

Antonio J Fernandez-Leiva

List of Publications by Year in Descending Order

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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.

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 | Metaheuristics for the template design problem: encoding, symmetry and hybridisation. <i>Journal of Intelligent Manufacturing</i> , 2021 , 32, 559-578 | 6.7 | 1 |
| 92 | XML-Based Video Game Description Language. <i>IEEE Access</i> , 2020 , 8, 4679-4692 | 3.5 | 1 |
| 91 | Checking the Difficulty of Evolutionary-Generated Maps in a N-Body Inspired Mobile Game. <i>Communications in Computer and Information Science</i> , 2020 , 206-215 | 0.3 | |
| 90 | Testing Hybrid Computational Intelligence Algorithms for General Game Playing. <i>Lecture Notes in Computer Science</i> , 2020 , 446-460 | 0.9 | |
| 89 | Deep memetic models for combinatorial optimization problems: application to the tool switching problem. <i>Memetic Computing</i> , 2020 , 12, 3-22 | 3.4 | 6 |
| 88 | Memetic collaborative approaches for finding balanced incomplete block designs. <i>Computers and Operations Research</i> , 2020 , 114, 104804 | 4.6 | 1 |
| 87 | Optimizing Hearthstone agents using an evolutionary algorithm. <i>Knowledge-Based Systems</i> , 2020 , 188, 105032 | 7.3 | 9 |
| 86 | On distributed user-centric memetic algorithms. <i>Soft Computing</i> , 2019 , 23, 4019-4039 | 3.5 | 2 |
| 85 | From ephemeral computing to deep bioinspired algorithms: New trends and applications. <i>Future Generation Computer Systems</i> , 2018 , 88, 735-746 | 7.5 | 10 |
| 84 | Optimising Humanness: Designing the Best Human-Like Bot for Unreal Tournament 2004. <i>Lecture Notes in Computer Science</i> , 2017 , 681-693 | 0.9 | |
| 83 | Application Areas of Ephemeral Computing: A Survey. <i>Lecture Notes in Computer Science</i> , 2016 , 153-167 | 0.9 | 1 |
| 82 | Competitive Algorithms for Coevolving Both Game Content and AI. A Case Study: Planet Wars. <i>IEEE Transactions on Games</i> , 2016 , 8, 325-337 | | 7 |
| 81 | A Spatially-Structured PCG Method for Content Diversity in a Physics-Based Simulation Game. <i>Lecture Notes in Computer Science</i> , 2016 , 653-668 | 0.9 | 2 |
| 80 | Applications of Evolutionary Computation. <i>Lecture Notes in Computer Science</i> , 2016 , | 0.9 | 2 |
| 79 | Memetic and Hybrid Evolutionary Algorithms 2015 , 1047-1060 | | 2 |
| 78 | Springer Handbook of Computational Intelligence 2015 , | | 94 |
| 77 | Ephemeral Computing and Bioinspired Optimization - Challenges and Opportunities 2015 , | | 13 |

