Piotr Jedrzejowicz

List of Publications by Year in descending order

140	1,017	623734	677142
papers	citations	14 h-index	22 g-index

154	154	154	495
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Employability and the psychological contract in European ICT sector SMEs. International Journal of Human Resource Management, 2008, 19, 1035-1055.	5.3	77
2	Employability and Job Performance as Links in the Relationship Between Mentoring Receipt and Career Success. Group and Organization Management, 2016, 41, 135-171.	4.4	57
3	An approach to the reliability optimization of software with redundancy. IEEE Transactions on Software Engineering, 1991, 17, 310-312.	5.6	39
4	Fault-tolerant programs and their reliability. IEEE Transactions on Reliability, 1990, 39, 184-192.	4.6	35
5	Reinforcement Learning strategies for A-Team solving the Resource-Constrained Project Scheduling Problem. Neurocomputing, 2014, 146, 301-307.	5.9	27
6	An Approach to Instance Reduction in Supervised Learning. , 2004, , 267-280.		24
7	Experimental evaluation of two new GEP-based ensemble classifiers. Expert Systems With Applications, 2011, 38, 10932-10939.	7.6	22
8	An Approach to Data Reduction and Integrated Machine Classification. New Generation Computing, 2010, 28, 21-40.	3.3	21
9	Influence of the Working Strategy on A-Team Performance. Studies in Computational Intelligence, 2010, , 83-102.	0.9	20
10	JADE-Based A-Team as a Tool for Implementing Population-Based Algorithms. , 2006, , .		19
11	Cellular GEP-Induced Classifiers. Lecture Notes in Computer Science, 2010, , 343-352.	1.3	18
12	Reinforcement Learning Strategy for Solving the MRCPSP by a Team of Agents. Smart Innovation, Systems and Technologies, 2015, , 537-548.	0.6	17
13	Ensemble Classifier for Mining Data Streams. Procedia Computer Science, 2014, 35, 397-406.	2.0	16
14	Ensemble Online Classifier Based on the One-Class Base Classifiers for Mining Data Streams. Cybernetics and Systems, 2015, 46, 51-68.	2.5	16
15	An agent-based approach to ANN training. Knowledge-Based Systems, 2006, 19, 304-308.	7.1	15
16	Supervisor-Subordinate Age Dissimilarity and Performance Ratings: The Buffering Effects of Supervisory Relationship and Practice. International Journal of Aging and Human Development, 2010, 71, 231-258.	1.6	14
17	JABAT Middleware as a Tool for Solving Optimization Problems. Lecture Notes in Computer Science, 2010, , 181-195.	1.3	14
18	Learning Climate Perceptions as a Determinant of Employability: An Empirical Study Among European ICT Professionals. Frontiers in Psychology, 2018, 9, 2471.	2.1	14

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19	An island-based differential evolution algorithm with the multi-size populations. Expert Systems With Applications, 2019, 126, 308-320.	7.6	14
20	An agent-based framework for distributed learning. Engineering Applications of Artificial Intelligence, 2011, 24, 93-102.	8.1	13
21	Solving the RCPSP/max Problem by the Team of Agents. Lecture Notes in Computer Science, 2009, , 734-743.	1.3	13
22	Agent-Based Approach to Solving the Resource Constrained Project Scheduling Problem. Lecture Notes in Computer Science, 2007, , 480-487.	1.3	12
23	Multi-agent platform for solving the dynamic vehicle routing problem. , 2008, , .		12
24	Employability management practices in the Polish ICT sector. Human Resource Development International, 2009, 12, 471-492.	4.0	12
25	An Approach to Data Reduction for Learning from Big Datasets: Integrating Stacking, Rotation, and Agent Population Learning Techniques. Complexity, 2018, 2018, 1-13.	1.6	12
26	Gene Expression Programming as a data classification tool. A review. Journal of Intelligent and Fuzzy Systems, 2019, 36, 91-100.	1.4	12
27	GEP-based classifier for mining imbalanced data. Expert Systems With Applications, 2021, 164, 114058.	7.6	12
28	Agent-Based Gene Expression Programming for Solving the RCPSP/max Problem. Lecture Notes in Computer Science, 2009, , 203-212.	1.3	11
29	What are the career implications of â€œseeing eye to eyeâ€? Examining the role of leaderâ€“member exchange (LMX) agreement on employability and career outcomes. Personnel Psychology, 2021, 74, 799-830.	2.8	11
30	Agent-Based Approach to the Dynamic Vehicle Routing Problem. Advances in Intelligent and Soft Computing, 2009, , 169-178.	0.2	10
31	Population-Based Approach to Multiprocessor Task Scheduling in Multistage Hybrid Flowshops. Lecture Notes in Computer Science, 2003, , 279-286.	1.3	10
32	Parallel Cooperating A-Teams. Lecture Notes in Computer Science, 2011, , 322-331.	1.3	10
33	Evolution-based scheduling of multiple variant and multiple processor programs. Future Generation Computer Systems, 2001, 17, 405-414.	7.5	9
34	Team of A-Teams - A Study of the Cooperation between Program Agents Solving Difficult Optimization Problems. Studies in Computational Intelligence, 2013, , 123-141.	0.9	9
35	AGENT-BASED APPROACH TO THE DESIGN OF RBF NETWORKS. Cybernetics and Systems, 2013, 44, 155-172.	2.5	9
36	Island-based Differential Evolution Algorithm for the Discrete-continuous Scheduling with Continuous Resource Discretisation. Procedia Computer Science, 2014, 35, 111-117.	2.0	8

