memetic Computing*, **2020**, 12, 3-22	3.4	6
46	Memetic Algorithms and Complete Techniques. *Studies in Computational Intelligence*, **2012**, 189-200	0.8	5
45	Evolutionary Optimization for Multiobjective Portfolio Selection under Markowitz? Model with Application to the Caracas Stock Exchange. *Studies in Computational Intelligence*, **2009**, 489-509	0.8	5
44	Bio-inspired Combinatorial Optimization: Notes on Reactive and Proactive Interaction. *Lecture Notes in Computer Science*, **2011**, 348-355	0.9	5
43	A Multi-level Memetic/Exact Hybrid Algorithm for the Still Life Problem. *Lecture Notes in Computer Science*, **2006**, 212-221	0.9	5
42	Geometrical vs topological measures for the evolution of aesthetic maps in a RTS game. *Entertainment Computing*, **2014**, 5, 251-258	1.9	4
41	A self-adaptive evolutionary approach to the evolution of aesthetic maps for a RTS game **2014**,		4

40	Applications of Evolutionary Computation. *Lecture Notes in Computer Science*, **2013**,	0.9	4
39	A Proposal for the Cooperation of Solvers in Constraint Functional Logic Programming. *Electronic Notes in Theoretical Computer Science*, **2007**, 188, 37-51	0.7	4
38	Procedural Content Generation for Real-Time Strategy Games. *International Journal of Interactive Multimedia and Artificial Intelligence*, **2015**, 3, 40	3.8	4
37	Design of Emergent and Adaptive Virtual Players in a War RTS Game. *Lecture Notes in Computer Science*, **2011**, 372-382	0.9	4
36	On Modeling, Evaluating and Increasing Players Satisfaction Quantitatively: Steps towards a Taxonomy. *Lecture Notes in Computer Science*, **2012**, 245-254	0.9	4
35	Parallel Problem Solving from Nature, PPSN XI. *Lecture Notes in Computer Science*, **2010**,	0.9	3
34	A hybrid model of evolutionary algorithms and branch-and-bound for combinatorial optimization problems		3
33	A Comparative Study of Multi-objective Evolutionary Algorithms to Optimize the Selection of Investment Portfolios with Cardinality Constraints. *Lecture Notes in Computer Science*, **2012**, 165-173	0.9	3
32	User-Centric Optimization with Evolutionary and Memetic Systems. *Lecture Notes in Computer Science*, **2012**, 214-221	0.9	3
31	Learning and Intelligent Optimization. *Lecture Notes in Computer Science*, **2013**,	0.9	3
30	Memetic and Hybrid Evolutionary Algorithms **2015**, 1047-1060		2
29	Large-Scale Scientific Computing. *Lecture Notes in Computer Science*, **2014**,	0.9	2
28	A Fully Sound Goal Solving Calculus for the Cooperation of Solvers in the . *Electronic Notes in Theoretical Computer Science*, **2007**, 177, 235-252	0.7	2
27	A Memetic Cooperative Optimization Schema and Its Application to the Tool Switching Problem **2010**, 445-454		2
26	Car Setup Optimization via Evolutionary Algorithms. *Lecture Notes in Computer Science*, **2013**, 346-354	0.9	2
25	A Spatially-Structured PCG Method for Content Diversity in a Physics-Based Simulation Game. *Lecture Notes in Computer Science*, **2016**, 653-668	0.9	2
24	Applications of Evolutionary Computation. *Lecture Notes in Computer Science*, **2016**,	0.9	2
23	On distributed user-centric memetic algorithms. *Soft Computing*, **2019**, 23, 4019-4039	3.5	2

22	Action Games: Evolutive Experiences **2005**, 487-501		2
21	XML-Based Video Game Description Language. *IEEE Access*, **2020**, 8, 4679-4692	3.5	1
20	Application Areas of Ephemeral Computing: A Survey. *Lecture Notes in Computer Science*, **2016**, 153-167	0.9	1
19	Finding Balanced Incomplete Block Designs with Metaheuristics. *Lecture Notes in Computer Science*, **2009**, 156-167	0.9	1
18	Evolutionary Computation in Combinatorial Optimization. *Lecture Notes in Computer Science*, **2009**,	0.9	1
17	Toy(FD): Sketch of Operational Semantics. *Lecture Notes in Computer Science*, **2003**, 827-831	0.9	1
16	An Interval Lattice-Based Constraint Solving Framework for Lattices. *Lecture Notes in Computer Science*, **1999**, 194-208	0.9	1
15	Evolutionary FSM-Based Agents for Playing Super Mario Game. *Lecture Notes in Computer Science*, **2013**, 357-363	0.9	1
14	Memetic collaborative approaches for finding balanced incomplete block designs. *Computers and Operations Research*, **2020**, 114, 104804	4.6	1
13	Metaheuristics for the template design problem: encoding, symmetry and hybridisation. *Journal of Intelligent Manufacturing*, **2021**, 32, 559-578	6.7	1
12	TOY: A System for Experimenting with Cooperation of Constraint Domains. *Electronic Notes in Theoretical Computer Science*, **2009**, 258, 79-91	0.7	
11	Checking the Difficulty of Evolutionary-Generated Maps in a N-Body Inspired Mobile Game. *Communications in Computer and Information Science*, **2020**, 206-215	0.3	
10	Testing Hybrid Computational Intelligence Algorithms for General Game Playing. *Lecture Notes in Computer Science*, **2020**, 446-460	0.9	
9	Foundations of Programming: a Teaching Improvement **2001**, 81-91		
8	Tackling the Error Correcting Code Problem Via the Cooperation of Local-Search-Based Agents. *Lecture Notes in Computer Science*, **2007**, 490-500	0.9	
7	Playing with (cal{TOY}): Constraints and Domain Cooperation **2008**, 112-115		
6	Programming with (mathcal{TOY}(mathcal{FD})). *Lecture Notes in Computer Science*, **2005**, 878-878	0.9	
5	Optimising Humanness: Designing the Best Human-Like Bot for Unreal Tournament 2004. *Lecture Notes in Computer Science*, **2017**, 681-693	0.9	

List of Publications

4	On the Use of Human-Guided Evolutionary Algorithms for Tackling 2D Packing Problems. *Lecture Notes in Computer Science*, **2011**, 354-361	0.9
3	Towards User-Centric Memetic Algorithms: Experiences with the TSP. *Lecture Notes in Computer Science*, **2011**, 284-291	0.9
2	Finding an Evolutionary Solution to the Game of Mastermind with Good Scaling Behavior. *Lecture Notes in Computer Science*, **2013**, 288-293	0.9
1	Using Self-Adaptive Evolutionary Algorithms to Evolve Dynamism-Oriented Maps for a Real Time Strategy Game. *Lecture Notes in Computer Science*, **2014**, 256-263	0.9