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| 76 | Procedural Content Generation for Real-Time Strategy Games. <i>International Journal of Interactive Multimedia and Artificial Intelligence</i> , 2015 , 3, 40 | 3.8 | 4 |
| 75 | An analysis of the structure and evolution of the scientific collaboration network of computer intelligence in games. <i>Physica A: Statistical Mechanics and Its Applications</i> , 2014 , 395, 523-536 | 3.3 | 16 |
| 74 | Virtual player design using self-learning via competitive coevolutionary algorithms. <i>Natural Computing</i> , 2014 , 13, 131-144 | 1.3 | 9 |
| 73 | Large-Scale Scientific Computing. <i>Lecture Notes in Computer Science</i> , 2014 , | 0.9 | 2 |
| 72 | On balance and dynamism in procedural content generation with self-adaptive evolutionary algorithms. <i>Natural Computing</i> , 2014 , 13, 157-168 | 1.3 | 8 |
| 71 | Geometrical vs topological measures for the evolution of aesthetic maps in a RTS game. <i>Entertainment Computing</i> , 2014 , 5, 251-258 | 1.9 | 4 |
| 70 | A self-adaptive evolutionary approach to the evolution of aesthetic maps for a RTS game 2014 , | | 4 |
| 69 | Using Self-Adaptive Evolutionary Algorithms to Evolve Dynamism-Oriented Maps for a Real Time Strategy Game. <i>Lecture Notes in Computer Science</i> , 2014 , 256-263 | 0.9 | |
| 68 | Practices of advanced programming: Tradition versus innovation. <i>Computer Applications in Engineering Education</i> , 2013 , 21, 237-244 | 1.6 | 6 |
| 67 | On user-centric memetic algorithms. <i>Soft Computing</i> , 2013 , 17, 285-300 | 3.5 | 8 |
| 66 | A review of computational intelligence in RTS games 2013 , | | 20 |
| 65 | Cross entropy-based memetic algorithms: An application study over the tool switching problem. <i>International Journal of Computational Intelligence Systems</i> , 2013 , 6, 559-584 | 3.4 | 9 |
| 64 | Applications of Evolutionary Computation. <i>Lecture Notes in Computer Science</i> , 2013 , | 0.9 | 4 |
| 63 | A Procedural Balanced Map Generator with Self-adaptive Complexity for the Real-Time Strategy Game Planet Wars. <i>Lecture Notes in Computer Science</i> , 2013 , 274-283 | 0.9 | 9 |
| 62 | Car Setup Optimization via Evolutionary Algorithms. <i>Lecture Notes in Computer Science</i> , 2013 , 346-354 | 0.9 | 2 |
| 61 | Learning and Intelligent Optimization. <i>Lecture Notes in Computer Science</i> , 2013 , | 0.9 | 3 |
| 60 | An Analysis of Hall-of-Fame Strategies in Competitive Coevolutionary Algorithms for Self-Learning in RTS Games. <i>Lecture Notes in Computer Science</i> , 2013 , 174-188 | 0.9 | 7 |
| 59 | Finding an Evolutionary Solution to the Game of Mastermind with Good Scaling Behavior. <i>Lecture Notes in Computer Science</i> , 2013 , 288-293 | 0.9 | |

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| 58 | Evolutionary FSM-Based Agents for Playing Super Mario Game. <i>Lecture Notes in Computer Science</i> , 2013 , 357-363 | 0.9 | 1 |
| 57 | Memetic Algorithms and Complete Techniques. <i>Studies in Computational Intelligence</i> , 2012 , 189-200 | 0.8 | 5 |
| 56 | Handbook of Memetic Algorithms. <i>Studies in Computational Intelligence</i> , 2012 , | 0.8 | 128 |
| 55 | Solving the tool switching problem with memetic algorithms. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2012 , 26, 221-235 | 1.3 | 13 |
| 54 | A Comparative Study of Multi-objective Evolutionary Algorithms to Optimize the Selection of Investment Portfolios with Cardinality Constraints. <i>Lecture Notes in Computer Science</i> , 2012 , 165-173 | 0.9 | 3 |
| 53 | On Modeling, Evaluating and Increasing Players Satisfaction Quantitatively: Steps towards a Taxonomy. <i>Lecture Notes in Computer Science</i> , 2012 , 245-254 | 0.9 | 4 |
| 52 | User-Centric Optimization with Evolutionary and Memetic Systems. <i>Lecture Notes in Computer Science</i> , 2012 , 214-221 | 0.9 | 3 |
| 51 | Memetic cooperative models for the tool switching problem. <i>Memetic Computing</i> , 2011 , 3, 199-216 | 3.4 | 11 |
| 50 | Design of Emergent and Adaptive Virtual Players in a War RTS Game. <i>Lecture Notes in Computer Science</i> , 2011 , 372-382 | 0.9 | 4 |
| 49 | Decision Tree-Based Algorithms for Implementing Bot AI in UT2004. <i>Lecture Notes in Computer Science</i> , 2011 , 383-392 | 0.9 | 6 |
| 48 | Bio-inspired Combinatorial Optimization: Notes on Reactive and Proactive Interaction. <i>Lecture Notes in Computer Science</i> , 2011 , 348-355 | 0.9 | 5 |
| 47 | On the Use of Human-Guided Evolutionary Algorithms for Tackling 2D Packing Problems. <i>Lecture Notes in Computer Science</i> , 2011 , 354-361 | 0.9 | |
| 46 | Towards User-Centric Memetic Algorithms: Experiences with the TSP. <i>Lecture Notes in Computer Science</i> , 2011 , 284-291 | 0.9 | |
| 45 | Parallel Problem Solving from Nature, PPSN XI. <i>Lecture Notes in Computer Science</i> , 2010 , | 0.9 | 3 |
| 44 | Nature Inspired Cooperative Strategies for Optimization (NICSO 2010). <i>Studies in Computational Intelligence</i> , 2010 , | 0.8 | 19 |
| 43 | Hybrid Cooperation Models for the Tool Switching Problem. <i>Studies in Computational Intelligence</i> , 2010 , 39-52 | 0.8 | 6 |
| 42 | A Memetic Cooperative Optimization Schema and Its Application to the Tool Switching Problem 2010 , 445-454 | | 2 |
| 41 | Finding Balanced Incomplete Block Designs with Metaheuristics. <i>Lecture Notes in Computer Science</i> , 2009 , 156-167 | 0.9 | 1 |