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37	Dynamic Cooperative Interaction Strategy for Solving RCPSP by a Team of Agents. Lecture Notes in Computer Science, 2016, , 454-463.	1.3	8
38	Learning from examples with data reduction and stacked generalization. Journal of Intelligent and Fuzzy Systems, 2017, 32, 1401-1411.	1.4	8
39	Application of agent-based simulated annealing and tabu search procedures to solving the data reduction problem. International Journal of Applied Mathematics and Computer Science, 2011, 21, 57-68.	1.5	8
40	Designing RBFNs Structure Using Similarity-Based and Kernel-Based Fuzzy C-Means Clustering Algorithms. IEEE Access, 2021, 9, 4411-4422.	4.2	7
41	An Agent-Based Approach to the Multiple-Objective Selection of Reference Vectors. Lecture Notes in Computer Science, 2007, , 117-130.	1.3	7
42	Cluster Integration for the Cluster-Based Instance Selection. Lecture Notes in Computer Science, 2010, , 353-362.	1.3	7
43	A New Cluster-based Instance Selection Algorithm. Lecture Notes in Computer Science, 2011, , 436-445.	1.3	7
44	Rotation Forest with GEP-Induced Expression Trees. Lecture Notes in Computer Science, 2011, , 495-503.	1.3	7
45	A cross-entropy-based population-learning algorithm for discrete-continuous scheduling with continuous resource discretisation. Neurocomputing, 2010, 73, 655-660.	5.9	6
46	Combining expression trees. , 2013, , .		6
47	Designing RBF Networks Using the Agent-Based Population Learning Algorithm. New Generation Computing, 2014, 32, 331-351.	3.3	6
48	Overcoming â€œBig Dataâ€•Barriers in Machine Learning Techniques for the Real-Life Applications. Complexity, 2018, 2018, 1-3.	1.6	6
49	Implementing Gene Expression Programming in the Parallel Environment for Big Datasetsâ€™ Classification. Vietnam Journal of Computer Science, 2019, 06, 163-175.	1.2	6
50	Data reduction and stacking for imbalanced data classification. Journal of Intelligent and Fuzzy Systems, 2019, 37, 7239-7249.	1.4	6
51	Machine Learning and Agents. Lecture Notes in Computer Science, 2011, , 2-15.	1.3	6
52	Structure vs. Efficiency of the Cross-Entropy Based Population Learning Algorithm for Discrete-Continuous Scheduling with Continuous Resource Discretisation. Studies in Computational Intelligence, 2013, , 77-102.	0.9	6
53	Minimizing the Average Cost of Testing Coherent Systems: Complexity and Approximate Algorithms. IEEE Transactions on Reliability, 1983, R-32, 66-70.	4.6	5
54	Scheduling multiple variant programs under hard real-time constraints. European Journal of Operational Research, 2000, 127, 458-465.	5.7	5

