

# Strongly Typed Genetic Programming

Evolutionary Computation

3, 199-230

DOI: [10.1162/evco.1995.3.2.199](https://doi.org/10.1162/evco.1995.3.2.199)

Citation Report

#	ARTICLE	IF	CITATIONS
1	An induction system that learns programs in different programming languages using genetic programming and logic grammars. , 0, , .		12
2	Inductive bias and genetic programming. , 1995, , .		43
4	A methodology for processing problem constraints in genetic programming. Computers and Mathematics With Applications, 1996, 32, 97-113.	1.4	19
5	Introduction to the Special Issue: Trends in Evolutionary Methods for Program Induction. Evolutionary Computation, 1997, 5, v-ix.	2.3	3
6	Collective memory search. , 1997, , .		2
7	Evolutionary Program Induction Directed by Logic Grammars. Evolutionary Computation, 1997, 5, 143-180.	2.3	35
8	Forward-backward building blocks for evolving neural networks with intrinsic learning behaviours. , 1997, , .		3
9	Performance enhanced genetic programming. Lecture Notes in Computer Science, 1997, , 85-100.	1.0	15
10	Automated hardware design using genetic programming, VHDL, and FPGAs. , 0, , .		5
11	MODELING SOCIALLY INTELLIGENT AGENTS. Applied Artificial Intelligence, 1998, 12, 677-699.	2.0	29
12	Collective Adaptation: The Exchange of Coding Segments. Evolutionary Computation, 1998, 6, 311-338.	2.3	17
13	Genetic programming for automatic target classification and recognition in synthetic aperture radar imagery. Lecture Notes in Computer Science, 1998, , 735-744.	1.0	29
14	Evolution and Development of Modular Control Architectures for 1D Locomotion in Six-legged Animats. Connection Science, 1998, 10, 211-237.	1.8	32
15	Genetic Programming and Data Structures. , 1998, , .		196
16	Gossip, Sexual Recombination and the El Farol Bar: Modelling the Emergence of Heterogeneity. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 1998, 31, 219-224.	0.4	2
17	A relational data mining tool based on genetic programming. Lecture Notes in Computer Science, 1998, , 130-138.	1.0	1
18	A Historical Perspective on the Evolution of Executable Structures. Fundamenta Informaticae, 1998, 35, 179-195.	0.3	8
19	Scaling of Program Fitness Spaces. Evolutionary Computation, 1999, 7, 399-428.	2.3	35

#	ARTICLE	IF	CITATIONS
20	Capturing Social Embeddedness: A Constructivist Approach. Adaptive Behavior, 1999, 7, 323-347.	1.1	24
21	Genetic Programming with simple loops. Journal of Computer Science and Technology, 1999, 14, 429-433.	0.9	4
22	<title>Using attribute grammars for the genetic selection of back-propagation networks for character recognition</title>. , 1999, 3647, 26.		3
23	A Review of the "Advances in Genetic Programming" Series (Volumes 1, 2 and 3). Genetic Programming and Evolvable Machines, 2000, 1, 289-296.	1.5	1
24	Two fast tree-creation algorithms for genetic programming. IEEE Transactions on Evolutionary Computation, 2000, 4, 274-283.	7.5	117
25	Genetic programming as a model induction engine. Journal of Hydroinformatics, 2000, 2, 35-60.	1.1	158
26	Genetic Programming for Service Creation in Intelligent Networks. Lecture Notes in Computer Science, 2000, , 106-120.	1.0	3
27	Application of Genetic Programming to Induction of Linear Classification Trees. Lecture Notes in Computer Science, 2000, , 247-258.	1.0	42
28	Evolution of Cooperative Problem Solving in an Artificial Economy. Neural Computation, 2000, 12, 2743-2775.	1.3	14
29	Partial functions in fitness-shared genetic programming. , 0, , .		9
30	Evolving neural networks using attribute grammars. , 0, , .		4
31	PARALLEL AND DISTRIBUTED EVOLUTIONARY COMPUTATION FOR FINANCIAL APPLICATIONS. International Journal of Parallel, Emergent and Distributed Systems, 2000, 15, 15-36.	0.4	12
32	Genetic Programming, Ensemble Methods and the Bias/Variance Tradeoff " Introductory Investigations. Lecture Notes in Computer Science, 2000, , 76-90.	1.0	49
33	Genetic Programming. Lecture Notes in Computer Science, 2000, , .	1.0	13
35	Committee learning of partial functions in fitness-shared genetic programming. , 0, , .		3
36	Variants of genetic programming for species distribution modelling " fitness sharing, partial functions, population evaluation. Ecological Modelling, 2001, 146, 231-241.	1.2	17
38	Motion planning based on hierarchical knowledge using genetic programming. Journal of Japan Society for Fuzzy Theory and Systems, 2001, 13, 633-642.	0.0	0
39	Automatic mineral identification using genetic programming. Machine Vision and Applications, 2001, 13, 61-69.	1.7	42

#	ARTICLE	IF	CITATIONS
40	Logic-based genetic programming with definite clause translation grammars. <i>New Generation Computing</i> , 2001, 19, 313-337.	2.5	21
41	Grammar-guided genetic programming and dimensional consistency: application to non-parametric identification in mechanics. <i>Applied Soft Computing Journal</i> , 2001, 1, 105-118.	4.1	20
42	Combining GP operators with SA search to evolve fuzzy rule based classifiers. <i>Information Sciences</i> , 2001, 136, 175-191.	4.0	113
43	Scaling Up Inductive Logic Programming: An Evolutionary Wrapper Approach. <i>Applied Intelligence</i> , 2001, 15, 181-197.	3.3	4
44	Towards a Descriptive Model of Agent Strategy Search. <i>Computational Economics</i> , 2001, 18, 111-133.	1.5	11
45	Exact GP schema theory for headless chicken crossover and subtree mutation. , 0, , .		15
46	Adaptive control of partial functions in genetic programming. , 0, , .		0
47	Supervised and unsupervised data mining with an evolutionary algorithm. , 0, , .		8
49	The Importance of Representing Cognitive Processes in Multi-agent Models. <i>Lecture Notes in Computer Science</i> , 2001, , 759-766.	1.0	10
50	Learning to Solve Planning Problems Efficiently by Means of Genetic Programming. <i>Evolutionary Computation</i> , 2001, 9, 387-420.	2.3	12
51	Representing classification problems in genetic programming. , 0, , .		92
52	Genetic Programming over Context-Free Languages with Linear Constraints for the Knapsack Problem: First Results. <i>Evolutionary Computation</i> , 2002, 10, 51-74.	2.3	5
53	Evolving spring-mass models: a test-bed for graph encoding schemes. , 0, , .		2
54	Evolving Fuzzy Decision Trees with Genetic Programming and Clustering. <i>Lecture Notes in Computer Science</i> , 2002, , 71-82.	1.0	12
55	Automatic recurrent ANN rule extraction with genetic programming. , 0, , .		2
56	Prevention of early convergence in genetic programming by replacement of similar programs. , 0, , .		11
57	Hierarchical classification trees using type-constrained genetic programming. , 0, , .		11
58	CO-EVOLUTION OF FINITE STATE MACHINES FOR OPTIMIZATION: PROMOTION OF DEVICES WHICH SEARCH GLOBALLY. <i>International Journal of Computational Intelligence and Applications</i> , 2002, 02, 1-16.	0.6	0

#	ARTICLE	IF	CITATIONS
59	Applications of Evolutionary Computing. Lecture Notes in Computer Science, 2002, , .	1.0	8
60	Genetic engineering of handwriting representations. , 0, , .		9
61	Knowledge-intensive genetic discovery in foreign exchange markets. IEEE Transactions on Evolutionary Computation, 2002, 6, 169-181.	7.5	58
62	Using genetic programming to learn and improve control knowledge. Artificial Intelligence, 2002, 141, 29-56.	3.9	32
63	Genetic Programming and Autoconstructive Evolution with the Push Programming Language. Genetic Programming and Evolvable Machines, 2002, 3, 7-40.	1.5	201
64	Declarative and Preferential Bias in GP-based Scientific Discovery. Genetic Programming and Evolvable Machines, 2002, 3, 41-79.	1.5	48
65	General Schema Theory for Genetic Programming with Subtree-Swapping Crossover: Part I. Evolutionary Computation, 2003, 11, 53-66.	2.3	83
66	GENETICA: A Computer Language That Supports General Formal Expression With Evolving Data Structures. IEEE Transactions on Evolutionary Computation, 2003, 7, 456-481.	7.5	9
67	Evolving accurate and compact classification rules with gene expression programming. IEEE Transactions on Evolutionary Computation, 2003, 7, 519-531.	7.5	203
68	Introduction to Evolutionary Computing. Natural Computing Series, 2003, , .	2.2	2,542
69	Experiments in automatic programming for general purposes. , 0, , .		0
70	GPK: a Java based genetic programming kernel. , 0, , .		0
71	Genetic programming-based decision trees for software quality classification. , 0, , .		25
72	Prediction and modeling of the rainfall-runoff transformation of a typical urban basin using ann and gp. Applied Artificial Intelligence, 2003, 17, 329-343.	2.0	62
73	Is sophisticated hierarchical thinking useful?. , 0, , .		0
74	Epigenetic programming: an approach of embedding epigenetic learning via modification of histones in genetic programming. , 0, , .		2
75	Evolutionary search in inductive equational logic programming. , 0, , .		0
77	Comparing Statistical and Machine Learning Classifiers: Alternatives for Predictive Modeling in Human Factors Research. Human Factors, 2003, 45, 408-423.	2.1	10

