

JingTao Yao

List of Publications by Year in descending order

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Version: 2024-02-01

93
papers

3,119
citations

257101

24
h-index

168136

53
g-index

100
all docs

100
docs citations

100
times ranked

1498
citing authors

#	ARTICLE	IF	CITATIONS
1	Granular Computing: Perspectives and Challenges. IEEE Transactions on Cybernetics, 2013, 43, 1977-1989.	6.2	448
2	A case study on using neural networks to perform technical forecasting of forex. Neurocomputing, 2000, 34, 79-98.	3.5	303
3	Web-Based Medical Decision Support Systems for Three-Way Medical Decision Making With Game-Theoretic Rough Sets. IEEE Transactions on Fuzzy Systems, 2015, 23, 3-15.	6.5	201
4	Game-Theoretic Rough Sets. Fundamenta Informaticae, 2011, 108, 267-286.	0.3	184
5	Option price forecasting using neural networks. Omega, 2000, 28, 455-466.	3.6	151
6	Analyzing uncertainties of probabilistic rough set regions with game-theoretic rough sets. International Journal of Approximate Reasoning, 2014, 55, 142-155.	1.9	123
7	Comparison of term frequency and document frequency based feature selection metrics in text categorization. Expert Systems With Applications, 2012, 39, 4760-4768.	4.4	121
8	A three-way clustering approach for handling missing data using GTRS. International Journal of Approximate Reasoning, 2018, 98, 11-24.	1.9	99
9	Modelling Multi-agent Three-way Decisions with Decision-theoretic Rough Sets. Fundamenta Informaticae, 2012, 115, 157-171.	0.3	88
10	Game theoretic approach to shadowed sets: A three-way tradeoff perspective. Information Sciences, 2020, 507, 540-552.	4.0	70
11	A Ten-year Review of Granular Computing. , 2007, , .		69
12	A three-way decision making approach to malware analysis using probabilistic rough sets. Information Sciences, 2016, 374, 193-209.	4.0	67
13	Criteria for choosing a rough set model. Computers and Mathematics With Applications, 2009, 57, 908-918.	1.4	65
14	Financial time-series analysis with rough sets. Applied Soft Computing Journal, 2009, 9, 1000-1007.	4.1	60
15	Game-theoretic rough sets for recommender systems. Knowledge-Based Systems, 2014, 72, 96-107.	4.0	60
16	A three-way density peak clustering method based on evidence theory. Knowledge-Based Systems, 2021, 211, 106532.	4.0	60
17	Gini objective functions for three-way classifications. International Journal of Approximate Reasoning, 2017, 81, 103-114.	1.9	57
18	Evaluation functions and decision conditions of three-way decisions with game-theoretic rough sets. European Journal of Operational Research, 2017, 261, 704-714.	3.5	52

