

Ah-Hwee Tan

List of Publications by Year in descending order

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Version: 2024-02-01

167
papers

3,296
citations

201674

27
h-index

206112

48
g-index

170
all docs

170
docs citations

170
times ranked

2250
citing authors

#	ARTICLE	IF	CITATIONS
1	A fast pruned-extreme learning machine for classification problem. <i>Neurocomputing</i> , 2008, 72, 359-366.	5.9	323
2	Rule Extraction: From Neural Architecture to Symbolic Representation. <i>Connection Science</i> , 1995, 7, 3-27.	3.0	144
3	Hierarchical Reinforcement Learning. <i>ACM Computing Surveys</i> , 2022, 54, 1-35.	23.0	105
4	Benchmarking Single-Image Reflection Removal Algorithms. , 2017, , .		100
5	Adaptive resonance associative map. <i>Neural Networks</i> , 1995, 8, 437-446.	5.9	89
6	Learning and inferencing in user ontology for personalized Semantic Web search. <i>Information Sciences</i> , 2009, 179, 2794-2808.	6.9	89
7	Integrating Temporal Difference Methods and Self-Organizing Neural Networks for Reinforcement Learning With Delayed Evaluative Feedback. <i>IEEE Transactions on Neural Networks</i> , 2008, 19, 230-244.	4.2	88
8	Memes as building blocks: a case study on evolutionary optimization + transfer learning for routing problems. <i>Memetic Computing</i> , 2015, 7, 159-180.	4.0	87
9	Modelling situation awareness for Context-aware Decision Support. <i>Expert Systems With Applications</i> , 2009, 36, 455-463.	7.6	81
10	Neural Modeling of Episodic Memory: Encoding, Retrieval, and Forgetting. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2012, 23, 1574-1586.	11.3	81
11	CRRN: Multi-scale Guided Concurrent Reflection Removal Network. , 2018, , .		74
12	Integrated cognitive architectures: a survey. <i>Artificial Intelligence Review</i> , 2007, 28, 103-130.	15.7	72
13	CRCTOL: A semantic-based domain ontology learning system. <i>Journal of the Association for Information Science and Technology</i> , 2010, 61, 150-168.	2.6	70
14	Cascade ARTMAP: integrating neural computation and symbolic knowledge processing. <i>IEEE Transactions on Neural Networks</i> , 1997, 8, 237-250.	4.2	65
15	Towards personalised web intelligence. <i>Knowledge and Information Systems</i> , 2004, 6, 595-616.	3.2	65
16	On Machine Learning Methods for Chinese Document Categorization. <i>Applied Intelligence</i> , 2003, 18, 311-322.	5.3	64
17	REDPC: A residual error-based density peak clustering algorithm. <i>Neurocomputing</i> , 2019, 348, 82-96.	5.9	63
18	Intelligence Through Interaction: Towards a Unified Theory for Learning. <i>Lecture Notes in Computer Science</i> , 2007, , 1094-1103.	1.3	57