#	ARTICLE	IF	CITATIONS
78	Evolutionary Algorithms in Modeling and Animation. , 2003, , 29-61.		3
79	General Schema Theory for Genetic Programming with Subtree-Swapping Crossover: Part II. Evolutionary Computation, 2003, 11, 169-206.	2.3	77
80	Effects of Learning to Interact on the Evolution of Social Behavior of Agents in Continuous Predators-Prey Pursuit Problem. Lecture Notes in Computer Science, 2003, , 138-145.	1.0	1
81	Further Comparison between ATNoSFERES and XCSM. Lecture Notes in Computer Science, 2003, , 99-117.	1.0	3
82	Predicting the efficacy of short oligonucleotides in antisense and RNAi experiments with boosted genetic programming. Bioinformatics, 2004, 20, 3055-3063.	1.8	71
83	Layered learning for evolving goal scoring behaviour in soccer players. , 0, , .		6
84	Genetic Programming within Civil Engineering. , 2004, , 51-61.		9
85	Attribute grammar encoding based upon a generic neural markup language: facilitating the design of theoretical neural network models. , 0, , .		3
86	Towards neural-symbolic integration: the evolutionary neural logic networks. , 0, , .		3
87	Evolutionäre Algorithmen. , 2004, , .		36
88	Evolutionary construction of a simulator for real robots. , 0, , .		2
89	Evolving Automatically High-Level Music Descriptors from Acoustic Signals. Lecture Notes in Computer Science, 2004, , 42-53.	1.0	19
90	A constrained-syntax genetic programming system for discovering classification rules: application to medical data sets. Artificial Intelligence in Medicine, 2004, 30, 27-48.	3.8	95
91	Evolving rule-based systems in two medical domains using genetic programming. Artificial Intelligence in Medicine, 2004, 32, 195-216.	3.8	58
92	Procedural 3D texture synthesis using genetic programming. Computers and Graphics, 2004, 28, 569-584.	1.4	10
93	Exact Schema Theory and Markov Chain Models for Genetic Programming and Variable-length Genetic Algorithms with Homologous Crossover. Genetic Programming and Evolvable Machines, 2004, 5, 31-70.	1.5	36
94	DOM/XML-based portable genetic representation of the morphology, behavior and communication abilities of evolvable agents. Artificial Life and Robotics, 2004, 8, 52-56.	0.7	29
95	An evolutionary system for neural logic networks using genetic programming and indirect encoding. Journal of Applied Logic, 2004, 2, 349-379.	1.1	7

#	ARTICLE	IF	CITATIONS
96	Genetic programming in classifying large-scale data: an ensemble method. Information Sciences, 2004, 163, 85-101.	4.0	68
98	Imitating success: a memetic crossover operator for genetic programming. , 0, , .		3
99	Multiobjective parsimony enforcement for superior generalisation performance. , 0, , .		9
100	Improving Grammar-Based Evolutionary Algorithms via Attributed Derivation Trees. Lecture Notes in Computer Science, 2004, , 208-219.	1.0	3
101	GP-Robocode: Using Genetic Programming to Evolve Robocode Players. Lecture Notes in Computer Science, 2005, , 143-154.	1.0	34
102	Hyperspectral image analysis using genetic programming. Applied Soft Computing Journal, 2005, 5, 147-156.	4.1	35
103	Implications of the ability to learn simple actions on the efficiency of the evolution of social behavior of agents. Artificial Life and Robotics, 2005, 9, 58-62.	0.7	0
104	Evolution, Generality and Robustness of Emerged Surrounding Behavior in Continuous Predators-Prey Pursuit Problem. Genetic Programming and Evolvable Machines, 2005, 6, 301-318.	1.5	23
105	GP-Gammon: Genetically Programming Backgammon Players. Genetic Programming and Evolvable Machines, 2005, 6, 283-300.	1.5	31
106	Evolving Recursive Programs by Using Adaptive Grammar Based Genetic Programming. Genetic Programming and Evolvable Machines, 2005, 6, 421-455.	1.5	26
107	ACGP: Adaptable Constrained Genetic Programming. , 2005, , 191-206.		3
108	Evolving Rules for Document Classification. Lecture Notes in Computer Science, 2005, , 85-95.	1.0	15
109	Adaptable representation in GP. , 2005, , .		0
110	CGP visits the Santa Fe trail. , 2005, , .		6
111	Emergence of Cooperation: State of the Art. Artificial Life, 2005, 11, 367-396.	1.0	21
112	An extension of vose's markov chain model for genetic algorithms. , 2005, , .		2
113	GP-EndChess: Using Genetic Programming to Evolve Chess Endgame Players. Lecture Notes in Computer Science, 2005, , 120-131.	1.0	51
114	GP-Gammon: Using Genetic Programming to Evolve Backgammon Players. Lecture Notes in Computer Science, 2005, , 132-142.	1.0	17

#	ARTICLE	IF	CITATIONS
115	Learning concept descriptions with typed evolutionary programming. IEEE Transactions on Knowledge and Data Engineering, 2005, 17, 1664-1677.	4.0	2
116	Evolution of the Driving Styles of Anticipatory Agent Remotely Operating a Scaled Model of Racing Car. , 0, , .		20
117	Genetic Programming. Lecture Notes in Computer Science, 2005, , .	1.0	11
118	A Structure Preserving Crossover In Grammatical Evolution. , 0, , .		31
119	Genetic programming for multitime scale modeling. Physical Review B, 2005, 72, .	1.1	34
120	Evolutionary agent learning. International Journal of General Systems, 2006, 35, 231-254.	1.2	2
121	Evolutionary unit testing of object-oriented software using strongly-typed genetic programming. , 2006, , .		74
122	Breast tumor malignancy modelling using evolutionary neural logic networks. Oncology Reports, 2006, 15, 1013-1017.	1.2	0
123	A comparison of classification accuracy of four genetic programming-evolved intelligent structures. Information Sciences, 2006, 176, 691-724.	4.0	76
124	Bankruptcy prediction with neural logic networks by means of grammar-guided genetic programming. Expert Systems With Applications, 2006, 30, 449-461.	4.4	81
126	GP-Sumo: Using genetic programming to evolve sumobots. Genetic Programming and Evolvable Machines, 2006, 7, 211-230.	1.5	4
127	Evolution of driving agent, remotely operating a scale model of a car with obstacle avoidance capabilities. , 2006, , .		7
128	Dynamically Defined Functions In Grammatical Evolution. , 0, , .		9
129	A Self-Selecting Crossover Operator. , 0, , .		7
131	GENERICITY IN EVOLUTIONARY COMPUTATION SOFTWARE TOOLS: PRINCIPLES AND CASE-STUDY. International Journal on Artificial Intelligence Tools, 2006, 15, 173-194.	0.7	103
132	EMERGENCE OF COMPLEX STRATEGIES IN THE EVOLUTION OF CHESS ENDGAME PLAYERS. International Journal of Modeling, Simulation, and Scientific Computing, 2007, 10, 35-59.	0.9	14
133	Evolving Lucene search queries for text classification. , 2007, , .		12
134	Evolving problem heuristics with on-line ACGP. , 2007, , .		1



#	ARTICLE	IF	CITATIONS
135	Graph structured program evolution. , 2007, , .		32
136	An abstraction-based genetic programming system. , 2007, , .		7
137	Linear genetic programming of parsimonious metaheuristics. , 2007, , .		28
138	Evolutionary Multivariate Dynamic Process Model Induction for a Biological Nutrient Removal Process. Journal of Environmental Engineering, ASCE, 2007, 133, 1126-1135.	0.7	5
139	Symbolic regression of discontinuous and multivariate functions by Hyper-Volume Error Separation (HVES). , 2007, , .		7
140	Evolutionary Development of Hierarchical Learning Structures. IEEE Transactions on Evolutionary Computation, 2007, 11, 249-264.	7.5	34
141	Evolving kernels for support vector machine classification. , 2007, , .		37
142	Finding a Common Motif of RNA Sequences Using Genetic Programming: The GeRNAMo System. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2007, 4, 596-610.	1.9	12
143	Classification rule mining for automatic credit approval using genetic programming. , 2007, , .		18
144	Ensemble modeling approach for rainfall/groundwater balancing. Journal of Hydroinformatics, 2007, 9, 95-106.	1.1	8
145	Determination of the unit hydrograph of a typical urban basin using genetic programming and artificial neural networks. Hydrological Processes, 2007, 21, 476-485.	1.1	66
146	A multi-objective genetic programming approach to developing Pareto optimal decision trees. Decision Support Systems, 2007, 43, 809-826.	3.5	116
147	A Multi-Objective Software Quality Classification Model Using Genetic Programming. IEEE Transactions on Reliability, 2007, 56, 237-245.	3.5	40
148	JCLEC: a Java framework for evolutionary computation. Soft Computing, 2007, 12, 381-392.	2.1	120
149	On the possibilities of (pseudo-) software cloning from external interactions. Soft Computing, 2007, 12, 29-49.	2.1	6
150	Evolving strategy for a probabilistic game of imperfect information using genetic programming. Genetic Programming and Evolvable Machines, 2008, 9, 281-294.	1.5	20
151	Evolution of Agent, Remotely Operating a Scale Model of a Car Through a Latent Video Feedback. Journal of Intelligent and Robotic Systems: Theory and Applications, 2008, 52, 263-283.	2.0	4
152	Genetic Programmingâ€Based Empirical Model for Daily Reference Evapotranspiration Estimation. Clean - Soil, Air, Water, 2008, 36, 905-912.	0.7	77