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55	An A-Team approach to learning classifiers from distributed data sources. International Journal of Intelligent Information and Database Systems, 2010, 4, 245.	0.3	5
56	Population learning with differential evolution for the discrete-continuous scheduling with continuous resource discretisation. , 2013, , .		5
57	Online Classifiers Based on Fuzzy C-means Clustering. Lecture Notes in Computer Science, 2013, , 427-436.	1.3	5
58	An approach to machine classification based on stacked generalization and instance selection. , 2016, , .		5
59	Distance-based online classifiers. Expert Systems With Applications, 2016, 60, 249-257.	7.6	5
60	Parallelized Swarm Intelligence Approach for Solving TSP and JSSP Problems. Algorithms, 2020, 13, 142.	2.1	5
61	Population Learning Metaheuristic for Neural Network Training. , 2003, , 161-166.		5
62	Allocation of Resources to Maximize Quality Measure of a System. IEEE Transactions on Reliability, 1982, R-31, 105-108.	4.6	4
63	An overview on available models and techniques for the multicriteria reliability problem with emphasis on a potential use in a DSS for this problem type. Annals of Operations Research, 1988, 16, 413-423.	4.1	4
64	A Population Learning Algorithm for Discrete-Continuous Scheduling with Continuous Resource Discretisation. , 2006, , .		4
65	Machine Learning and Multiagent Systems as Interrelated Technologies. Studies in Computational Intelligence, 2013, , 1-28.	0.9	4
66	Gene Expression Programming Ensemble for Classifying Big Datasets. Lecture Notes in Computer Science, 2017, , 3-12.	1.3	4
67	A Family of the Online Distance-Based Classifiers. Lecture Notes in Computer Science, 2014, , 177-186.	1.3	4
68	An Approach to RBF Initialization with Feature Selection. Advances in Intelligent Systems and Computing, 2015, , 671-682.	0.6	4
69	Distance-Based Ensemble Online Classifier with Kernel Clustering. Smart Innovation, Systems and Technologies, 2015, , 279-289.	0.6	4
70	Parallel Cooperating A-Teams Solving Instances of the Euclidean Planar Travelling Salesman Problem. Lecture Notes in Computer Science, 2011, , 456-465.	1.3	4
71	Agent-Based Data Reduction Using Ensemble Technique. Lecture Notes in Computer Science, 2013, , 447-456.	1.3	4
72	Employability Management Needs Analysis for the ICT sector in Europe: The Case of Small and Medium-sized Enterprises. Journal of CENTRUM Cathedra (JCC) the Business and Economics Research Journal, 2010, 3, 182-200.	0.4	4

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73	Web Accessible A-Team Middleware. Lecture Notes in Computer Science, 2008, , 624-633.	1.3	4
74	Reinforcement Learning Strategy for Solving the Resource-Constrained Project Scheduling Problem by a Team of A-Teams. Lecture Notes in Computer Science, 2014, , 197-206.	1.3	4
75	Kernel-Based Fuzzy C-Means Clustering Algorithm for RBF Network Initialization. Smart Innovation, Systems and Technologies, 2016, , 337-347.	0.6	4
76	Supervised Classification Problemsâ€“Taxonomy of Dimensions and Notation for Problems Identification. IEEE Access, 2021, 9, 151386-151400.	4.2	4
77	Reliability prediction and estimation of PROLOG programs. IEEE Transactions on Reliability, 1994, 43, 542-549.	4.6	3
78	Population Learning Algorithm for the Resource-Constrained Project Scheduling. , 2006, , 275-296.		3
79	A consensus-based approach to the distributed learning. , 2011, , .		3
80	Stacking and rotation-based technique for machine learning classification with data reduction. , 2017, , .		3
81	Cluster-Based Instance Selection for the Imbalanced Data Classification. Lecture Notes in Computer Science, 2018, , 191-200.	1.3	3
82	Gene Expression Programming Classifier with Concept Drift Detection Based onÂFisher Exact Test. Smart Innovation, Systems and Technologies, 2020, , 203-211.	0.6	3
83	Family of Instance Reduction Algorithms Versus Other Approaches. , 2005, , 23-30.		3
84	An Approach to Imbalanced Data Classification Based on Instance Selection and Over-Sampling. Lecture Notes in Computer Science, 2019, , 601-610.	1.3	3
85	PLA Based Strategy for Solving MRCPSP by a Team of Agents. Smart Innovation, Systems and Technologies, 2016, , 305-315.	0.6	3
86	Incremetal GEP-Based Ensemble Classifier. Smart Innovation, Systems and Technologies, 2018, , 61-70.	0.6	3
87	A-Team Solving Distributed Resource-Constrained Multi-project Scheduling Problem. Lecture Notes in Computer Science, 2018, , 243-253.	1.3	3
88	Experimental Investigation of the Synergetic Effect Produced by Agents Solving Together Instances of the Euclidean Planar Travelling Salesman Problem. Lecture Notes in Computer Science, 2010, , 160-169.	1.3	3
89	Population Learning Algorithm for Resource-Constrained Project Scheduling. , 2003, , 223-228.		3
90	Artificial Neural Network for Multiprocessor Tasks Scheduling. , 2000, , 207-216.		3

