

# Alla G Kravets

## List of Publications by Year in descending order

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46  
papers

349  
citations

1162889

8  
h-index

1125617

13  
g-index

52  
all docs

52  
docs citations

52  
times ranked

116  
citing authors

#	ARTICLE	IF	CITATIONS
1	Redmine-Based Approach for Automatic Tasks Distribution in the Industrial Automation Projects. Studies in Systems, Decision and Control, 2022, , 261-273.	0.8	3
2	Development of a Module for Predictive Modeling of Technological Development Trends. Studies in Systems, Decision and Control, 2021, , 125-136.	0.8	3
3	Application of Faceted Neural Networks to Solving the Pattern Recognition Problem. Studies in Systems, Decision and Control, 2021, , 237-247.	0.8	0
4	Development of a Method for Intellectual Support of Inventive Activity Based on Deep Machine Learning. Communications in Computer and Information Science, 2021, , 29-44.	0.4	1
5	The Software for Computation the Criteria-Based Assessments of the Morphological Features of Technical Systems. Studies in Systems, Decision and Control, 2021, , 161-172.	0.8	2
6	Relevant Image Search Method When Processing a Patent Array. Communications in Computer and Information Science, 2021, , 70-84.	0.4	1
7	The Formation of Morphological Matrix Based on an Ontology "Patent Representation of Technical Systems" for the Search of Innovative Technical Solutions. Studies in Systems, Decision and Control, 2021, , 149-160.	0.8	3
8	Data Mining Methods for Analysis and Forecast of an Emerging Technology Trend: A Systematic Mapping Study from SCOPUS Papers. Lecture Notes in Computer Science, 2021, , 81-101.	1.0	8
9	Robotics: Industry 4.0 Issues & New Intelligent Control Paradigms. Studies in Systems, Decision and Control, 2020, , .	0.8	3
10	Extraction of Cyber-Physical Systems Inventions'™ Structural Elements of Russian-Language Patents. Studies in Systems, Decision and Control, 2020, , 55-68.	0.8	12
11	On Systemological Approach to Intelligent Decision-Making Support in Industrial Cyber-Physical Systems. Studies in Systems, Decision and Control, 2020, , 167-183.	0.8	16
12	Industrial Cyber-Physical Systems: Risks Assessment and Attacks Modeling. Studies in Systems, Decision and Control, 2020, , 197-210.	0.8	7
13	Web Portal for Project Management in Electronics Design Software Development. , 2019, , .		8
14	Analyzing Recent Research Trends of Computer Science from Academic Open-access Digital Library. , 2019, , .		6
15	On Approach for the Development of Patents Analysis Formal Metrics. Communications in Computer and Information Science, 2019, , 34-45.	0.4	1
16	Extraction of Knowledge and Processing of the Patent Array. Communications in Computer and Information Science, 2019, , 3-14.	0.4	2
17	The Study of Neural Networks Effective Architectures for Patents Images Processing. Communications in Computer and Information Science, 2019, , 27-41.	0.4	5
18	Tourism Cluster Enterprises Departments'™ Resource Management Based on Mobile Technologies. Communications in Computer and Information Science, 2019, , 218-229.	0.4	0

#	ARTICLE	IF	CITATIONS
19	The Evaluation Method of the Design Department's Information Assets. Communications in Computer and Information Science, 2019, , 267-277.	0.4	0
20	The traffic safety management system in urban conditions based on the C4.5 algorithm. , 2018, , .		15
21	Development of the Intellectual Decision-Making Support Method for Medical Diagnostics in Psychiatric Practice. , 2018, , .		6
22	Research of the LDA Algorithm Results for Patents Texts Processing. , 2018, , .		7
23	Analysis of Drug Sales Data based on Machine Learning Methods. , 2018, , .		7
24	Algorithm of Estimation and Correction of Wireless Telecommunications Quality. , 2018, , .		3
25	Methods for Extracting the Descriptions of Sci-Tech Effects and Morphological Features of Technical Systems from Patents. , 2018, , .		8
26	Extraction of physical effects practical applications from patent database. , 2017, , .		11
27	"Smart Queue" Approach for New Technical Solutions Discovery in Patent Applications. Communications in Computer and Information Science, 2017, , 37-47.	0.4	20
28	Methods of Statistical and Semantic Patent Analysis. Communications in Computer and Information Science, 2017, , 48-61.	0.4	13
29	Patents Images Retrieval and Convolutional Neural Network Training Dataset Quality Improvement. , 2017, , .		5
30	The Risk Management Model of Design Department's PDM Information System. Communications in Computer and Information Science, 2017, , 490-500.	0.4	8
31	Mobile corporate networks security control. , 2016, , .		5
32	Analysis of the social network facebook comments. , 2016, , .		6
33	Forecasting energy consumption with the data reliability estimation in the management of hybrid energy system using fuzzy decision trees. , 2016, , .		8
34	Computer " Based visual analysis of ecology influence on human mental health. , 2016, , .		12
35	The social networks' nodes grouping algorithm for the analysis of implicit communities. , 2016, , .		1
36	Automated methods of patent array analysis. , 2016, , .		5

#	ARTICLE	IF	CITATIONS
37	Models and Methods of Professional Competence Level Research. Recent Patents on Computer Science, 2016, 9, 150-159.	0.5	7
38	E-patent examiner: Two-steps approach for patents prior-art retrieval. , 2015, , .		4
39	Cognitive and ontological modeling for decision support in the tasks of the urban transportation system development management. , 2015, , .		17
40	Mobile Security Solution for Enterprise Network. Communications in Computer and Information Science, 2014, , 371-382.	0.4	17
41	Development of a Protocol to Ensure the Safety of User Data in Social Networks, Based on the Backes Method. Communications in Computer and Information Science, 2014, , 393-399.	0.4	6
42	Knowledge-Based Software Engineering. Communications in Computer and Information Science, 2014, , .	0.4	36
43	Component-Based Approach to Multi-Agent System Generation. Communications in Computer and Information Science, 2014, , 483-490.	0.4	8
44	Analysis of User Profiles in Social Networks. Communications in Computer and Information Science, 2014, , 70-76.	0.4	3
45	Methodology of Teaching Software Engineering: Game-Based Learning Cycle. , 2013, , .		3
46	Educational computer games development: methodology, techniques, implementation. , 2013, , .		3