#	ARTICLE	IF	CITATIONS
153	Obtaining transparent models of chaotic systems with multi-objective simulated annealing algorithms. Information Sciences, 2008, 178, 952-970.	4.0	25
154	A comparison between ATNoSFERES and Learning Classifier Systems on non-Markov problems. Information Sciences, 2008, 178, 4482-4500.	4.0	4
155	Epigenetic programming: Genetic programming incorporating epigenetic learning through modification of histones. Information Sciences, 2008, 178, 4469-4481.	4.0	17
156	Multi-objective Improvement of Software Using Co-evolution and Smart Seeding. Lecture Notes in Computer Science, 2008, , 61-70.	1.0	46
157	Genetic Programming: An Introduction and Tutorial, with a Survey of Techniques and Applications. Studies in Computational Intelligence, 2008, , 927-1028.	0.7	60
158	Introduction to Genetic Algorithms. , 2008, , .		63
159	Artificial Evolution. Lecture Notes in Computer Science, 2008, , .	1.0	0
160	Natural Computing in Computational Finance. Studies in Computational Intelligence, 2008, , .	0.7	18
161	A novel co-evolutionary approach to automatic software bug fixing. , 2008, , .		166
162	Multi-Pursuer Evasion. , 2008, , .		8
163	A tunable model for multi-objective, epistatic, rugged, and neutral fitness landscapes. , 2008, , .		15
164	Instruction-Matrix-Based Genetic Programming. IEEE Transactions on Systems, Man, and Cybernetics, 2008, 38, 1036-1049.	5.5	4
165	Multi-objective Classification Rule Mining Using Gene Expression Programming. , 2008, , .		27
166	Evolutionary adaptive behavior in noisy multi-agent system. , 2008, , .		0
167	The Art of Artificial Evolution. Natural Computing Series, 2008, , .	2.2	65
168	Toward subheuristic search. , 2008, , .		3
169	Genetic programming with polymorphic types and higher-order functions. , 2008, , .		13
170	Discovering causes of financial distress by combining evolutionary algorithms and artificial neural networks. , 2008, , .		3

#	ARTICLE	IF	CITATIONS
171	Strongly-typed genetic programming and purity analysis. , 2008, , .		6
172	Search-based test case generation for object-oriented java software using strongly-typed genetic programming. , 2008, , .		19
173	MLS security policy evolution with genetic programming. , 2008, , .		11
174	Self-adaptive hyperheuristic and greedy search. , 2008, , .		3
175	Policy evolution with Genetic Programming: A comparison of three approaches. , 2008, , .		2
176	Functional genetic programming and exhaustive program search with combinator expressions. International Journal of Knowledge-Based and Intelligent Engineering Systems, 2008, 12, 47-68.	0.7	9
177	Reconstruction for Artificial Degraded Image Using Constructive Solid Geometry and Strongly Typed Genetic Programming. , 2009, , .		2
178	Introducing knowledge into learning based on genetic programming. Journal of Hydroinformatics, 2009, 11, 181-193.	1.1	44
179	Genetic Image Network for Image Classification. Lecture Notes in Computer Science, 2009, , 395-404.	1.0	12
180	Genetic programming in the wild. , 2009, , .		23
181	GP-rush. , 2009, , .		19
182	Effects of Shared Perception on the Evolution of Squad Behaviors. IEEE Transactions on Games, 2009, 1, 50-62.	1.7	5
183	Modifying genetic programming for artificial neural network development for data mining. Soft Computing, 2009, 13, 291-305.	2.1	20
184	An improved representation for evolving programs. Genetic Programming and Evolvable Machines, 2009, 10, 37-70.	1.5	7
185	Evolving timetabling heuristics using a grammar-based genetic programming hyper-heuristic framework. Memetic Computing, 2009, 1, 205-219.	2.7	53
186	Test Case Evaluation and Input Domain Reduction strategies for the Evolutionary Testing of Object-Oriented software. Information and Software Technology, 2009, 51, 1534-1548.	3.0	32
187	Acoustical Imaging. Acoustical Imaging, 2009, , .	0.2	4
188	Evolving DNA motifs to predict GeneChip probe performance. Algorithms for Molecular Biology, 2009, 4, 6.	0.3	7

#	ARTICLE	IF	CITATIONS
189	Advances in Computation and Intelligence. Lecture Notes in Computer Science, 2009, , .	1.0	3
190	Evolving simple feed-forward and recurrent ANNs for signal classification: A comparison. , 2009, , .		3
191	Analytical Features: A Knowledge-Based Approach to Audio Feature Generation. Eurasip Journal on Audio, Speech, and Music Processing, 2009, 2009, 1-23.	1.3	35
192	Evolving Efficient List Search Algorithms. Lecture Notes in Computer Science, 2010, , 158-169.	1.0	2
193	Grammar-based Genetic Programming: a survey. Genetic Programming and Evolvable Machines, 2010, 11, 365-396.	1.5	298
194	Open issues in genetic programming. Genetic Programming and Evolvable Machines, 2010, 11, 339-363.	1.5	178
195	Evolutionary Game Design. IEEE Transactions on Games, 2010, 2, 1-16.	1.7	140
196	Generation and simplification of Artificial Neural Networks by means of Genetic Programming. Neurocomputing, 2010, 73, 3200-3223.	3.5	29
197	Improving GP classification performance by injection of decision trees. , 2010, , .		6
198	Higher-order functions in aesthetic EC encodings. , 2010, , .		6
199	Evolving cascades of voting feature detectors for vehicle detection in satellite imagery. , 2010, , .		0
200	Automating the Design of Data Mining Algorithms. Natural Computing Series, 2010, , .	2.2	23
201	Power-Aware Intrusion Detection in Mobile Ad Hoc Networks. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2010, , 224-239.	0.2	12
202	A Large-Scale Data Classifying Approach Based on GP. , 2010, , .		0
204	Artificial Evolution. Lecture Notes in Computer Science, 2010, , .	1.0	2
206	Using dynamic mutation rates in gene-set genetic algorithms. , 2010, , .		5
207	Evolving Lose-Checkers players using genetic programming. , 2010, , .		17
208	Evolving a CUDA kernel from an nVidia template. , 2010, , .		53

#	ARTICLE	IF	CITATIONS
209	Evolving diverse Ms. Pac-Man playing agents using genetic programming. , 2010, , .		24
210	Dynamic synthesis of program invariants using genetic programming. , 2011, , .		1
211	Induction of linear genetic programs for relational database manipulation. , 2011, , .		0
213	Flight of the FINCH Through the Java Wilderness. IEEE Transactions on Evolutionary Computation, 2011, 15, 166-182.	7.5	77
214	Evolutionary Improvement of Programs. IEEE Transactions on Evolutionary Computation, 2011, 15, 515-538.	7.5	115
215	Evolutionary computation techniques for intrusion detection in mobile ad hoc networks. Computer Networks, 2011, 55, 3441-3457.	3.2	56
216	Have your spaghetti and eat it too: evolutionary algorithmics and post-evolutionary analysis. Genetic Programming and Evolvable Machines, 2011, 12, 121-160.	1.5	2
217	Evolutionary Synthesis of Stochastic Gene Network Models Using Feature-based Search Spaces. New Generation Computing, 2011, 29, 365-390.	2.5	6
218	Hoare logic-based genetic programming. Science China Information Sciences, 2011, 54, 623-637.	2.7	15
219	Evolutionary repair of faulty software. Applied Soft Computing Journal, 2011, 11, 3494-3514.	4.1	75
220	Towards the development of self-ant systems. , 2011, , .		3
221	Evolving board-game players with genetic programming. , 2011, , .		13
222	Interactive Evolution of Camouflage. Artificial Life, 2011, 17, 123-136.	1.0	26
223	Evolving an effective robot tour guide. , 2011, , .		0
224	The GISMOE challenge: constructing the pareto program surface using genetic programming to find better programs (keynote paper). , 2012, , .		77
225	MT-CGP. , 2012, , .		27
226	On the architecture and implementation of tree-based genetic programming in HeuristicLab. , 2012, , .		21
227	Multi-objective coevolutionary automated software correction. , 2012, , .		16

