

# Vassilios Yfantis

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9551357/publications.pdf>

Version: 2024-02-01

10  
papers

42  
citations

1937685

4  
h-index

1720034

7  
g-index

10  
all docs

10  
docs citations

10  
times ranked

13  
citing authors

#	ARTICLE	IF	CITATIONS
1	Simultaneous Production and AGV Scheduling using Multi-Agent Deep Reinforcement Learning. <i>Procedia CIRP</i> , 2021, 104, 1523-1528.	1.9	13
2	Comparison of regression data selection strategies for quadratic approximation in RTO. <i>Computer Aided Chemical Engineering</i> , 2017, 40, 1711-1716.	0.5	8
3	Scheduling of a Consumer Goods Production Plant with Intermediate Buffer by Decomposition and Mixed-integer Linear Programming. <i>IFAC-PapersOnLine</i> , 2019, 52, 1837-1842.	0.9	4
4	Scheduling of a Large-scale Industrial Make-and-Pack Process with Finite Intermediate Buffer using Discrete-time and Precedence-based Models. <i>Computer Aided Chemical Engineering</i> , 2020, 48, 1153-1158.	0.5	4
5	Combining Constraint Programming and Temporal Decomposition Approaches - Scheduling of an Industrial Formulation Plant. <i>Lecture Notes in Computer Science</i> , 2021, , 133-148.	1.3	3
6	Iterative Medium-Term Production Scheduling of an Industrial Formulation Plant. <i>Computer Aided Chemical Engineering</i> , 2019, , 19-24.	0.5	3
7	Optimal scheduling and non-cooperative distributed model predictive control for multiple robotic manipulators. , 2021, , .		3
8	Short-term scheduling of make-and-pack processes in the consumer goods industry using discrete-time and precedence-based MILP models. <i>Computers and Chemical Engineering</i> , 2021, 154, 107453.	3.8	2
9	A Two-stage Simulated Annealing-based Scheduling Algorithm for a Make-and-Pack Production Plant. <i>IFAC-PapersOnLine</i> , 2020, 53, 10779-10784.	0.9	1
10	Reinforcement Learning-based Scheduling of a Job-Shop Process with Distributedly Controlled Robotic Manipulators for Transport Operations. <i>IFAC-PapersOnLine</i> , 2022, 55, 156-162.	0.9	1