#	ARTICLE	IF	CITATIONS
19	Semi-Supervised Heterogeneous Fusion for Multimedia Data Co-Clustering. IEEE Transactions on Knowledge and Data Engineering, 2014, 26, 2293-2306.	5.7	53
20	McDPC: multi-center density peak clustering. Neural Computing and Applications, 2020, 32, 13465-13478.	5.6	45
21	Region-Aware Reflection Removal With Unified Content and Gradient Priors. IEEE Transactions on Image Processing, 2018, 27, 2927-2941.	9.8	43
22	Predictive neural networks for gene expression data analysis. Neural Networks, 2005, 18, 297-306.	5.9	42
23	Mining Generalized Associations of Semantic Relations from Textual Web Content. IEEE Transactions on Knowledge and Data Engineering, 2007, 19, 164-179.	5.7	42
24	FALCON: a fusion architecture for learning, cognition, and navigation. , 0, , .		39
25	Discovering and Exploiting Causal Dependencies for Robust Mobile Context-Aware Recommenders. IEEE Transactions on Knowledge and Data Engineering, 2007, 19, 977-992.	5.7	39
26	Self-Organizing Neural Networks Integrating Domain Knowledge and Reinforcement Learning. IEEE Transactions on Neural Networks and Learning Systems, 2015, 26, 889-902.	11.3	38
27	Modified ART 2A Growing Network Capable of Generating a Fixed Number of Nodes. IEEE Transactions on Neural Networks, 2004, 15, 728-737.	4.2	37
28	Mining Ontological Knowledge from Domain-Specific Text Documents. , 0, , .		36
29	Creating Autonomous Adaptive Agents in a Real-Time First-Person Shooter Computer Game. IEEE Transactions on Games, 2015, 7, 123-138.	1.4	36
30	Summarization of Egocentric Videos: A Comprehensive Survey. IEEE Transactions on Human-Machine Systems, 2016, , 1-12.	3.5	34
31	Explaining inferences in Bayesian networks. Applied Intelligence, 2008, 29, 263-278.	5.3	33
32	An evolutionary search paradigm that learns with past experiences. , 2012, , .		27
33	Adaptive Scaling of Cluster Boundaries for Large-Scale Social Media Data Clustering. IEEE Transactions on Neural Networks and Learning Systems, 2016, 27, 2656-2669.	11.3	27
34	Wireless Indoor Positioning System with Enhanced Nearest Neighbors in Signal Space Algorithm. , 2006, , .		26
35	Coherent Phrase Model for Efficient Image Near-Duplicate Retrieval. IEEE Transactions on Multimedia, 2009, 11, 1434-1445.	7.2	26
36	Creating an Immersive Game World with Evolutionary Fuzzy Cognitive Maps. IEEE Computer Graphics and Applications, 2010, 30, 58-70.	1.2	26

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37	Mining globally distributed frequent subgraphs in a single labeled graph. Data and Knowledge Engineering, 2009, 68, 1034-1058.	3.4	25
38	Motivated learning for the development of autonomous systems. Cognitive Systems Research, 2012, 14, 10-25.	2.7	25
39	Self-organizing neural networks for universal learning and multimodal memory encoding. Neural Networks, 2019, 120, 58-73.	5.9	24
40	Learning Image-Text Associations. IEEE Transactions on Knowledge and Data Engineering, 2009, 21, 161-177.	5.7	23
41	Self-organizing neural networks for learning air combat maneuvers. , 2012, , .		23
42	A hybrid agent architecture integrating desire, intention and reinforcement learning. Expert Systems With Applications, 2011, 38, 8477-8487.	7.6	22
43	Extreme learning machine terrain-based navigation for unmanned aerial vehicles. Neural Computing and Applications, 2013, 22, 469-477.	5.6	22
44	Dynamically-optimized context in recommender systems. , 2005, , .		20
45	Towards human-like social multi-agents with memetic automaton. , 2011, , .		19
46	Neural modeling of sequential inferences and learning over episodic memory. Neurocomputing, 2015, 161, 229-242.	5.9	19
47	Learning user profiles for personalized information dissemination. , 0, , .		18
48	Band selection for hyperspectral images using probabilistic memetic algorithm. Soft Computing, 2016, 20, 4685-4693.	3.6	18
49	A Hybrid Architecture Combining Reactive Plan Execution and Reactive Learning. Lecture Notes in Computer Science, 2006, , 200-211.	1.3	18
50	Connectionist expert system with adaptive learning capability. IEEE Transactions on Knowledge and Data Engineering, 1991, 3, 200-207.	5.7	17
51	A self-organizing approach to episodic memory modeling. , 2010, , .		17
52	Sparsity based reflection removal using external patch search. , 2017, , .		17
53	CONCEPT HIERARCHY MEMORY MODEL: A NEURAL ARCHITECTURE FOR CONCEPTUAL KNOWLEDGE REPRESENTATION, LEARNING, AND COMMONSENSE REASONING. International Journal of Neural Systems, 1996, 07, 305-319.	5.2	16
54	Towards probabilistic memetic algorithm: An initial study on capacitated arc routing problem. , 2010, , .		16