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91	Implementation and Performance Evaluation of the Agent-Based Algorithm for ANN Training. Lecture Notes in Computer Science, 2007, , 131-140.	1.3	3
92	Properties of the Island-Based and Single Population Differential Evolution Algorithms Applied to Discrete-Continuous Scheduling. Smart Innovation, Systems and Technologies, 2016, , 349-359.	0.6	3
93	A Neural Network Based Morphological Analyser of the Natural Language. , 2005, , 199-208.		3
94	A Multisize no Migration Island-Based Differential Evolution Algorithm With Removal of Ineffective Islands. IEEE Access, 2022, 10, 34539-34549.	4.2	3
95	Implementation and performance evaluation of the agent-based algorithm for ANN training. International Journal of Knowledge-Based and Intelligent Engineering Systems, 2010, 14, 1-10.	1.0	2
96	Cluster-dependent rotation-based feature selection for the RBF networks initialization. , 2015, , .		2
97	Agent-Based RBF Network Classifier with Feature Selection in a Kernel Space. Cybernetics and Systems, 2016, 47, 17-31.	2.5	2
98	Incremental Gene Expression Programming Classifier with Metagenes and Data Reduction. Complexity, 2018, 2018, 1-12.	1.6	2
99	A-Team Solving Distributed Resource-Constrained Multi-Project Scheduling Problem. Vietnam Journal of Computer Science, 2019, 06, 423-437.	1.2	2
100	A-Team for Solving MRCPSP/max Problem. Lecture Notes in Computer Science, 2011, , 466-475.	1.3	2
101	Agent-Based Population Learning Algorithm for RBF Network Tuning. Lecture Notes in Computer Science, 2013, , 41-51.	1.3	2
102	Apache Spark as a Tool for Parallel Population-Based Optimization. Smart Innovation, Systems and Technologies, 2020, , 181-190.	0.6	2
103	A Hybrid Distance-Based and Naive Bayes Online Classifier. Lecture Notes in Computer Science, 2015, , 213-222.	1.3	2
104	Experimental Evaluation of A-Teams Solving Resource Availability Cost Problem. Smart Innovation, Systems and Technologies, 2020, , 213-223.	0.6	2
105	An Agent-Based Algorithm for Data Reduction. , 2007, , 351-356.		2
106	A Cross-Entropy Based Population Learning Algorithm for Multi-mode Resource-Constrained Project Scheduling Problem with Minimum and Maximum Time Lags. Lecture Notes in Computer Science, 2010, , 383-392.	1.3	1
107	POPULATION-BASED MULTI-AGENT APPROACH TO SOLVING MACHINE LEARNING PROBLEMS. Cybernetics and Systems, 2011, 42, 341-357.	2.5	1
108	SELECTING A REPRESENTATIVE DATA SET OF THE REQUIRED SIZE USING THE AGENT-BASED POPULATION LEARNING ALGORITHM. Cybernetics and Systems, 2012, 43, 303-318.	2.5	1

