

Fazel Keshtkar

List of Publications by Year in descending order

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23
papers

345
citations

1040056

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996975

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all docs

25
docs citations

25
times ranked

440
citing authors

#	ARTICLE	IF	CITATIONS
1	LDA&GA&SVM: improved hepatocellular carcinoma prediction through dimensionality reduction and genetically optimized support vector machine. Neural Computing and Applications, 2021, 33, 2783-2792.	5.6	66
2	Frameworks for Querying Databases Using Natural Language. International Journal of Data Warehousing and Mining, 2021, 17, 21-38.	0.6	5
3	Using Computational Linguistics to Extract Semantic Patterns from Trolling Data. , 2020, , .		0
4	A multi-modal human robot interaction framework based on cognitive behavioral therapy model. , 2018, , .		3
5	CRADLE. , 2018, , .		4
6	Intelligent Networked Navigation of Mobile Robots with Collision Avoidance. , 2018, , .		1
7	Knowledge management and the entrepreneur: Insights from Ikujiro Nonaka's Dynamic Knowledge Creation model (SECI). International Journal of Innovation Studies, 2017, 1, 163-174.	3.6	38
8	Adaptive residential demand-side management using rule-based techniques in smart grid environments. Energy and Buildings, 2016, 133, 281-294.	6.7	23
9	An autonomous system via fuzzy logic for residential peak load management in smart grids. , 2015, , .		7
10	Smart residential load reduction via fuzzy logic, wireless sensors, and smart grid incentives. Energy and Buildings, 2015, 104, 165-180.	6.7	68
11	Context-Based Speech Act Classification in Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2014, , 236-241.	1.3	14
12	A BOOTSTRAPPING METHOD FOR EXTRACTING PARAPHRASES OF EMOTION EXPRESSIONS FROM TEXTS. Computational Intelligence, 2013, 29, 417-435.	3.2	10
13	A hierarchical approach to mood classification in blogs. Natural Language Engineering, 2012, 18, 61-81.	2.5	15
14	Knowledge-based image segmentation using swarm intelligence techniques. International Journal of Innovative Computing and Applications, 2012, 4, 75.	0.2	12
15	Detecting Players Personality Behavior with Any Effort of Concealment. Lecture Notes in Computer Science, 2012, , 502-514.	1.3	2
16	Using State Transition Networks to Analyze Multi-party Conversations in a Serious Game. Lecture Notes in Computer Science, 2012, , 162-167.	1.3	3
17	A Pattern-Based Model for Generating Text to Express Emotion. Lecture Notes in Computer Science, 2011, , 11-21.	1.3	8
18	Using sentiment orientation features for mood classification in blogs. , 2009, , .		24

#	ARTICLE	IF	CITATIONS
19	Automatic generation of narrative content for digital games. , 2009, , .		1
20	Structured Query Translation in Peer to Peer Database Sharing Systems. Data Science Journal, 2009, 8, 209-216.	1.3	0
21	Novice-Friendly Natural Language Generation Template Authoring Environment. Lecture Notes in Computer Science, 2009, , 195-198.	1.3	2
22	Visual development process for automatic generation of digital games narrative content. , 2009, , .		1
23	Segmentation of Dental Radiographs Using a Swarm Intelligence Approach. , 2006, , .		23