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55	Self-Organizing Neural Architectures and Cooperative Learning in a Multiagent Environment. IEEE Transactions on Systems, Man, and Cybernetics, 2007, 37, 1567-1580.	5.0	15
56	Towards intelligent caring agents for Aging-In-Place: Issues and challenges. , 2014, , .		15
57	Semantic Memory Modeling and Memory Interaction in Learning Agents. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2017, 47, 2882-2895.	9.3	15
58	A systematic density-based clustering method using anchor points. Neurocomputing, 2020, 400, 352-370.	5.9	15
59	Predicting Visual Context for Unsupervised Event Segmentation in Continuous Photo-streams. , 2018, , .		15
60	Towards autonomous behavior learning of non-player characters in games. Expert Systems With Applications, 2016, 56, 89-99.	7.6	13
61	Adaptive computer-generated forces for simulator-based training. Expert Systems With Applications, 2013, 40, 7341-7353.	7.6	12
62	Online Multimodal Co-indexing and Retrieval of Weakly Labeled Web Image Collections. , 2015, , .		12
63	An interpretable neural fuzzy inference system for predictions of underpricing in initial public offerings. Neurocomputing, 2018, 319, 102-117.	5.9	12
64	End-to-end Deep Reinforcement Learning for Multi-agent Collaborative Exploration. , 2019, , .		12
65	Ontology enhanced web image retrieval. , 2008, , .		11
66	Self-Regulating Action Exploration in Reinforcement Learning. Procedia Computer Science, 2012, 13, 18-30.	2.0	11
67	Vigilance adaptation in adaptive resonance theory. , 2013, , .		11
68	Saliency-aware adaptive resonance theory for large-scale sparse data clustering. Neural Networks, 2019, 120, 143-157.	5.9	11
69	Multi-Agent Collaborative Exploration through Graph-based Deep Reinforcement Learning. , 2019, , .		11
70	Machine learning methods for Chinese web page categorization. , 2000, , .		10
71	Self-Organizing Cognitive Agents and Reinforcement Learning in Multi-Agent Environment. , 0, , .		10
72	User daily activity pattern learning: A multi-memory modeling approach. , 2014, , .		10

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73	EEG-Based Emotion Recognition via Fast and Robust Feature Smoothing. Lecture Notes in Computer Science, 2017, , 83-92.	1.3	10
74	Inductive neural logic network and the SCM algorithm. Neurocomputing, 1997, 14, 157-176.	5.9	9
75	Mobile humanoid agent with mood awareness for elderly care. , 2014, , .		9
76	Robust human activity recognition using lesser number of wearable sensors. , 2017, , .		9
77	Autonomous Agents in Snake Game via Deep Reinforcement Learning. , 2018, , .		9
78	Adaptive Resonance Theory in Social Media Data Clustering. Advanced Information and Knowledge Processing, 2019, , .	0.3	9
79	Community Discovery in Social Networks via Heterogeneous Link Association and Fusion. , 2014, , .		9
80	Fuzzy cognitive goal net for interactive storytelling plot design. , 2006, , .		8
81	Knowledge-Based Exploration for Reinforcement Learning in Self-Organizing Neural Networks. , 2012, , .		8
82	Cooperative reinforcement learning in topology-based multi-agent systems. Autonomous Agents and Multi-Agent Systems, 2013, 26, 86-119.	2.1	8
83	Interactive Teachable Cognitive Agents: Smart Building Blocks for Multiagent Systems. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2016, 46, 1724-1735.	9.3	8
84	Learning ADL Daily Routines with Spatiotemporal Neural Networks. IEEE Transactions on Knowledge and Data Engineering, 2021, 33, 143-153.	5.7	8
85	Hierarchical control of multi-agent reinforcement learning team in real-time strategy (RTS) games. Expert Systems With Applications, 2021, 186, 115707.	7.6	8
86	FOCI. , 2001, , .		7
87	Context modeling with Evolutionary Fuzzy Cognitive Map in interactive storytelling. , 2008, , .		7
88	iFALCON: A neural architecture for hierarchical planning. Neurocomputing, 2012, 86, 124-139.	5.9	7
89	A novel density peak clustering algorithm based on squared residual error. , 2017, , .		7
90	End-to-End Hierarchical Reinforcement Learning With Integrated Subgoal Discovery. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 7778-7790.	11.3	7