#	ARTICLE	IF	CITATIONS
19	A three-way clustering method based on an improved DBSCAN algorithm. <i>Physica A: Statistical Mechanics and Its Applications</i> , 2019, 535, 122289.	1.2	50
20	Web-Based Support Systems with Rough Set Analysis. <i>Lecture Notes in Computer Science</i> , 2007, , 360-370.	1.0	43
21	An Enhanced Support Vector Machine Model for Intrusion Detection. <i>Lecture Notes in Computer Science</i> , 2006, , 538-543.	1.0	40
22	Game-Theoretic Risk Analysis in Decision-Theoretic Rough Sets. , 2008, , 132-139.		39
23	Variance based three-way clustering approaches for handling overlapping clustering. <i>International Journal of Approximate Reasoning</i> , 2020, 118, 47-63.	1.9	33
24	Web information fusion: A review of the state of the art. <i>Information Fusion</i> , 2008, 9, 446-449.	11.7	32
25	A granular computing framework for self-organizing maps. <i>Neurocomputing</i> , 2009, 72, 2865-2872.	3.5	28
26	A three-way clustering approach for novelty detection. <i>Information Sciences</i> , 2021, 569, 650-668.	4.0	23
27	Recent developments in granular computing: A bibliometrics study. , 2008, , .		22
28	Learning Optimal Parameters in Decision-Theoretic Rough Sets. <i>Lecture Notes in Computer Science</i> , 2009, , 610-617.	1.0	21
29	Feature Selection with Adjustable Criteria. <i>Lecture Notes in Computer Science</i> , 2005, , 204-213.	1.0	21
30	A three-way approach for learning rules in automatic knowledge-based topic models. <i>International Journal of Approximate Reasoning</i> , 2017, 82, 210-226.	1.9	20
31	Multiple Criteria Decision Analysis with Game-Theoretic Rough Sets. <i>Lecture Notes in Computer Science</i> , 2012, , 399-408.	1.0	19
32	A spatial filtering inspired three-way clustering approach with application to outlier detection. <i>International Journal of Approximate Reasoning</i> , 2021, 130, 1-21.	1.9	16
33	<title>Information granulation for web-based information support systems</title> . , 2003, , .		15
34	Analysis of Data-Driven Parameters in Game-Theoretic Rough Sets. <i>Lecture Notes in Computer Science</i> , 2011, , 447-456.	1.0	15
35	A Game-Theoretic Approach to Competitive Learning in Self-Organizing Maps. <i>Lecture Notes in Computer Science</i> , 2005, , 129-138.	1.0	14
36	Supporting Sustainable Communities with Web-based Information Systems. <i>Journal of Environmental Informatics</i> , 2006, 7, 84-94.	6.0	14

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37	Rough Set Model Selection for Practical Decision Making. , 2007, , .		13
38	Image blurring and sharpening inspired three-way clustering approach. Applied Intelligence, 2022, 52, 18131-18155.	3.3	13
39	A shadowed set-based three-way clustering ensemble approach. International Journal of Machine Learning and Cybernetics, 2022, 13, 2545-2558.	2.3	13
40	Forecasting the KLSE index using neural networks. , 0, , .		12
41	Methods and Practices of Three-Way Decisions for Complex Problem Solving. Lecture Notes in Computer Science, 2015, , 255-265.	1.0	12
42	Feature Extraction with TF-IDF and Game-Theoretic Shadowed Sets. Communications in Computer and Information Science, 2020, , 722-733.	0.4	12
43	LEVEL-WISE CONSTRUCTION OF DECISION TREES FOR CLASSIFICATION. International Journal of Software Engineering and Knowledge Engineering, 2006, 16, 103-126.	0.6	11
44	A three-way approach for protein function classification. PLoS ONE, 2017, 12, e0171702.	1.1	11
45	Interpretation of equilibria in game-theoretic rough sets. Information Sciences, 2015, 295, 586-599.	4.0	10
46	Generalized Rough Sets. , 2015, , 413-424.		10
47	Three-way Email Spam Filtering with Game-theoretic Rough Sets. , 2019, , .		10
48	A Multi-agent Decision-Theoretic Rough Set Model. Lecture Notes in Computer Science, 2010, , 711-718.	1.0	10
49	A Ten-year Review of Granular Computing. , 2007, , .		10
50	A three-way clustering approach using image enhancement operations. International Journal of Approximate Reasoning, 2022, 149, 1-38.	1.9	10
51	Decision-theoretic rough sets and beyond. International Journal of Approximate Reasoning, 2014, 55, 99-100.	1.9	8
52	A Scientometrics Study of Rough Sets in Three Decades. Lecture Notes in Computer Science, 2013, , 28-40.	1.0	8
53	Classifying Attributes with Game-Theoretic Rough Sets. Smart Innovation, Systems and Technologies, 2012, , 175-184.	0.5	7
54	Discovering IMRaD Structure with Different Classifiers. , 2018, , .		7