#	ARTICLE	IF	CITATIONS
228	EpochX. , 2012, , .		17
229	Genetic programming for improving image descriptors generated using the scale-invariant feature transform. , 2012, , .		10
230	Evolving both search and strategy for Reversi players using genetic programming. , 2012, , .		8
231	Evolving program trees with limited scope variable declarations. , 2012, , .		1
232	Evolutionary Design of FreeCell Solvers. IEEE Transactions on Games, 2012, 4, 270-281.	1.7	21
233	Optimization of existing equations using a new Genetic Programming algorithm: Application to the shear strength of reinforced concrete beams. Advances in Engineering Software, 2012, 50, 82-96.	1.8	37
234	A Filter Approach to Multiple Feature Construction for Symbolic Learning Classifiers Using Genetic Programming. IEEE Transactions on Evolutionary Computation, 2012, 16, 645-661.	7.5	116
235	A Survey of Evolutionary Algorithms for Decision-Tree Induction. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2012, 42, 291-312.	3.3	242
236	Incremental evolution of fast moving and sensing simulated snake-like robot with multiobjective GP and strongly-typed crossover. Memetic Computing, 2012, 4, 183-200.	2.7	5
238	Feature and Kernel Evolution for Recognition of Hypersensitive Sites in DNA Sequences. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 213-228.	0.2	2
239	Genetic Programming for Automating the Development of Data Management Algorithms in Information Technology Systems. Advances in Software Engineering, 2012, 2012, 1-14.	0.6	3
240	Evolving controllers for high-level applications on a service robot: a case study with exhibition visitor flow control. Genetic Programming and Evolvable Machines, 2012, 13, 239-263.	1.5	8
241	A genetic programming approach to the evolution of brainâ€“computer interfaces for 2-D mouseâ€“pointer control. Genetic Programming and Evolvable Machines, 2012, 13, 377-405.	1.5	2
242	Stock trading strategy creation using GP on GPU. Soft Computing, 2012, 16, 247-259.	2.1	3
243	Metaheuristic optimization frameworks: a survey and benchmarking. Soft Computing, 2012, 16, 527-561.	2.1	142
244	Simulating Social Complexity. Understanding Complex Systems, 2013, , .	0.3	29
245	Herd behaviour experimental testing in laboratory artificial stock market settings. Behavioural foundations of stylised facts of financial returns. Physica A: Statistical Mechanics and Its Applications, 2013, 392, 4351-4372.	1.2	13
246	An adaptive genetic programming approach to QoS-aware web services composition. , 2013, , .		5

#	ARTICLE	IF	CITATIONS
247	Classification of signals by means of Genetic Programming. <i>Soft Computing</i> , 2013, 17, 1929-1937.	2.1	18
248	A new genetic programming framework based on reaction systems. <i>Genetic Programming and Evolvable Machines</i> , 2013, 14, 457-471.	1.5	1
249	Search Based Software Engineering. <i>Lecture Notes in Computer Science</i> , 2013, , .	1.0	0
250	Using context blocks to implement Node-attached Modules in genetic programming. , 2013, , .		1
251	Automated Induction of Heterogeneous Proximity Measures for Supervised Spectral Embedding. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2013, 24, 1575-1587.	7.2	4
252	EvoMCTS: Enhancing MCTS-based players through genetic programming. , 2013, , .		12
253	Binary image classification using genetic programming based on local binary patterns. , 2013, , .		5
254	Inference of hidden variables in systems of differential equations with genetic programming. <i>Genetic Programming and Evolvable Machines</i> , 2013, 14, 155-190.	1.5	9
255	A fuzzy evolutionary framework for combining ensembles. <i>Applied Soft Computing Journal</i> , 2013, 13, 1800-1812.	4.1	10
256	An effective parse tree representation for tartarus. , 2013, , .		4
257	Automatic programming using genetic programming. , 2013, , .		5
258	Automatic inference of hierarchical graph models using genetic programming with an application to cortical networks. , 2013, , .		3
259	Event-based graphical monitoring in the EpochX genetic programming framework. , 2013, , .		3
260	HH-evolver. , 2013, , .		4
261	Evolution of a digital organism playing Go. , 2013, , .		0
262	Using Strongly Typed Genetic Programming for knowledge discovery of course quality from e-learning's web log. , 2013, , .		1
263	Object-Oriented Evolutionary Testing. <i>International Journal of Natural Computing Research</i> , 2014, 4, 15-35.	0.5	6
264	Genetic Programming for Multiclass Texture Classification Using a Small Number of Instances. <i>Lecture Notes in Computer Science</i> , 2014, , 335-346.	1.0	11

#	ARTICLE	IF	CITATIONS
265	A genetic programming problem definition language code generator for the epochX framework. , 2014, , .		0
266	Passive solar building design using genetic programming. , 2014, , .		1
267	Utilization of reductions and abstraction elimination in typed genetic programming. , 2014, , .		0
268	Generating lambda term individuals in typed genetic programming using forgetful A*. , 2014, , .		3
269	EvoMCTS: A Scalable Approach for General Game Learning. IEEE Transactions on Games, 2014, 6, 382-394.	1.7	6
270	THE IMPLICATIONS OF TRADER COGNITIVE ABILITIES ON STOCK MARKET PROPERTIES. Intelligent Systems in Accounting, Finance and Management, 2014, 21, 1-18.	2.8	4
271	A comparison of genetic programming feature extraction languages for image classification. , 2014, , .		2
272	Genetic Programming. , 2014, , 143-185.		19
273	An analysis of accuracy-diversity trade-off for hybrid combined system with multiobjective predictor selection. Applied Intelligence, 2014, 40, 710-723.	3.3	5
274	Probabilistic model building in genetic programming: a critical review. Genetic Programming and Evolvable Machines, 2014, 15, 115-167.	1.5	29
275	A survey of semantic methods in genetic programming. Genetic Programming and Evolvable Machines, 2014, 15, 195-214.	1.5	130
276	Does high frequency trading affect technical analysis and market efficiency? And if so, how?. Journal of International Financial Markets, Institutions and Money, 2014, 28, 131-157.	2.1	36
277	Demonstrating the power of object-oriented genetic programming via the inference of graph models for complex networks. , 2014, , .		2
278	Evolutionary game design. ACM SIGEVolution, 2014, 6, 3-16.	0.3	1
279	A note on the relationship between market efficiency and adaptability â€œ New evidence from artificial stock markets. Expert Systems With Applications, 2014, 41, 7436-7454.	4.4	34
280	New evidence about the profitability of small and large stocks and the role of volume obtained using Strongly Typed Genetic Programming. Journal of International Financial Markets, Institutions and Money, 2014, 33, 299-316.	2.1	6
281	Co-evolutionary automatic programming for software development. Information Sciences, 2014, 259, 412-432.	4.0	37
282	Evolutionary combination of kernels for nonlinear feature transformation. Information Sciences, 2014, 274, 95-107.	4.0	13



#	ARTICLE	IF	CITATIONS
283	Genetic Programming for the Automatic Inference of Graph Models for Complex Networks. IEEE Transactions on Evolutionary Computation, 2014, 18, 405-419.	7.5	26
284	Cross-task code reuse in genetic programming applied to visual learning. International Journal of Applied Mathematics and Computer Science, 2014, 24, 183-197.	1.5	9
285	A hybrid Genetic Programming approach to feature detection and image classification. , 2015, , .		4
286	A strongly typed GP-based video game player. , 2015, , .		1
287	Example-based automatic generation of image filters and classifiers based on image-value pairs. , 2015, , .		0
288	Multi-Objective Genetic Programming for Dataset Similarity Induction. , 2015, , .		0
289	Predicting Rainfall in the Context of Rainfall Derivatives Using Genetic Programming. , 2015, , .		11
290	Introduction to Evolutionary Computing. Natural Computing Series, 2015, , .	2.2	525
291	Optimization of Trading Rules for the Spanish Stock Market by Genetic Programming. Lecture Notes in Computer Science, 2015, , 623-634.	1.0	3
292	Genetic Programming. , 2015, , 845-869.		1
293	Exploring non-photorealistic rendering with genetic programming. Genetic Programming and Evolvable Machines, 2015, 16, 211-239.	1.5	5
294	Genetic Programming Techniques with Applications in the Oil and Gas Industry. , 2015, , 101-126.		3
296	Evolutionary Image Descriptor. , 2015, , .		2
297	Genetic programming for algae detection in river images. , 2015, , .		3
298	Symbolic Regression by Grammar-based Multi-Gene Genetic Programming. , 2015, , .		4
299	Examining the "Best of Both Worlds" of Grammatical Evolution. , 2015, , .		34
300	Image descriptor: A genetic programming approach to multiclass texture classification. , 2015, , .		30
301	Using genetic programming and simulation to learn how to dynamically adapt the number of cards in reactive pull systems. Expert Systems With Applications, 2015, 42, 3129-3141.	4.4	26