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91	Self-organizing Neural Architecture for Reinforcement Learning. Lecture Notes in Computer Science, 2006, , 470-475.	1.3	7
92	Predictive Self-Organizing Networks for Text Categorization. Lecture Notes in Computer Science, 2001, , 66-77.	1.3	7
93	Mining RDF metadata for generalized association rules. , 2006, , .		6
94	Learning and inferencing in user ontology for personalized semantic web services. , 2006, , .		6
95	Cognitive Agents Integrating Rules and Reinforcement Learning for Context-Aware Decision Support. , 2008, , .		6
96	Planning with iFALCON: Towards A Neural-Network-Based BDI Agent Architecture. , 2008, , .		6
97	Non-Intrusive Robust Human Activity Recognition for Diverse Age Groups. , 2015, , .		6
98	A Latent Model for Visual Disambiguation of Keyword-based Image Search. , 2009, , .		6
99	Scaling Up Multi-agent Reinforcement Learning in Complex Domains. , 2008, , .		5
100	A self-organizing neural architecture integrating desire, intention and reinforcement learning. Neurocomputing, 2010, 73, 1465-1477.	5.9	5
101	Self-organizing agents for reinforcement learning in virtual worlds. , 2010, , .		5
102	Modelling Autobiographical Memory Loss across Life Span. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 1368-1375.	4.9	5
103	A coordination framework for multi-agent persuasion and adviser systems. Expert Systems With Applications, 2019, 116, 31-51.	7.6	5
104	Goods Consumed During Transit in Split Delivery Vehicle Routing Problems: Modeling and Solution. IEEE Access, 2020, 8, 110336-110350.	4.2	5
105	Predictive Adaptive Resonance Theory and Knowledge Discovery in Databases. Lecture Notes in Computer Science, 2000, , 173-176.	1.3	5
106	Predictive self-organizing neural networks for in-home detection of Mild Cognitive Impairment. Expert Systems With Applications, 2022, 205, 117538.	7.6	5
107	Self-organizing neural models integrating rules and reinforcement learning. , 2008, , .		4
108	Learning Personal Agents with Adaptive Player Modeling in Virtual Worlds. , 2010, , .		4

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109	A self-organizing multi-memory system for autonomous agents. , 2012, , .		4
110	Silver Assistants for Aging-in-Place. , 2015, , .		4
111	Fast Reinforcement Learning under Uncertainties with Self-Organizing Neural Networks. , 2015, , .		4
112	Elderly friendliness evaluation of mobile assistants. , 2017, , .		4
113	Probabilistic Guided Exploration for Reinforcement Learning in Self-Organizing Neural Networks. , 2018, , .		4
114	Vision-Based Topological Mapping and Navigation With Self-Organizing Neural Networks. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 7101-7113.	11.3	4
115	Integrating rules and neural computation. , 0, , .		3
116	The Multi-Agent Data Collection in HLA-Based Simulation System. , 2007, , .		3
117	Self-organizing neural networks for behavior modeling in games. , 2010, , .		3
118	Learning Human Emotion Patterns for Modeling Virtual Humans. , 2011, , .		3
119	Agent-Based Virtual Humans in Co-Space: An Evaluative Study. , 2012, , .		3
120	Integrating self-organizing neural network and Motivated Learning for coordinated multi-agent reinforcement learning in multi-stage stochastic game. , 2014, , .		3
121	Coordinated Persuasion with Dynamic Group Formation for Collaborative Elderly Care. , 2015, , .		3
122	Online Multimodal Co-indexing and Retrieval of Social Media Data. Advanced Information and Knowledge Processing, 2019, , 155-174.	0.3	3
123	Adding Personality to Information Clustering. Lecture Notes in Computer Science, 2002, , 251-256.	1.3	3
124	Integrating Semantic Templates with Decision Tree for Image Semantic Learning. Lecture Notes in Computer Science, 2006, , 185-195.	1.3	3
125	FAME, Soft Flock Formation Control for Collective Behavior Studies and Rapid Games Development. Lecture Notes in Computer Science, 2012, , 258-269.	1.3	3
126	Stock Market Trend Forecasting Based on Multiple Textual Features: A Deep Learning Method. , 2021, , .		3

