RaÃºl Lara-Cabrera

List of Publications by Year
in descending order

31 papers	**553** citations	759055 **12** h-index	677027 **22** g-index
33 all docs	**33** docs citations	**33** times ranked	**482** citing authors

#	Article	IF	Citations
1	Android malware detection through hybrid features fusion and ensemble classifiers: The AndroPyTool framework and the OmniDroid dataset. Information Fusion, 2019, 52, 128-142.	11.7	97
2	EvoDeep: A new evolutionary approach for automatic Deep Neural Networks parametrisation. Journal of Parallel and Distributed Computing, 2018, 117, 180-191.	2.7	70
3	A Collaborative Filtering Approach Based on Naïve Bayes Classifier. IEEE Access, 2019, 7, 108581-108592.	2.6	57
4	Measuring the Radicalisation Risk in Social Networks. IEEE Access, 2017, 5, 10892-10900.	2.6	46
5	Deep Matrix Factorization Approach for Collaborative Filtering Recommender Systems. Applied Sciences (Switzerland), 2020, 10, 4926.	1.3	27
6	A review of computational intelligence in RTS games. , 2013, , .		25
7	Statistical analysis of risk assessment factors and metrics to evaluate radicalisation in Twitter. Future Generation Computer Systems, 2019, 93, 971-978.	4.9	22
8	Providing reliability in recommender systems through Bernoulli Matrix Factorization. Information Sciences, 2021, 553, 110-128.	4.0	22
9	An analysis of the structure and evolution of the scientific collaboration network of computer intelligence in games. Physica A: Statistical Mechanics and Its Applications, 2014, 395, 523-536.	1.2	16
10	A taxonomy and state of the art revision on affective games. Future Generation Computer Systems, 2019, 92, 516-525.	4.9	16
11	Linguistic analysis of pro-ISIS users on Twitter. Behavioral Sciences of Terrorism and Political Aggression, 2020, 12, 171-185.	0.7	15
12	DeepFair: Deep Learning for Improving Fairness in Recommender Systems. International Journal of Interactive Multimedia and Artificial Intelligence, 2021, 6, 86.	1.0	15
13	Deep learning feature selection to unhide demographic recommender systems factors. Neural Computing and Applications, 2021, 33, 7291-7308.	3.2	14
14	From ephemeral computing to deep bioinspired algorithms: New trends and applications. Future Generation Computer Systems, 2018, 88, 735-746.	4.9	13
15	A new tool for static and dynamic Android malware analysis. , 2018, , .		13
16	A Procedural Balanced Map Generator with Self-adaptive Complexity for the Real-Time Strategy Game Planet Wars. Lecture Notes in Computer Science, 2013, , 274-283.	1.0	12
17	On balance and dynamism in procedural content generation with self-adaptive evolutionary algorithms. Natural Computing, 2014, 13, 157-168.	1.8	10
18	CF4J 2.0: Adapting Collaborative Filtering for Java to new challenges of collaborative filtering based recommender systems. Knowledge-Based Systems, 2021, 215, 106629.	4.0	10

#	Article	IF	Citations
19	Evolving Matrix-Factorization-Based Collaborative Filtering Using Genetic Programming. Applied Sciences (Switzerland), 2020, 10, 675.	1.3	9
20	Social networks data analysis with semantics: application to the radicalization problem. Journal of Ambient Intelligence and Humanized Computing, 2024, 15, 1763-1777.	3.3	8
21	Geometrical vs topological measures for the evolution of aesthetic maps in a RTS game. Entertainment Computing, 2014, 5, 251-258.	1.8	6
22	Extracting Radicalisation Behavioural Patterns from Social Network Data. , 2017, , .		6
23	A self-adaptive evolutionary approach to the evolution of aesthetic maps for a RTS game. , 2014, , .		5
24	Procedural Content Generation for Real-Time Strategy Games. International Journal of Interactive Multimedia and Artificial Intelligence, 2015, 3, 40.	1.0	5
25	Deep learning approach to obtain collaborative filtering neighborhoods. Neural Computing and Applications, 2022, 34, 2939-2951.	3.2	4
26	Dirichlet Matrix Factorization: A Reliable Classification-Based Recommender System. Applied Sciences (Switzerland), 2022, 12, 1223.	1.3	3
27	A Spatially-Structured PCG Method for Content Diversity in a Physics-Based Simulation Game. Lecture Notes in Computer Science, 2016, , 653-668.	1.0	2
28	Statistically-driven Coral Reef metaheuristic for automatic hyperparameter setting and architecture design of Convolutional Neural Networks. , 2020, , .		2
29	Can an Automatic Tool Assess Risk of Radicalization Online? A Case Study on Facebook. , 2017, , .		1
30	Using Self-Adaptive Evolutionary Algorithms to Evolve Dynamism-Oriented Maps for a Real Time Strategy Game. Lecture Notes in Computer Science, 2014, , 256-263.	1.0	0
31	Checking the Difficulty of Evolutionary-Generated Maps in a N-Body Inspired Mobile Game. Communications in Computer and Information Science, 2020, , 206-215.	0.4	0