#	ARTICLE	IF	CITATIONS
302	A note on the relationship between high-frequency trading and latency arbitrage. International Review of Financial Analysis, 2016, 47, 281-296.	3.1	7
303	Automated program repair using genetic programming and model checking. Applied Intelligence, 2016, 45, 1066-1088.	3.3	7
304	Is depth information and optical flow helpful for visual control?. Bio-Algorithms and Med-Systems, 2016, 12, 9-18.	1.0	0
305	GP vs GL. , 2016, , .		2
306	Evolving random graph generators: A case for increased algorithmic primitive granularity. , 2016, , .		11
307	Evolving Multi-level Graph Partitioning Algorithms. , 2016, , .		3
308	Feature engineering for improving financial derivatives-based rainfall prediction. , 2016, , .		3
309	Genetic Programming for Region Detection, Feature Extraction, Feature Construction and Classification in Image Data. Lecture Notes in Computer Science, 2016, , 51-67.	1.0	34
310	Grammar Design for Derivation Tree Based Genetic Programming Systems. Lecture Notes in Computer Science, 2016, , 199-214.	1.0	6
312	Evolving textures from high level descriptions. International Journal of Arts and Technology, 2016, 9, 26.	0.1	1
313	Frontâ€Running Scalping Strategies and Market Manipulation: Why Does Highâ€Frequency Trading Need Stricter Regulation?. Financial Review, 2016, 51, 363-402.	1.3	25
314	Can Highâ€Frequency Trading Strategies Constantly Beat the Market?. International Journal of Finance and Economics, 2016, 21, 167-191.	1.9	7
315	Automatically Evolving Rotation-invariant Texture Image Descriptors by Genetic Programming. IEEE Transactions on Evolutionary Computation, 2016, , 1-1.	7.5	25
316	Model approach to grammatical evolution: theory and case study. Soft Computing, 2016, 20, 3537-3548.	2.1	28
317	Synthesizing, correcting and improving code, using model checking-based genetic programming. International Journal on Software Tools for Technology Transfer, 2017, 19, 449-464.	1.7	8
319	Genetic programming for production scheduling: a survey with a unified framework. Complex & Intelligent Systems, 2017, 3, 41-66.	4.0	183
320	Computational Intelligence in Music, Sound, Art and Design. Lecture Notes in Computer Science, 2017, , .	1.0	6
322	Keypoints Detection and Feature Extraction: A Dynamic Genetic Programming Approach for Evolving Rotation-Invariant Texture Image Descriptors. IEEE Transactions on Evolutionary Computation, 2017, 21, 825-844.	7.5	56

#	ARTICLE	IF	CITATIONS
323	Polytypic Genetic Programming. Lecture Notes in Computer Science, 2017, , 66-81.	1.0	1
324	A Grammar Design Pattern for Arbitrary Program Synthesis Problems in Genetic Programming. Lecture Notes in Computer Science, 2017, , 262-277.	1.0	39
325	Genetic Programming. Lecture Notes in Computer Science, 2017, , .	1.0	2
326	Evolutionary computation for the automated design of category functions for fuzzy ART. , 2017, , .		11
327	A Multitree Genetic Programming Representation for Automatically Evolving Texture Image Descriptors. Lecture Notes in Computer Science, 2017, , 499-511.	1.0	8
328	Generation of Particle Swarm Optimization algorithms: An experimental study using Grammar-Guided Genetic Programming. Applied Soft Computing Journal, 2017, 60, 281-296.	4.1	12
329	Physical-property-, lithology- and surface-geometry-based joint inversion using Pareto Multi-Objective Global Optimization. Geophysical Journal International, 2017, 209, 730-748.	1.0	23
330	Evolving Adaptive Traffic Signal Controllers for a Real Scenario Using Genetic Programming with an Epigenetic Mechanism. , 2017, , .		9
331	GEEK: Grammatical Evolution for Automatically Evolving Kernel Functions. , 2017, , .		4
332	An automatic region detection and processing approach in genetic programming for binary image classification. , 2017, , .		5
333	Algorithm Discovery with Monte-Carlo Search: Controlling the Size. , 2017, , .		0
335	Semantics-Based Crossover for Program Synthesis in Genetic Programming. Lecture Notes in Computer Science, 2018, , 58-71.	1.0	2
336	One-class synthesis of constraints for Mixed-Integer Linear Programming with C4.5 decision trees. Applied Soft Computing Journal, 2018, 68, 1-12.	4.1	18
337	The rise of the machines in commodities markets: new evidence obtained using Strongly Typed Genetic Programming. Annals of Operations Research, 2018, 260, 321-352.	2.6	7
338	Genetic Programming $\vec{+}$ + Proof Search $\vec{=}$ = Automatic Improvement. Journal of Automated Reasoning, 2018, 60, 157-176.	1.1	6
339	Semantic schema modeling for genetic programming using clustering of building blocks. Applied Intelligence, 2018, 48, 1442-1460.	3.3	4
340	Comparing Approaches for Evolving High-Level Robot Control Based on Behaviour Repertoires. , 2018, , .		2
341	Towards Understanding and Refining the General Program Synthesis Benchmark Suite with Genetic Programming. , 2018, , .		11

#	ARTICLE	IF	CITATIONS
342	Managing uncertainty in self-adaptive systems with plan reuse and stochastic search. , 2018, , .		28
343	Introduction to 20 Years of Grammatical Evolution. , 2018, , 1-21.		7
344	Evolutionary Deep Learning: A Genetic Programming Approach to Image Classification. , 2018, , .		30
345	Genetic Programming for Automatic Global and Local Feature Extraction to Image Classification. , 2018, , .		17
346	Decomposition genetic programming: An extensive evaluation on rainfall prediction in the context of weather derivatives. Applied Soft Computing Journal, 2018, 70, 208-224.	4.1	22
347	An approach to evolve and exploit repertoires of general robot behaviours. Swarm and Evolutionary Computation, 2018, 43, 265-283.	4.5	8
348	Automated design of network security metrics. , 2018, , .		7
349	Evolution of network enumeration strategies in emulated computer networks. , 2018, , .		2
350	Synthesis of Constraints for Mathematical Programming With One-Class Genetic Programming. IEEE Transactions on Evolutionary Computation, 2019, 23, 117-129.	7.5	11
351	Synthesis of Mathematical Programming models with one-class evolutionary strategies. Swarm and Evolutionary Computation, 2019, 44, 335-348.	4.5	8
352	Consistent Feature Construction with Constrained Genetic Programming for Experimental Physics. , 2019, , .		8
353	What's inside the black-box?. , 2019, , .		24
354	Teaching GP to program like a human software developer. , 2019, , .		11
355	Automated design of random dynamic graph models. , 2019, , .		1
356	Automated design of tailored link prediction heuristics for applications in enterprise network security. , 2019, , .		6
357	An optimizer ensemble algorithm and its application to image registration. Integrated Computer-Aided Engineering, 2019, 26, 311-327.	2.5	10
358	Sentiment analysis with genetically evolved gaussian kernels. , 2019, , .		3
359	An automated ensemble learning framework using genetic programming for image classification. , 2019, , .		20

#	ARTICLE	IF	CITATIONS
360	An Evolutionary Deep Learning Approach Using Genetic Programming with Convolution Operators for Image Classification. , 2019, , .		18
361	IGUG: A MATLAB package for 3D inversion of gravity data using graph theory. Computers and Geosciences, 2019, 128, 19-29.	2.0	11
362	Evolutionary Computation Algorithms for Detecting Known and Unknown Attacks. Lecture Notes in Computer Science, 2019, , 170-184.	1.0	4
364	Comparing Genetic Programming with Other Data Mining Techniques on Prediction Models. , 2019, , .		2
365	Evolution of trading strategies with flexible structures: A configuration comparison. Neurocomputing, 2019, 331, 242-262.	3.5	2
366	Forecasting Financial Markets Using High-Frequency Trading Data: Examination with Strongly Typed Genetic Programming. International Journal of Electronic Commerce, 2019, 23, 12-32.	1.4	11
367	High-frequency trading from an evolutionary perspective: Financial markets as adaptive systems. International Journal of Finance and Economics, 2019, 24, 943-962.	1.9	9
368	A novel context-free grammar for the generation of PSO algorithms. Natural Computing, 2020, 19, 495-513.	1.8	5
369	Scaling tree-based automated machine learning to biomedical big data with a feature set selector. Bioinformatics, 2020, 36, 250-256.	1.8	245
370	Generating trading rules on US Stock Market using strongly typed genetic programming. Soft Computing, 2020, 24, 3257-3274.	2.1	5
371	APRSuite: A suite of components and use cases based on categorical decomposition of automatic program repair techniques and tools. Journal of Computer Languages, 2020, 57, 100927.	1.5	3
372	State-of-art review of traffic signal control methods: challenges and opportunities. European Transport Research Review, 2020, 12, .	2.3	68
373	Cooperative coevolution of real predator robots and virtual robots in the pursuit domain. Applied Soft Computing Journal, 2020, 89, 106098.	4.1	6
374	A Region Adaptive Image Classification Approach Using Genetic Programming. , 2020, , .		3
375	Genetic Programming-Based Feature Learning for Facial Expression Classification. , 2020, , .		3
376	Automatic Feature Extraction and Construction Using Genetic Programming for Rotating Machinery Fault Diagnosis. IEEE Transactions on Cybernetics, 2021, 51, 4909-4923.	6.2	42
377	Strongly-typed genetic programming and fuzzy inference system: An embedded approach to model and generate trading rules. Applied Soft Computing Journal, 2020, 90, 106169.	4.1	9
380	An Effective Feature Learning Approach Using Genetic Programming With Image Descriptors for Image Classification [Research Frontier]. IEEE Computational Intelligence Magazine, 2020, 15, 65-77.	3.4	34