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| 40 | Evolutionary Optimization for Multiobjective Portfolio Selection under Markowitz's Model with Application to the Caracas Stock Exchange. <i>Studies in Computational Intelligence</i> , 2009 , 489-509 | 0.8 | 5 |
| 39 | TOY: A System for Experimenting with Cooperation of Constraint Domains. <i>Electronic Notes in Theoretical Computer Science</i> , 2009 , 258, 79-91 | 0.7 | |
| 38 | Finding low autocorrelation binary sequences with memetic algorithms. <i>Applied Soft Computing Journal</i> , 2009 , 9, 1252-1262 | 7.5 | 35 |
| 37 | Evolutionary Computation in Combinatorial Optimization. <i>Lecture Notes in Computer Science</i> , 2009 , | 0.9 | 1 |
| 36 | Nature-Inspired Algorithms for Optimisation. <i>Studies in Computational Intelligence</i> , 2009 , | 0.8 | 36 |
| 35 | On the cooperation of the constraint domains H, R, and F in CFLP. <i>Theory and Practice of Logic Programming</i> , 2009 , 9, 415-527 | 0.8 | 8 |
| 34 | Hybrid Metaheuristics. <i>Studies in Computational Intelligence</i> , 2008 , | 0.8 | 106 |
| 33 | Playing with (cal{TOY}): Constraints and Domain Cooperation 2008 , 112-115 | | |
| 32 | Hybridizations of Metaheuristics With Branch & Bound Derivates. <i>Studies in Computational Intelligence</i> , 2008 , 85-116 | 0.8 | 15 |
| 31 | A Memetic Algorithm for the Tool Switching Problem. <i>Lecture Notes in Computer Science</i> , 2008 , 190-202 | 0.9 | 12 |
| 30 | A Fully Sound Goal Solving Calculus for the Cooperation of Solvers in the . <i>Electronic Notes in Theoretical Computer Science</i> , 2007 , 177, 235-252 | 0.7 | 2 |
| 29 | A Proposal for the Cooperation of Solvers in Constraint Functional Logic Programming. <i>Electronic Notes in Theoretical Computer Science</i> , 2007 , 188, 37-51 | 0.7 | 4 |
| 28 | Local Search-based Hybrid Algorithms for Finding Golomb Rulers. <i>Constraints</i> , 2007 , 12, 263-291 | 0.3 | 20 |
| 27 | RECONSTRUCTING PHYLOGENIES WITH MEMETIC ALGORITHMS AND BRANCH-AND-BOUND. <i>Science, Engineering, and Biology Informatics</i> , 2007 , 59-84 | | 7 |
| 26 | A memetic algorithm for the low autocorrelation binary sequence problem 2007 , | | 10 |
| 25 | Constraint functional logic programming over finite domains. <i>Theory and Practice of Logic Programming</i> , 2007 , 7, 537-582 | 0.8 | 16 |
| 24 | On the hybridization of memetic algorithms with branch-and-bound techniques. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2007 , 37, 77-83 | | 47 |
| 23 | Analysis of Biological Data. <i>Science, Engineering, and Biology Informatics</i> , 2007 , | | 22 |