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109	Triple-Action Agents Solving the MRCPSP/Max Problem. Studies in Computational Intelligence, 2013, , 103-122.	0.9	1
110	GEP-Based Ensemble Classifier with Drift-Detection. Lecture Notes in Computer Science, 2018, , 121-131.	1.3	1
111	GEP-based classifier with drift detection for mining imbalanced data streams. Procedia Computer Science, 2020, 176, 41-49.	2.0	1
112	The Power of a Collective: Team of Agents Solving Instances of the Flow Shop and Job Shop Problems. Lecture Notes in Computer Science, 2021, , 406-419.	1.3	1
113	Imbalanced Data Mining Using Oversampling and Cellular GEP Ensemble. Lecture Notes in Computer Science, 2021, , 360-372.	1.3	1
114	Scheduling Fault-Tolerant Programs on Multiple Processors to Maximize Schedule Reliability. Lecture Notes in Computer Science, 1999, , 385-395.	1.3	1
115	Parallel GEP Ensemble for Classifying Big Datasets. Lecture Notes in Computer Science, 2018, , 234-242.	1.3	1
116	An Agent-Based Simulated Annealing Algorithm for Data Reduction. Lecture Notes in Computer Science, 2010, , 130-139.	1.3	1
117	An Agent-Based Approach to ANN Training. , 2006, , 191-201.		1
118	An Investigation of Agent-Based Hybrid Approach to Solve Flowshop and Job-Shop Scheduling Problems. Lecture Notes in Computer Science, 2007, , 172-179.	1.3	1
119	Reinforcement Learning Strategy for A-Team Solving the Resource-Constrained Project Scheduling Problem. Lecture Notes in Computer Science, 2013, , 457-466.	1.3	1
120	Teams of Agents for Solving the Resource-Constrained Project Scheduling Problem. Communications in Computer and Information Science, 2013, , 224-235.	0.5	1
121	Impact of Migration Topologies on Performance of Teams of Agents. Advances in Intelligent Systems and Computing, 2014, , 115-128.	0.6	1
122	An Experimental Study of Scenarios for the Agent-Based RBF Network Design. Smart Innovation, Systems and Technologies, 2015, , 113-124.	0.6	1
123	Constructing Ensemble Classifiers from Expression Trees. , 2010, , .		0
124	GUEST EDITORIAL: KNOWLEDGE PROCESSING METHODOLOGIES IN INTELLIGENT AUTONOMOUS SYSTEMS. Cybernetics and Systems, 2011, 42, 283-286.	2.5	0
125	Consensus-based cluster merging for the prototype selection. , 2013, , .		0
126	An ensemble of the distance-based and Naive Bayes classifiers for the online classification with data reduction. Journal of Intelligent and Fuzzy Systems, 2017, 32, 1289-1296.	1.4	0

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127	Firefly Algorithm for the RBF Network Design. , 2018, , .		0
128	GEPâ€based classifiers with d riftâ€detection. Expert Systems, 2020, 38, e12571.	4.5	0
129	A Population-Based Framework for Solving the Job Shop Scheduling Problem. Lecture Notes in Computer Science, 2021, , 347-359.	1.3	0
130	An Island-Based Evolutionary Algorithm for Maximizing Schedule Reliability. , 2000, , 344-349.		0
131	Scheduling Multiprocessor Tasks with Correlated Failures Using Population Learning Algorithm. , 2001, , 296-299.		0
132	Probability Distribution of Solution Time in ANN Training Using Population Learning Algorithm. Lecture Notes in Computer Science, 2004, , 172-177.	1.3	0
133	An Island-Based Evolution Algorithm for Discrete-Continuous Scheduling with Continuous Resource Discretisation. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2005, 9, 368-371.	0.9	0
134	Scheduling Multiple-version Programs on Multiple Processors. Studies in Computational Intelligence, 2007, , 301-328.	0.9	0
135	Evaluation of Agents Performance within the A-Team Solving RCPSP/Max Problem. Lecture Notes in Computer Science, 2010, , 393-402.	1.3	0
136	Study of the Migration Scheme Influence on Performance of A-Teams Solving the Job Shop Scheduling Problem. Lecture Notes in Computer Science, 2012, , 423-432.	1.3	0
137	Online Learning Based on Prototypes. Lecture Notes in Computer Science, 2014, , 187-196.	1.3	0
138	Apache Spark Implementation of the Distance-Based Kernel-Based Fuzzy C-Means Clustering Classifier. Smart Innovation, Systems and Technologies, 2016, , 317-324.	0.6	0
139	Bi-criteria Data Reduction for Instance-Based Classification. Lecture Notes in Computer Science, 2016, , 444-453.	1.3	0
140	Solving Job Shop Scheduling with Parallel Population-Based Optimization and Apache Spark. Smart Innovation, Systems and Technologies, 2020, , 3-13.	0.6	0