#	ARTICLE	IF	CITATIONS
381	Genetic Programming With Image-Related Operators and a Flexible Program Structure for Feature Learning in Image Classification. IEEE Transactions on Evolutionary Computation, 2021, 25, 87-101.	7.5	45
382	A survey on novel classification of deduplication storage systems. Distributed and Parallel Databases, 2021, 39, 201-230.	1.0	7
383	Genetic Programming With a New Representation to Automatically Learn Features and Evolve Ensembles for Image Classification. IEEE Transactions on Cybernetics, 2021, 51, 1769-1783.	6.2	44
384	Test data generation using genetic programming. Information and Software Technology, 2021, 130, 106446.	3.0	4
386	Evolutionary Computation and Genetic Programming. Adaptation, Learning, and Optimization, 2021, , 49-74.	0.5	3
387	Combining Genetic Programming and Model Checking to Generate Environment Assumptions. IEEE Transactions on Software Engineering, 2022, 48, 3664-3685.	4.3	3
388	Automatically Evolving Texture Image Descriptors Using the Multitree Representation in Genetic Programming Using Few Instances. Evolutionary Computation, 2021, 29, 331-366.	2.3	2
389	Evolutionary Deep Learning Using GP with Convolution Operators. Adaptation, Learning, and Optimization, 2021, , 97-115.	0.5	0
390	Genetic programming-based fusion of HOG and LBP features for fully automated texture classification. Visual Computer, 2022, 38, 457-476.	2.5	23
391	GP for Simultaneous Feature Learning and Ensemble Learning. Adaptation, Learning, and Optimization, 2021, , 179-205.	0.5	0
392	Evolving Rules for Detecting Cross-Site Scripting Attacks Using Genetic Programming. Communications in Computer and Information Science, 2021, , 642-656.	0.4	1
393	Multi-layer Representation for Binary Image Classification. Adaptation, Learning, and Optimization, 2021, , 75-95.	0.5	0
394	Information Reuse and Stochastic Search. ACM Transactions on Autonomous and Adaptive Systems, 2020, 15, 1-36.	0.4	8
395	Toward Data-Driven Generation and Evaluation of Model Structure for Integrated Representations of Human Behavior in Water Resources Systems. Water Resources Research, 2021, 57, e2020WR028148.	1.7	8
396	A Review of Genetic Programming: Popular Techniques, Fundamental Aspects, Software Tools and Applications. Sakarya University Journal of Science, 2021, 25, 397-416.	0.3	3
397	Knowledge-Based Dynamic Systems Modeling: A Case Study on Modeling River Water Quality. , 2021, , .		0
398	Feature extraction by grammatical evolution for one-class time series classification. Genetic Programming and Evolvable Machines, 2021, 22, 267-295.	1.5	3
399	Multi-objective genetic programming for feature learning in face recognition. Applied Soft Computing Journal, 2021, 103, 107152.	4.1	21

#	ARTICLE	IF	CITATIONS
400	Evolutionary-based generation of rotation and scale invariant texture descriptors from SIFT keypoints. <i>Evolving Systems</i> , 2021, 12, 591-603.	2.4	6
401	Evolution of Gaussian Process kernels for machine translation post-editing effort estimation. <i>Annals of Mathematics and Artificial Intelligence</i> , 2021, 89, 835-856.	0.9	3
402	Grammatical evolution for constraint synthesis for mixed-integer linear programming. <i>Swarm and Evolutionary Computation</i> , 2021, 64, 100896.	4.5	5
403	Elo-based similar-strength opponent sampling for multiobjective competitive coevolution. , 2021, , .		1
404	Competitive coevolution for defense and security. , 2021, , .		4
405	Optimizing genetic programming by exploiting semantic impact of sub trees. <i>Swarm and Evolutionary Computation</i> , 2021, 65, 100923.	4.5	6
406	Multi-View Feature Construction Using Genetic Programming for Rolling Bearing Fault Diagnosis [Application Notes]. <i>IEEE Computational Intelligence Magazine</i> , 2021, 16, 79-94.	3.4	13
407	Ellipsoidal one-class constraint acquisition for quadratically constrained programming. <i>European Journal of Operational Research</i> , 2021, 293, 36-49.	3.5	4
408	Evolutionary neural architecture search for remaining useful life prediction. <i>Applied Soft Computing Journal</i> , 2021, 108, 107474.	4.1	31
409	Trading support system for portfolio construction using wisdom of artificial crowds and evolutionary computation. <i>Expert Systems With Applications</i> , 2021, 177, 114943.	4.4	3
410	Evolving Gaussian process kernels from elementary mathematical expressions for time series extrapolation. <i>Neurocomputing</i> , 2021, 462, 426-439.	3.5	3
412	A Divide-and-Conquer Genetic Programming Algorithm With Ensembles for Image Classification. <i>IEEE Transactions on Evolutionary Computation</i> , 2021, 25, 1148-1162.	7.5	17
413	Dual-Tree Genetic Programming for Few-Shot Image Classification. <i>IEEE Transactions on Evolutionary Computation</i> , 2022, 26, 555-569.	7.5	11
414	Genetic Programming-Based Discriminative Feature Learning for Low-Quality Image Classification. <i>IEEE Transactions on Cybernetics</i> , 2022, 52, 8272-8285.	6.2	8
415	Genetic Programming in Data Modelling. , 2006, , 105-130.		2
416	An Innovative Application of a Constrained-Syntax Genetic Programming System to the Problem of Predicting Survival of Patients. <i>Lecture Notes in Computer Science</i> , 2003, , 11-21.	1.0	6
418	Discovering Fuzzy Classification Rules with Genetic Programming and Co-evolution. <i>Lecture Notes in Computer Science</i> , 2001, , 314-325.	1.0	66
419	On Role of Implicit Interaction and Explicit Communications in Emergence of Social Behavior in Continuous Predators-Prey Pursuit Problem. <i>Lecture Notes in Computer Science</i> , 2003, , 74-85.	1.0	6

#	ARTICLE	IF	CITATIONS
421	Evolution of Affine Transformations and Iterated Function Systems Using Hierarchical Evolution Strategy. Lecture Notes in Computer Science, 2001, , 176-191.	1.0	5
423	Ripple Crossover in Genetic Programming. Lecture Notes in Computer Science, 2001, , 74-86.	1.0	29
424	Genetic Programming and Domain Knowledge: Beyond the Limitations of Grammar-Guided Machine Discovery. Lecture Notes in Computer Science, 2000, , 211-220.	1.0	26
425	Towards Genetic Programming for Texture Classification. Lecture Notes in Computer Science, 2001, , 461-472.	1.0	20
426	Automatic Recurrent and Feed-Forward ANN Rule and Expression Extraction with Genetic Programming. Lecture Notes in Computer Science, 2002, , 485-494.	1.0	3
428	Co-evolving Soccer Softbot team coordination with genetic programming. Lecture Notes in Computer Science, 1998, , 398-411.	1.0	67
429	Evolutionary Optimization of Least-Squares Support Vector Machines. Annals of Information Systems, 2010, , 277-297.	0.5	7
430	Genetic Programming. Profiles in Operations Research, 2010, , 185-225.	0.3	5
431	Modelling Bounded Rationality in Agent-Based Simulations Using the Evolution of Mental Models. Advances in Computational Economics, 1999, , 305-332.	0.1	30
432	Genetic Programming "Computers Using "Natural Selection" to Generate Programs. , 1998, , 9-42.		10
433	Genetic Programming with Syntactic Restrictions Applied to Financial Volatility Forecasting. Applied Optimization, 2002, , 557-581.	0.4	9
434	Evolving Gaussian Process Kernels for Translation Editing Effort Estimation. Lecture Notes in Computer Science, 2020, , 304-318.	1.0	3
436	Synthesizing, Correcting and Improving Code, Using Model Checking-Based Genetic Programming. Lecture Notes in Computer Science, 2013, , 246-261.	1.0	7
437	Synthesis of Mathematical Programming Constraints with Genetic Programming. Lecture Notes in Computer Science, 2017, , 178-193.	1.0	4
438	Automated Shape Design by Grammatical Evolution. Lecture Notes in Computer Science, 2017, , 217-229.	1.0	7
440	Adapting Representation in Genetic Programming. Lecture Notes in Computer Science, 2004, , 507-518.	1.0	3
441	Automatic Design of ANNs by Means of GP for Data Mining Tasks: Iris Flower Classification Problem. Lecture Notes in Computer Science, 2007, , 276-285.	1.0	6
442	The Evolution of Artistic Filters. , 2008, , 335-356.		15



