## VojtÄ>ch Uher

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/5972771/publications.pdf

Version: 2024-02-01

		1937685	1872680	
15	91	4	6	
papers	citations	h-index	g-index	
16	16	16	62	
all docs	docs citations	times ranked	citing authors	

#	Article	IF	CITATIONS
1	A parallel Fruchterman–Reingold algorithm optimized for fast visualization of large graphs and swarms of data. Swarm and Evolutionary Computation, 2016, 26, 56-63.	8.1	30
2	Hierarchical Hexagonal Clustering and Indexing. Symmetry, 2019, 11, 731.	2.2	16
3	Utilization of the Discrete Differential Evolution for Optimization in Multidimensional Point Clouds. Computational Intelligence and Neuroscience, 2016, 2016, 1-14.	1.7	9
4	Classification with Extreme Learning Machine on GPU., 2015,,.		7
5	Novel Random Key Encoding Schemes for the Differential Evolution of Permutation Problems. IEEE Transactions on Evolutionary Computation, 2022, 26, 43-57.	10.0	7
6	Solving nearest neighbors problem on GPU to speed up the Fruchterman-Reingold graph layout algorithm. , $2015,  ,  .$		6
7	Application of Hexagonal Coordinate Systems for Searching the K-NN in 2D Space. Advances in Intelligent Systems and Computing, 2016, , 209-220.	0.6	4
8	The Visualization of Large Graphs Accelerated by the Parallel Nearest Neighbors Algorithm. , 2016, , .		3
9	Towards the Gosper Space Filling Curve Implementation. , 2017, , .		3
10	Proposal of Effective Orthogonal and Hexagonal Hierarchical Structures for Disc Queries., 2018,,.		3
11	A proposal of hierarchical vertex clustering based on the Gosper curve. , 2016, , .		2
12	Automation of cleaning and ensembles for outliers detection in questionnaire data. Expert Systems With Applications, 2022, 206, 117809.	7.6	1
13	A Hybrid Point Indexing Structure Based on Orthogonal and Hexagonal Grids. , 2019, , .		0
14	Improving the Speed and Quality of Extreme Learning Machine by Conjugate Gradient Method. Advances in Intelligent Systems and Computing, 2018, , 128-137.	0.6	0
15	Lehmer Encoding for Evolutionary Algorithms on Traveling Salesman Problem. , 2022, , .		0