Peter I Cowling

List of Publications by Year
in descending order

80	4,256	257357	189801
papers	citations	24	50
		h-index	g-index

85	85	85	2878
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	A Survey of Monte Carlo Tree Search Methods. IEEE Transactions on Games, 2012, 4, 1-43.	1.7	1,749
2	A Hyperheuristic Approach to Scheduling a Sales Summit. Lecture Notes in Computer Science, 2001, , 176-190.	1.0	278
3	Using real time information for effective dynamic scheduling. European Journal of Operational Research, 2002, 139, 230-244.	3.5	210
4	A Memetic Approach to the Nurse Rostering Problem. Applied Intelligence, 2001, 15, 199-214.	3.3	149
5	Hyperheuristics: Recent Developments. Studies in Computational Intelligence, 2008, , 3-29.	0.7	98
6	Fuzzy grey relational analysis for software effort estimation. Empirical Software Engineering, 2010, 15, 60-90.	3.0	94
7	Information Set Monte Carlo Tree Search. IEEE Transactions on Games, 2012, 4, 120-143.	1.7	94
8	A flexible decision support system for steel hot rolling mill scheduling. Computers and Industrial Engineering, 2003, 45, 307-321.	3.4	89
9	From value chains to technological platforms: The effects of crowdfunding in the digital game industry. Journal of Business Research, 2017, 78, 341-352.	5.8	87
10	MCAR: multi-class classification based on association rule. , 0, , .		82
11	A multi-agent architecture for dynamic scheduling of steel hot rolling. Journal of Intelligent Manufacturing, 2003, 14, 457-470.	4.4	78
12	Integration of continuous caster and hot strip mill planning for steel production. Journal of Scheduling, 2000, 3, 185-208.	1.3	77
13	Dynamic scheduling of steel casting and milling using multi-agents. Production Planning and Control, 2004, 15, 178-188.	5.8	64
14	Analogy-based software effort estimation using Fuzzy numbers. Journal of Systems and Software, 2011, 84, 270-284.	3.3	61
15	A greedy classification algorithm based on association rule. Applied Soft Computing Journal, 2007, 7, 1102-1111.	4.1	59
16	Improving rule sorting, predictive accuracy and training time in associative classification. Expert Systems With Applications, 2006, 31, 414-426.	4.4	55
17	Ensemble Determinization in Monte Carlo Tree Search for the Imperfect Information Card Game Magic: The Gathering. IEEE Transactions on Games, 2012, 4, 241-257.	1.7	53
18	Inter-agent cooperation and communication for agent-based robust dynamic scheduling in steel production. Advanced Engineering Informatics, 2004, 18, 161-172.	4.0	50

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19	Exploring the relationship between video game expertise and fluid intelligence. PLoS ONE, 2017, 12, e0186621.	1.1	49
20	Hyperheuristics: A Tool for Rapid Prototyping in Scheduling and Optimisation. Lecture Notes in Computer Science, 2002, , 1-10.	1.0	48
21	Multiple labels associative classification. Knowledge and Information Systems, 2006, 9, 109-129.	2.1	42
22	Predicting player disengagement and first purchase with event-frequency based data representation. , 2015, , .		42
23	Improving analogy software effort estimation using fuzzy feature subset selection algorithm. , 2008, , .		41
24	Determinization and information set Monte Carlo Tree Search for the card game Dou Di Zhu. , 2011, , .		38
25	Solving the Physical Traveling Salesman Problem: Tree Search and Macro Actions. IEEE Transactions on Games, 2014, 6, 31-45.	1.7	36
26	Win Prediction in Multiplayer Esports: Live Professional Match Prediction. IEEE Transactions on Games, 2021, 13, 368-379.	1.2	30
27	Hyperheuristics for managing a large collection of low level heuristics to schedule personnel. , 0, , .		29
28	Dynamic optimisation of preventative and corrective maintenance schedules for a large scale urban drainage system. European Journal of Operational Research, 2017, 257, 494-510.	3.5	29
29	Effective Local and Guided Variable Neighbourhood Search Methods for the Asymmetric Travelling Salesman Problem. Lecture Notes in Computer Science, 2001, , 203-212.	1.0	29
30	Hyperheuristics: A Robust Optimisation Method Applied to Nurse Scheduling. Lecture Notes in Computer Science, 2002, , 851-860.	1.0	23
31	Monte Carlo Tree Search with macro-actions and heuristic route planning for the Physical Travelling Salesman Problem. , 2012, , .		23
32	An empirical study of hyperheuristics for managing very large sets of low level heuristics. Journal of the Operational Research Society, 2012, 63, 392-405.	2.1	22
33	Choosing the Fittest Subset of Low Level Heuristics in a Hyperheuristic Framework. Lecture Notes in Computer Science, 2005, , 23-33.	1.0	20
34	The Trade Off Between Diversity and Quality for Multi-objective Workforce Scheduling. Lecture Notes in Computer Science, 2006, , 13-24.	1.0	20
35	Exploring survival rates of companies in the UK video-games industry: An empirical study. Technological Forecasting and Social Change, 2017, 117, 305-314.	6.2	19
36	Some thoughts on combinatorial optimisation. European Journal of Operational Research, 1995, 83, 253-270.	3.5	17