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55	Toward a model of the municipal evidence-based decision process in the strategic digital city context. Information Polity, 2019, 24, 305-324.	0.5	7
56	Multi-criteria Based Three-Way Classifications with Game-Theoretic Rough Sets. Lecture Notes in Computer Science, 2017, , 550-559.	1.0	7
57	Incorporating Game Theory in Feature Selection for Text Categorization. Lecture Notes in Computer Science, 2011, , 215-222.	1.0	7
58	Rule Measures Tradeoff Using Game-Theoretic Rough Sets. Lecture Notes in Computer Science, 2012, , 348-359.	1.0	6
59	XML algebras for data mining. , 2004, , .		5
60	Supporting Research with Weblogs: A Study on Web-Based Research Support Systems. , 2006, , .		5
61	Determining Three-Way Decision Regions by Combining Gini Objective Functions and GTRS. Lecture Notes in Computer Science, 2015, , 414-425.	1.0	5
62	Fractal Analysis Approaches to Granular Computing. Lecture Notes in Computer Science, 2017, , 215-222.	1.0	5
63	Time dependent directional profit model for financial time series forecasting. , 2000, , .		4
64	Web-based dynamic Delphi: a new survey instrument. , 2006, 6241, 169.		4
65	The STP model for solving imprecise problems. , 0, , .		4
66	A Three-Way Decision Making Approach to Malware Analysis. Lecture Notes in Computer Science, 2015, , 286-298.	1.0	3
67	A Game-Theoretic Rough Set Approach for Handling Missing Data in Clustering. Lecture Notes in Computer Science, 2018, , 635-647.	1.0	3
68	The Impact of Rough Set Conferences. Lecture Notes in Computer Science, 2019, , 383-394.	1.0	3
69	Modeling Use-Oriented Attribute Importance with the Three-Way Decision Theory. Lecture Notes in Computer Science, 2020, , 122-136.	1.0	3
70	Determining Three-Way Decision Regions with Gini Coefficients. Lecture Notes in Computer Science, 2014, , 160-171.	1.0	3
71	Game-Theoretic Rough Sets for Feature Selection. Intelligent Systems Reference Library, 2013, , 61-78.	1.0	3
72	Formulating Game Strategies in Game-Theoretic Rough Sets. Lecture Notes in Computer Science, 2013, , 145-153.	1.0	3

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73	Satirical News Detection with Semantic Feature Extraction and Game-Theoretic Rough Sets. Lecture Notes in Computer Science, 2020, , 123-135.	1.0	3
74	Web-based Support Systems (WSS): A Report of the WIC Canada Research Centre. , 0, , .		2
75	Supporting online learning with games. , 2007, , .		2
76	Growing Hierarchical Self-Organizing Maps for Web Mining. , 2007, , .		2
77	Web information fusion. Information Fusion, 2008, 9, 444-445.	11.7	2
78	Incorporating Game-Theoretic Rough Sets in Web-Based Medical Decision Support Systems. , 2013, , .		2
79	A Web-Based Learning Support System for Inquiry-Based Learning. Advanced Information and Knowledge Processing, 2010, , 125-143.	0.2	2
80	On Interpreting Three-Way Decisions through Two-Way Decisions. Lecture Notes in Computer Science, 2014, , 73-82.	1.0	2
81	Multidisciplinary approaches to computing. , 2013, , .		1
82	Mobile research support systems. , 2013, , .		1
83	On semantic issues in game-theoretic rough sets. , 2013, , .		1
84	Granular Computing with Compatibility Based Intuitionistic Fuzzy Rough Sets. , 2017, , .		1
85	Determining Strategies in Game-Theoretic Shadowed Sets. Communications in Computer and Information Science, 2018, , 736-747.	0.4	1
86	Toward a Three-Way Image Classification Model: A Case Study on Corn Grain Images. , 2019, , .		1
87	Sentiment Analysis Using Part-of-Speech-Based Feature Extraction and Game-Theoretic Rough Sets. , 2021, , .		1
88	Pneumonia Detection with Game-theoretic Rough Sets. , 2021, , .		1
89	Data mining support systems. , 2004, , .		0
90	GTSOM: Game Theoretic Self-organizing Maps. , 2007, , 199-223.		0

#	ARTICLE	IF	CITATIONS
91	Towards more adequate representation of uncertainty: From intervals to set intervals, with the possible addition of probabilities and certainty degrees. , 2008, , .		0
92	A decision support system for cancer differentiation therapy with game-theoretic rough sets. , 2017, , .		0
93	Exploring GTRS Based Recommender Systems with Users of Different Rating Patterns. Lecture Notes in Computer Science, 2018, , 405-417.	1.0	0