#	ARTICLE	IF	CITATIONS
443	Integrating Learning and Inference in Multi-agent Systems Using Cognitive Context. , 2006, , 142-155.		9
444	Model Checking-Based Genetic Programming with an Application to Mutual Exclusion. , 2008, , 141-156.		38
445	Cost-Benefit Investigation of a Genetic-Programming Hyperheuristic. , 2007, , 13-24.		9
446	Evolving Regular Expressions for GeneChip Probe Performance Prediction. Lecture Notes in Computer Science, 2008, , 1061-1070.	1.0	6
447	Predicting Defects in Software Using Grammar-Guided Genetic Programming. Lecture Notes in Computer Science, 2008, , 413-418.	1.0	3
448	Genetic Programming and Model Checking: Synthesizing New Mutual Exclusion Algorithms. Lecture Notes in Computer Science, 2008, , 33-47.	1.0	42
449	Evolutionary Mechanisms. Understanding Complex Systems, 2013, , 455-495.	0.3	4
450	Finding Relevant Variables in a Financial Distress Prediction Problem Using Genetic Programming and Self-organizing Maps. Studies in Computational Intelligence, 2009, , 31-49.	0.7	6
451	Evolving Simple Art-Based Games. Lecture Notes in Computer Science, 2009, , 283-292.	1.0	2
452	Modeling Pheromone Dispensers Using Genetic Programming. Lecture Notes in Computer Science, 2009, , 635-644.	1.0	8
453	A Variant Program Structure in Tree-Based Genetic Programming for Multiclass Object Classification. Studies in Computational Intelligence, 2009, , 55-72.	0.7	6
454	Enabling Object Reuse on Genetic Programming-Based Approaches to Object-Oriented Evolutionary Testing. Lecture Notes in Computer Science, 2010, , 220-231.	1.0	12
455	Designing Pheromone Update Strategies with Strongly Typed Genetic Programming. Lecture Notes in Computer Science, 2011, , 85-96.	1.0	4
456	Hyperion – A Recursive Hyper-Heuristic Framework. Lecture Notes in Computer Science, 2011, , 616-630.	1.0	21
457	Automatic Generation of 2-AntWars Players with Genetic Programming. Lecture Notes in Computer Science, 2012, , 248-255.	1.0	2
458	Evolutionary Reaction Systems. Lecture Notes in Computer Science, 2012, , 13-25.	1.0	3
459	Evolving High-Level Imperative Program Trees with Strongly Formed Genetic Programming. Lecture Notes in Computer Science, 2012, , 1-12.	1.0	8
460	eCrash: An Empirical Study on the Apache Ant Project. Lecture Notes in Computer Science, 2013, , 282-287.	1.0	5

#	ARTICLE	IF	CITATIONS
461	Stochastic Search Methods. , 1999, , 299-350.		3
462	An Evolutionary Approach to Concept Learning with Structured Data. , 1999, , 331-336.		12
463	Evolutionary Induction of Trading Models. Studies in Fuzziness and Soft Computing, 2002, , 311-331.	0.6	4
466	Dynamic primitive granularity control. , 2020, , .		3
467	Automated design of multi-level network partitioning heuristics employing self-adaptive primitive granularity control. , 2020, , .		4
468	Translation of the Mutation Operator from Genetic Algorithms to Evolutionary Ontologies. International Journal of Advanced Computer Science and Applications, 2016, 7, .	0.5	3
469	Learning expressive linkage rules using genetic programming. Proceedings of the VLDB Endowment, 2012, 5, 1638-1649.	2.1	86
470	Towards a Descriptive Model of Agent Strategy Search. SSRN Electronic Journal, 0, , .	0.4	2
471	Genetic Programming with Syntactic Restrictions Applied to Financial Volatility Forecasting. SSRN Electronic Journal, 0, , .	0.4	5
472	A Hybrid Evolutionary System for Automated Artificial Neural Networks Generation and Simplification in Biomedical Applications. Current Bioinformatics, 2015, 10, 672-691.	0.7	2
473	A Survey of Genetic Programming and Its Applications. KSII Transactions on Internet and Information Systems, 2019, 13, .	0.7	15
474	Artificial Intelligence in Software Engineering. Advances in Computational Intelligence and Robotics Book Series, 2010, , 278-299.	0.4	10
475	An Enhanced Genetic Programming Algorithm for Optimal Controller Design. Intelligent Control and Automation, 2013, 04, 94-101.	1.0	11
476	Genetic Programming Method of Evolving the Robotic Soccer Player Strategies with Ant Intelligence. International Journal of Advanced Robotic Systems, 2009, 6, 16.	1.3	2
477	Induction of decision trees as classification models through metaheuristics. Swarm and Evolutionary Computation, 2022, 69, 101006.	4.5	26
479	The Importance of Representing Cognitive Processes in Multi-Agent Models. SSRN Electronic Journal, 0, , .	0.4	0
480	Intelligent Control of Mobile Robot during Autonomous Inspection of Welding Damage Based on Genetic Algorithm. Lecture Notes in Computer Science, 2001, , 661-669.	1.0	6
481	Solving Trigonometric Identities with Tree Adjunct Grammar Guided Genetic Programming. , 2002, , 339-351.		3

#	ARTICLE	IF	CITATIONS
483	Genetic Programming for Rule Discovery. Natural Computing Series, 2002, , 139-163.	2.2	0
484	Toward Code Evolution by Artificial Economies. Natural Computing Series, 2002, , 314-332.	2.2	3
485	Basic Concepts of Evolutionary Algorithms. Natural Computing Series, 2002, , 79-106.	2.2	0
486	Genetic Programming Applied to Model Identification. , 2002, , 271-335.		0
487	A Novel Approach to Machine Discovery: Genetic Programming and Stochastic Grammars. Lecture Notes in Computer Science, 2003, , 207-222.	1.0	1
488	An Evolutionary Approach to Automatic Construction of the Structure in Hierarchical Reinforcement Learning. Lecture Notes in Computer Science, 2003, , 507-509.	1.0	4
490	Developmental Models for Emergent Computation. Lecture Notes in Computer Science, 2003, , 105-116.	1.0	4
491	Learning Ant Foraging Behaviors. , 2004, , 575-580.		6
492	Top Down Modelling with Genetic Programming. Lecture Notes in Computer Science, 2004, , 217-223.	1.0	0
493	Finding Trigonometric Identities with Tree Adjunct Grammar Guided Genetic Programming. Studies in Fuzziness and Soft Computing, 2004, , 221-234.	0.6	1
494	An Architecture-Altering and Training Methodology for Neural Logic Networks: Application in the banking sector. , 2005, , .		0
496	Emergent Cooperation in RoboCup: A Review. Lecture Notes in Computer Science, 2006, , 512-520.	1.0	2
497	Boosting Improves Stability and Accuracy of Genetic Programming in Biological Sequence Classification. Genetic and Evolutionary Computation, 2007, , 61-78.	1.0	0
498	Reconstruction of the Ultrasonic Image by the Combination of Genetic Programming and Constructive Solid Geometry. Acoustical Imaging, 2008, , 245-250.	0.2	1
499	Strong Typing, Variable Reduction and Bloat Control for Solving the Bankruptcy Prediction Problem Using Genetic Programming. Studies in Computational Intelligence, 2008, , 161-185.	0.7	7
500	Automatic Generation of Programs using Graph Structured Program Evolution. IEEJ Transactions on Electronics, Information and Systems, 2008, 128, 370-380.	0.1	1
501	A SOM and GP Tool for Reducing the Dimensionality of a Financial Distress Prediction Problem. Lecture Notes in Computer Science, 2008, , 123-132.	1.0	1
502	A Hierarchical Gene-Set Genetic Algorithm. Journal of Computers, 2008, 3, .	0.4	2