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37	Embedded local search approaches for routing optimization. Computers and Operations Research, 2005, 32, 465-490.	2.4	17
38	Mining the data from a hyperheuristic approach using associative classification. Expert Systems With Applications, 2008, 34, 1093-1101.	4.4	17
39	Software effort estimation based on weighted fuzzy grey relational analysis. , 2009, , .		17
40	Software Project Similarity Measurement Based on Fuzzy C-Means. , 2008, , 123-134.		17
41	Fusing integrated visual vocabularies-based bag of visual words and weighted colour moments on spatial pyramid layout for natural scene image classification. Signal, Image and Video Processing, 2013, 7, 759-775.	1.7	16
42	Bandits all the way down: UCB1 as a simulation policy in Monte Carlo Tree Search. , 2013, , .		14
43	Information capture and reuse strategies in Monte Carlo Tree Search, with applications to games of hidden information. Artificial Intelligence, 2014, 217, 92-116.	3.9	14
44	Heuristic move pruning in Monte Carlo Tree Search for the strategic card game Lords of War. , 2014, , .		13
45	Emulating Human Play in a Leading Mobile Card Game. IEEE Transactions on Games, 2019, 11, 386-395.	1.2	12
46	Monte Carlo Tree Search with macro-actions and heuristic route planning for the Multiobjective Physical Travelling Salesman Problem. , 2013, , .		10
47	An experimental study of action selection mechanisms to create an entertaining opponent. , 2015, , .		10
48	Player Preference and Style in a Leading Mobile Card Game. IEEE Transactions on Games, 2015, 7, 233-242.	1.7	9
49	Exact/Heuristic Hybrids Using rVNS and Hyperheuristics for Workforce Scheduling. Lecture Notes in Computer Science, 2007, , 188-197.	1.0	9
50	Bayesian Opponent Modeling in a Simple Poker Environment. , 2007, , .		8
51	Game intelligence. , 2014, , .		8
52	How the Business Model of Customizable Card Games Influences Player Engagement. IEEE Transactions on Games, 2019, 11, 374-385.	1.2	8
53	Can opponent models aid poker player evolution?. , 2008, , .		6
54	Predicting Player Disengagement in Online Games. Communications in Computer and Information Science, 2014, , 133-149.	0.4	6

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55	Evaluating Hyperheuristics and Local Search Operators for Periodic Routing Problems. Lecture Notes in Computer Science, 2016, , 104-120.	1.0	6
56	Binary Exponential Back Off for Tabu Tenure in Hyperheuristics. Lecture Notes in Computer Science, 2009, , 109-120.	1.0	6
57	Software Stage-Effort Estimation Based on Association Rule Mining and Fuzzy Set Theory. , 2010, , .		5
58	Using a Large Set of Low Level Heuristics in a Hyperheuristic Approach to Personnel Scheduling. Studies in Computational Intelligence, 2007, , 543-576.	0.7	5
59	A bound for the symmetric travelling salesman problem through matroid formulation. European Journal of Operational Research, 1995, 83, 301-309.	3.5	4
60	Natural Scene Image Recognition by Fusing Weighted Colour Moments with Bag of Visual Patches on Spatial Pyramid Layout. , 2009, , .		4
61	Parallelization of Information Set Monte Carlo Tree Search. , 2014, , .		3
62	Emergent bluffing and inference with Monte Carlo Tree Search. , 2015, , .		3
63	Hybrid Evolutionary Learning Approaches for The Virus Game. , 2007, , .		2
64	Using association rule mining to predict opponent deck content in android: Netrunner. , 2016, , .		2
65	Risk Driven Analysis of Maintenance for a Large-scale Drainage System. , 2016, , .		2
66	Evolution of Cooperation in an Incentive Based Business Game Environment. , 2008, , 875-882.		2
67	Strong total chromatic numbers of complete hypergraphs. Discrete Mathematics, 1995, 138, 207-212.	0.4	1
68	The total graph of a hypergraph. Discrete Mathematics, 1997, 167-168, 215-236.	0.4	1
69	Evolution of Cooperativeness in a Business Game Relying on Acquaintance Based Trustworthiness Assessment. , 2009, , .		1
70	Acquaintance-based trust model for the evolution of cooperation in business games. Service Oriented Computing and Applications, 2010, 4, 181-189.	1.3	1
71	Assessing trustworthiness of nodes to enhance performance in mobile ad hoc networks. , 2010, , .		1
72	The 2013 Multi-objective Physical Travelling Salesman Problem Competition. , 2014, , .		1

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73	The Impact of Rule Ranking on the Quality of Associative Classifiers. , 2006, , 277-287.		1
74	A Phylogenetic Classification of the Video-Game Industryâ€™s Business Model Ecosystem. Lecture Notes in Computer Science, 2014, , 285-294.	1.0	1
75	Exploring Techniques to Improve Large-Scale Drainage System Maintenance Scheduling Using a Risk Driven Model. Communications in Computer and Information Science, 2017, , 161-179.	0.4	1
76	Spatial pyramid local keypoints quantization for bag of visual patches image representation. , 2010, , .		0
77	A Comparison of One-Pass and Bi-directional Approaches Applied to Large-Scale Road Inspection. Communications in Computer and Information Science, 2017, , 180-200.	0.4	0
78	Unconventional Exchange: Methods for Statistical Analysis of Virtual Goods. , 2019, , .		0
79	Variable Neighbourhood Descent with Memory: A Hybrid Metaheuristic for Supermarket Resupply. Lecture Notes in Computer Science, 2016, , 32-46.	1.0	0
80	Competition and Cooperation in Pickup and Multiple Delivery Problems. Communications in Computer and Information Science, 2017, , 142-160.	0.4	0