VojtÄ›ch Uher

List of Publications by Year
in descending order

15	91	1937685	1872680
papers	citations	4	6
		h-index	g-index

16	16	16	62
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Novel Random Key Encoding Schemes for the Differential Evolution of Permutation Problems. IEEE Transactions on Evolutionary Computation, 2022, 26, 43-57.	10.0	7
2	Lehmer Encoding for Evolutionary Algorithms on Traveling Salesman Problem. , 2022, , .		0
3	Automation of cleaning and ensembles for outliers detection in questionnaire data. Expert Systems With Applications, 2022, 206, 117809.	7.6	1
4	Hierarchical Hexagonal Clustering and Indexing. Symmetry, 2019, 11, 731.	2.2	16
5	A Hybrid Point Indexing Structure Based on Orthogonal and Hexagonal Grids. , 2019, , .		0
6	Proposal of Effective Orthogonal and Hexagonal Hierarchical Structures for Disc Queries. , 2018, , .		3
7	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
8	Towards the Gosper Space Filling Curve Implementation. , 2017, , .		3
9	Utilization of the Discrete Differential Evolution for Optimization in Multidimensional Point Clouds. Computational Intelligence and Neuroscience, 2016, 2016, 1-14.	1.7	9
10	A proposal of hierarchical vertex clustering based on the Gosper curve. , 2016, , .		2
11	The Visualization of Large Graphs Accelerated by the Parallel Nearest Neighbors Algorithm. , 2016, , .		3
12	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
13	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
14	Classification with Extreme Learning Machine on GPU. , 2015, , .		7
15	Solving nearest neighbors problem on GPU to speed up the Fruchterman-Reingold graph layout algorithm. , 2015, , .		6