#	ARTICLE	IF	CITATIONS
503	Construction of Hoare Triples under Generalized Model with Semantically Valid Genetic Operations. Lecture Notes in Computer Science, 2009, , 228-237.	1.0	0
504	DERIVING MODELS FOR SOFTWARE PROJECT EFFORT ESTIMATION BY MEANS OF GENETIC PROGRAMMING. , 2009, , .		0
505	Genetic and Evolutionary Algorithms and Programming: General Introduction and Application to Game Playing. , 2009, , 4133-4145.		0
506	Evolutionary Development of ANNs for Data Mining. , 2009, , 829-835.		0
507	Evolving Graphs for ANN Development and Simplification. , 2009, , 618-624.		1
508	Evolutionary Algorithms. Natural Computing Series, 2010, , 47-84.	2.2	1
509	Graph Structured Program Evolution: Evolution of Loop Structures. Genetic and Evolutionary Computation, 2010, , 177-194.	1.0	2
510	Genetic Programming for Classification and Algorithm Design. Natural Computing Series, 2010, , 85-108.	2.2	0
511	Extending Genetic Programming to Evolve Perceptron-Like Learning Programs. Lecture Notes in Computer Science, 2010, , 221-228.	1.0	0
512	HIER-HEIR: An Evolutionary System with Hierarchical Representation and Operators Applied to Fashion Design. Lecture Notes in Computer Science, 2010, , 205-214.	1.0	0
515	EVOLVING TAKAGI-SUGENO-KANG FUZZY SYSTEMS USING MULTI POPULATION GRAMMAR-GUIDED GENETIC PROGRAMMING. , 2011, , .		1
517	Artificial Intelligence in Software Engineering. , 2012, , 1215-1236.		2
519	Genetic and Evolutionary Algorithms and Programming: General Introduction and Application to Game Playing. , 2012, , 1309-1320.		0
520	Investigation Of The Effect Of Earthquake On Concrete Minaret Under Static Loads Using Genetic Programing. Journal of Mathematics and Computer Science, 2012, 04, 570-584.	0.5	0
521	Evolving SQL Queries from Examples with Developmental Genetic Programming. Genetic and Evolutionary Computation, 2013, , 1-14.	1.0	2
522	Automated Timetabling Using Stochastic Free-Context Grammar Based on Influence-Mapping. International Journal of Advanced Computer Science and Applications, 2013, 4, .	0.5	1
523	Database Analysis with ANNs by means of Graph Evolution. , 2013, , 704-718.		1
524	Efficient Evolution of Modular Robot Control via Genetic Programming. Advances in Mechatronics and Mechanical Engineering, 2013, , 59-85.	1.0	0

#	ARTICLE	IF	CITATIONS
525	A One-Shot Learning Approach to Image Classification Using Genetic Programming. Lecture Notes in Computer Science, 2013, , 110-122.	1.0	3
527	Using Multi-agent Systems Simulations for Stock Market Predictions. Lecture Notes in Computer Science, 2014, , 52-61.	1.0	0
528	3-D gravity-inversion using graph theory to delineate the framework of homogeneous sources. , 0, , .		0
529	Evolving Control Laws for a Network of Traffic Signals. , 1996, , .		6
530	Entailment for Specification Refinement. , 1996, , .		0
531	Genetische Programmierung. , 1997, , 111-154.		0
533	Evolution and Development of the Brain. , 2015, , .		0
534	Interior Illumination Design Using Genetic Programming. Lecture Notes in Computer Science, 2015, , 148-160.	1.0	2
535	AGGE: A Novel Method to Automatically Generate Rule Induction Classifiers Using Grammatical Evolution. Studies in Computational Intelligence, 2015, , 279-288.	0.7	2
536	eCrash: a Genetic Programming-Based Testing Tool for Object-Oriented Software. , 2015, , 575-593.		0
537	Evolutionary Approaches to Test Data Generation for Object-Oriented Software. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2018, , 162-194.	0.5	0
538	Approximate Dominance for Many-Objective Genetic Programming. Communications in Computer and Information Science, 2018, , 170-185.	0.4	0
539	The Usability Argument for Refinement Typed Genetic Programming. Lecture Notes in Computer Science, 2020, , 18-32.	1.0	6
540	CMA-ES for one-class constraint synthesis. , 2020, , .		0
541	GPCNN: Evolving Convolutional Neural Networks using Genetic Programming. , 2020, , .		4
542	Evolving Deep Forest with Automatic Feature Extraction for Image Classification Using Genetic Programming. Lecture Notes in Computer Science, 2020, , 3-18.	1.0	10
543	Refined typed genetic programming as a user interface for genetic programming. , 2020, , .		1
544	Fundamentals of Genetic Programming. Advances in Medical Technologies and Clinical Practice Book Series, 0, , 1-47.	0.3	0

#	ARTICLE	IF	CITATIONS
545	Database Analysis with ANNs by means of Graph Evolution. , 0 , 79-93.		1
546	Soft Computing Techniques in Civil Engineering. , 0 , 1982-1997.		0
547	Learning Sets of Sub-Models for Spatio-Temporal Prediction. , 2007 , 123-136.		2
548	A Comparison Between ANN Generation and Training Methods and Their Development by Means of Graph Evolution: 2 Sample Problems. , 2007 , 94-101.		0
549	Automatic Design of Vision-Based Obstacle Avoidance Controllers Using Genetic Programming. , 2008 , 25-36.		3
550	Motion planning based on hierarchical knowledge using genetic programming. , 0 , .		3
551	Genetic programming for iterative numerical methods. Genetic Programming and Evolvable Machines, 0 , 1.	1.5	0
552	Evolutionary Approaches to Test Data Generation for Object-Oriented Software. , 2022 , 884-909.		1
553	Genetic programming for feature extraction and construction in image classification. Applied Soft Computing Journal, 2022, 118, 108509.	4.1	17
557	Exploring Coevolutionary Dynamics Between Infinitely Diverse Heterogenous Adaptive Automated Trading Agents. Springer Proceedings in Complexity, 2022 , 93-104.	0.2	2
558	Using a small number of training instances in genetic programming for face image classification. Information Sciences, 2022, 593, 488-504.	4.0	13
559	Genetic Programming in Data Modelling. , 2006 , 105-130.		0
563	Genetic Programming for Image Classification: A New Program Representation With Flexible Feature Reuse. IEEE Transactions on Evolutionary Computation, 2023, 27, 460-474.	7.5	5
564	Multitask Feature Learning as Multiobjective Optimization: A New Genetic Programming Approach to Image Classification. IEEE Transactions on Cybernetics, 2023, 53, 3007-3020.	6.2	6
565	A new artificial intelligent approach to buoy detection for mussel farming. Journal of the Royal Society of New Zealand, 2023, 53, 27-51.	1.0	7
566	GUI-based, efficient genetic programming for Unity3D. , 2022 , .		2
567	Large scale image classification using GPU-based genetic programming. , 2022 , .		0
568	Mixed Media in Evolutionary Art. , 2022 , .		1

#	ARTICLE	IF	CITATIONS
569	Facial Expression Recognition Based on Genetic Programming Learning CCA Fusion. , 2022, , .		1
570	Effects of Communication on the Evolution of Squad Behaviours. Proceedings, 2008, 4, 30-35.	0.7	2
571	Evolving Effective Ensembles for Image Classification Using Multi-objective Multi-tree Genetic Programming. Lecture Notes in Computer Science, 2022, , 294-307.	1.0	0
572	Explainable Artificial Intelligence by Genetic Programming: A Survey. IEEE Transactions on Evolutionary Computation, 2023, 27, 621-641.	7.5	14
573	Data Types as a More Ergonomic Frontend for Grammar-Guided Genetic Programming. , 2022, , .		5
574	A computational framework for physics-informed symbolic regression with straightforward integration of domain knowledge. Scientific Reports, 2023, 13, .	1.6	17
575	Simplifying Fitness Landscapes Using Dilation Functions Evolved With Genetic Programming. IEEE Computational Intelligence Magazine, 2023, 18, 22-31.	3.4	1
576	GUI-Based, Efficient Genetic Programming and AI Planning for Unity3D. Genetic and Evolutionary Computation, 2023, , 57-79.	1.0	1
577	From Metaheuristics to Automatic Programming. Computational Intelligence Methods and Applications, 2023, , 3-38.	0.2	0
580	Multi-Objective Multi-Gene Genetic Programming for the Prediction of Leakage in Water Distribution Networks. , 2023, , .		0
581	Grammar-guided Linear Genetic Programming for Dynamic Job Shop Scheduling. , 2023, , .		0
582	GPStar4: A flexible framework for experimenting with genetic programming. , 2023, , .		1
583	Extending Tree-Based Automated Machine Learning to Biomedical Image and Text Data Using Custom Feature Extractors. , 2023, , .		0
587	Evolutionary Classification. Genetic and Evolutionary Computation, 2024, , 171-204.	1.0	0
588	Genetic Programming with Convolutional Operators for Albatross Nest Detection from Satellite Imaging. Lecture Notes in Computer Science, 2023, , 287-298.	1.0	0
592	Auto Machine Learning Based on Genetic Programming for Medical Image Classification. Lecture Notes in Computer Science, 2024, , 349-359.	1.0	0
593	Comparing the expressive power of Strongly-Typed and Grammar-Guided Genetic Programming. , 2023, , .		0
596	Strategies for Evolving Diverse and Effective Behaviours in Pursuit Domains. Lecture Notes in Computer Science, 2024, , 345-360.	1.0	0

#	ARTICLE	IF	CITATIONS
597	Genetic Programming with Aggregate Channel Features for Flower Localization Using Limited Training Data. Lecture Notes in Computer Science, 2024, , 196-211.	1.0	0