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127	Organizing and personalizing intelligence gathering from the web. Intelligent Systems in Accounting, Finance and Management, 2002, 11, 9-21.	4.6	2
128	Guest Editorial: Text and Web Mining. Applied Intelligence, 2003, 18, 239-241.	5.3	2
129	A Bayesian approach integrating regional and global features for image semantic learning. , 2009, , .		2
130	DIRACT: Agent-Based Interactive Storytelling. , 2010, , .		2
131	Faceted topic retrieval of news video using joint topic modeling of visual features and speech transcripts. , 2010, , .		2
132	A Biologically-Inspired Cognitive Agent Model Integrating Declarative Knowledge and Reinforcement Learning. , 2010, , .		2
133	A biologically-inspired affective model based on cognitive situational appraisal. , 2012, , .		2
134	A non-parametric visual-sense model of images"extending the cluster hypothesis beyond text. Multimedia Tools and Applications, 2012, 56, 509-534.	3.9	2
135	MyLife: An Online Personal Memory Album. , 2015, , .		2
136	Dramaturgical and dissonance theories in explicit social context modeling for complex agents. Computer Animation and Virtual Worlds, 2015, 26, 247-257.	1.2	2
137	Progressive Sequence Matching for ADL Plan Recommendation. , 2015, , .		2
138	Self-regulated incremental clustering with focused preferences. , 2016, , .		2
139	Perception Coordination Network: A Neuro Framework for Multimodal Concept Acquisition and Binding. IEEE Transactions on Neural Networks and Learning Systems, 2019, 30, 1104-1118.	11.3	2
140	Topic Based Query Suggestions for Video Search. Lecture Notes in Computer Science, 2012, , 288-299.	1.3	2
141	Adaptive Resonance Theory (ART) for Social Media Analytics. Advanced Information and Knowledge Processing, 2019, , 45-89.	0.3	2
142	Discovering Causal Dependencies in Mobile Context-Aware Recommenders. , 2006, , .		1
143	TOIS reviewers January 2006 through May 2007. ACM Transactions on Information Systems, 2007, 25, 15.	4.9	1
144	Youth Olympic Village Co-space. , 2010, , .		1

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145	Semi-supervised hierarchical clustering for personalized web image organization. , 2012, , .		1
146	Delayed insertion and rule effect moderation of domain knowledge for reinforcement learning. , 2013, , .		1
147	Integrating Motivated Learning and k-Winner-Take-All to Coordinate Multi-agent Reinforcement Learning. , 2014, , .		1
148	eHealthPortal. , 2017, , .		1
149	Learning Generalized Video Memory for Automatic Video Captioning. Lecture Notes in Computer Science, 2018, , 187-201.	1.3	1
150	Multi-agent Reinforcement Learning in Spatial Domain Tasks using Inter Subtask Empowerment Rewards. , 2019, , .		1
151	Agent-Augmented Co-Space: Toward Merging of Real World and Cyberspace. Lecture Notes in Computer Science, 2010, , 298-312.	1.3	1
152	Who are the "silent spreaders"? contact tracing in spatio-temporal memory models. Neural Computing and Applications, 0, , .	5.6	1
153	Mental development and representation building through motivated learning. , 2010, , .		0
154	A Brain-Inspired Model of Hierarchical Planner. , 2011, , .		0
155	Preface: Trends in Natural and Machine Intelligence. Procedia Computer Science, 2012, 13, 1-6.	2.0	0
156	Modeling human-like non-rationality for social agents. , 2016, , .		0
157	Social context cognition crowd-sourcing and semi-automatic parametrization. Computer Animation and Virtual Worlds, 2016, 27, 330-339.	1.2	0
158	Leveraging the trade-off between accuracy and interpretability in a hybrid intelligent system. , 2017, , .		0
159	Analysis of Public Transportation Patterns in a Densely Populated City with Station-based Shared Bikes. , 2018, , .		0
160	Clustering and Its Extensions in the Social Media Domain. Advanced Information and Knowledge Processing, 2019, , 15-44.	0.3	0
161	Interpretable Goal Recognition for Path Planning with ART Networks. , 2021, , .		0
162	An application of hierarchical knowledge integration in hand-written form processing. Lecture Notes in Computer Science, 1996, , 169-180.	1.3	0

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163	Socially-Enriched Multimedia Data Co-clustering. Advanced Information and Knowledge Processing, 2019, , 111-135.	0.3	0
164	Personalized Web Image Organization. Advanced Information and Knowledge Processing, 2019, , 93-110.	0.3	0
165	Community Discovery in Heterogeneous Social Networks. Advanced Information and Knowledge Processing, 2019, , 137-154.	0.3	0
166	Who Am I?: Towards Social Self-Awareness for Intelligent Agents. , 2020, , .		0
167	Real-Time Hierarchical Map Segmentation for Coordinating Multirobot Exploration. IEEE Access, 2023, 11, 15680-15692.	4.2	0