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| 22 | Tackling the Error Correcting Code Problem Via the Cooperation of Local-Search-Based Agents. <i>Lecture Notes in Computer Science</i> , 2007 , 490-500 | 0.9 | |
| 21 | Evolutionary Scheduling. <i>Studies in Computational Intelligence</i> , 2007 , | 0.8 | 13 |
| 20 | Memetic Algorithms in Planning, Scheduling, and Timetabling. <i>Studies in Computational Intelligence</i> , 2007 , 1-30 | 0.8 | 14 |
| 19 | A Probabilistic Beam Search Approach to the Shortest Common Supersequence Problem. <i>Lecture Notes in Computer Science</i> , 2007 , 36-47 | 0.9 | 7 |
| 18 | A Memetic Algorithm with Bucket Elimination for the Still Life Problem. <i>Lecture Notes in Computer Science</i> , 2006 , 73-85 | 0.9 | 8 |
| 17 | A Multi-level Memetic/Exact Hybrid Algorithm for the Still Life Problem. <i>Lecture Notes in Computer Science</i> , 2006 , 212-221 | 0.9 | 5 |
| 16 | A Memetic Approach to Golomb Rulers. <i>Lecture Notes in Computer Science</i> , 2006 , 252-261 | 0.9 | 13 |
| 15 | Scheduling Social Golfers with Memetic Evolutionary Programming. <i>Lecture Notes in Computer Science</i> , 2006 , 150-161 | 0.9 | 11 |
| 14 | Solving the Multidimensional Knapsack Problem Using an Evolutionary Algorithm Hybridized with Branch and Bound. <i>Lecture Notes in Computer Science</i> , 2005 , 21-30 | 0.9 | 10 |
| 13 | Programming with (mathcal{TOY})(mathcal{FD})). <i>Lecture Notes in Computer Science</i> , 2005 , 878-878 | 0.9 | |
| 12 | Analyzing Fitness Landscapes for the Optimal Golomb Ruler Problem. <i>Lecture Notes in Computer Science</i> , 2005 , 68-79 | 0.9 | 11 |
| 11 | Action Games: Evolutive Experiences 2005 , 487-501 | | 2 |
| 10 | An interval constraint system for lattice domains. <i>ACM Transactions on Programming Languages and Systems</i> , 2004 , 26, 1-46 | 1.6 | 6 |
| 9 | A Hybrid GRASP [Evolutionary Algorithm Approach to Golomb Ruler Search. <i>Lecture Notes in Computer Science</i> , 2004 , 481-490 | 0.9 | 18 |
| 8 | CGRAPHIC: Educational software for learning the foundations of programming. <i>Computer Applications in Engineering Education</i> , 2003 , 11, 167-178 | 1.6 | 11 |
| 7 | Toy(FD): Sketch of Operational Semantics. <i>Lecture Notes in Computer Science</i> , 2003 , 827-831 | 0.9 | 1 |
| 6 | Solving Combinatorial Problems with a Constraint Functional Logic Language. <i>Lecture Notes in Computer Science</i> , 2003 , 320-338 | 0.9 | 9 |
| 5 | Foundations of Programming: a Teaching Improvement 2001 , 81-91 | | |

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| 4 | A Comparative Study of Eight Constraint Programming Languages Over the Boolean and Finite Domains. <i>Constraints</i> , 2000 , 5, 275-301 | 0.3 | 19 |
| 3 | An Interval Lattice-Based Constraint Solving Framework for Lattices. <i>Lecture Notes in Computer Science</i> , 1999 , 194-208 | 0.9 | 1 |
| 2 | A hybrid model of evolutionary algorithms and branch-and-bound for combinatorial optimization problems | | 3 |
| 1 | Solving Weighted Constraint Satisfaction Problems with Memetic/Exact Hybrid Algorithms. <i>Journal of Artificial Intelligence Research</i> , 35 , 533-555 | 4 | 10 |