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	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
2	Deep learning approach to obtain collaborative filtering neighborhoods. Neural Computing and Applications, 2022, 34, 2939-2951.	3.2	4
3	Dirichlet Matrix Factorization: A Reliable Classification-Based Recommender System. Applied Sciences (Switzerland), 2022, 12, 1223.	1.3	3
4	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
5	Deep learning feature selection to unhide demographic recommender systems factors. Neural Computing and Applications, 2021, 33, 7291-7308.	3.2	14
6	Providing reliability in recommender systems through Bernoulli Matrix Factorization. Information Sciences, 2021, 553, 110-128.	4.0	22
7	DeepFair: Deep Learning for Improving Fairness in Recommender Systems. International Journal of Interactive Multimedia and Artificial Intelligence, 2021, 6, 86.	1.0	15
8	Linguistic analysis of pro-ISIS users on Twitter. Behavioral Sciences of Terrorism and Political Aggression, 2020, 12, 171-185.	0.7	15
9	Statistically-driven Coral Reef metaheuristic for automatic hyperparameter setting and architecture design of Convolutional Neural Networks. , 2020, , .		2
10	Deep Matrix Factorization Approach for Collaborative Filtering Recommender Systems. Applied Sciences (Switzerland), 2020, 10, 4926.	1.3	27
11	Evolving Matrix-Factorization-Based Collaborative Filtering Using Genetic Programming. Applied Sciences (Switzerland), 2020, 10, 675.	1.3	9
12	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
13	A Collaborative Filtering Approach Based on Naïve Bayes Classifier. IEEE Access, 2019, 7, 108581-108592.	2.6	57
14	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
15	Statistical analysis of risk assessment factors and metrics to evaluate radicalisation in Twitter. Future Generation Computer Systems, 2019, 93, 971-978.	4.9	22
16	A taxonomy and state of the art revision on affective games. Future Generation Computer Systems, 2019, 92, 516-525.	4.9	16
17	From ephemeral computing to deep bioinspired algorithms: New trends and applications. Future Generation Computer Systems, 2018, 88, 735-746.	4.9	13
18	EvoDeep: A new evolutionary approach for automatic Deep Neural Networks parametrisation. Journal of Parallel and Distributed Computing, 2018, 117, 180-191.	2.7	70

#	Article	IF	Citations
19	A new tool for static and dynamic Android malware analysis. , 2018, , .		13
20	Measuring the Radicalisation Risk in Social Networks. IEEE Access, 2017, 5, 10892-10900.	2.6	46
21	Extracting Radicalisation Behavioural Patterns from Social Network Data. , 2017, , .		6
22	Can an Automatic Tool Assess Risk of Radicalization Online? A Case Study on Facebook. , 2017, , .		1
23	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
24	Procedural Content Generation for Real-Time Strategy Games. International Journal of Interactive Multimedia and Artificial Intelligence, 2015, 3, 40.	1.0	5
25	Geometrical vs topological measures for the evolution of aesthetic maps in a RTS game. Entertainment Computing, 2014, 5, 251-258.	1.8	6
26	A self-adaptive evolutionary approach to the evolution of aesthetic maps for a RTS game. , 2014, , .		5
27	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
28	On balance and dynamism in procedural content generation with self-adaptive evolutionary algorithms. Natural Computing, 2014, 13, 157-168.	1.8	10
29	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
30	A review of computational intelligence in RTS games. , 2013, , .		25
31	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