

Jacek MaÅdziuk

List of Publications by Year in descending order

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89
papers

1,039
citations

516710

16
h-index

526287

27
g-index

98
all docs

98
docs citations

98
times ranked

686
citing authors

#	ARTICLE	IF	CITATIONS
1	Evolutionary multitasking in bi-level optimization. <i>Complex & Intelligent Systems</i> , 2015, 1, 83-95.	6.5	83
2	The impact of particular components of the PSO-based algorithm solving the Dynamic Vehicle Routing Problem. <i>Applied Soft Computing Journal</i> , 2017, 58, 586-604.	7.2	70
3	A memetic approach to vehicle routing problem with dynamic requests. <i>Applied Soft Computing Journal</i> , 2016, 48, 522-534.	7.2	49
4	Self-Adaptation of Playing Strategies in General Game Playing. <i>IEEE Transactions on Games</i> , 2014, 6, 367-381.	1.4	46
5	Curvature-based method for determining the number of clusters. <i>Information Sciences</i> , 2017, 415-416, 414-428.	6.9	45
6	A metaheuristic approach to solve Dynamic Vehicle Routing Problem in continuous search space. <i>Swarm and Evolutionary Computation</i> , 2019, 48, 44-61.	8.1	43
7	New Shades of the Vehicle Routing Problem: Emerging Problem Formulations and Computational Intelligence Solution Methods. <i>IEEE Transactions on Emerging Topics in Computational Intelligence</i> , 2019, 3, 230-244.	4.9	37
8	An Automatically Generated Evaluation Function in General Game Playing. <i>IEEE Transactions on Games</i> , 2014, 6, 258-270.	1.4	36
9	Recent Advances in General Game Playing. <i>Scientific World Journal</i> , The, 2015, 2015, 1-22.	2.1	28
10	Solving the N-Queens problem with a binary Hopfield-type network. <i>Biological Cybernetics</i> , 1995, 72, 439-445.	1.3	25
11	Applying hybrid Monte Carlo Tree Search methods to Risk-Aware Project Scheduling Problem. <i>Information Sciences</i> , 2018, 460-461, 450-468.	6.9	25
12	A neural network designed to solve the N-Queens Problem. <i>Biological Cybernetics</i> , 1992, 66, 375-379.	1.3	24
13	Neuro-evolutionary approach to stock market prediction. , 2007, , .		21
14	UCT in Capacitated Vehicle Routing Problem with traffic jams. <i>Information Sciences</i> , 2017, 406-407, 42-56.	6.9	21
15	Improved Multilabel Classification with Neural Networks. <i>Lecture Notes in Computer Science</i> , 2008, , 409-416.	1.3	20
16	Incremental class learning approach and its application to handwritten digit recognition. <i>Information Sciences</i> , 2002, 141, 193-217.	6.9	18
17	Neuro-genetic system for stock index prediction. <i>Journal of Intelligent and Fuzzy Systems</i> , 2011, 22, 93-123.	1.4	18
18	DeepIQ: A Human-Inspired AI System for Solving IQ Test Problems. , 2019, , .		18

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19	Computational Intelligence in Mind Games. Studies in Computational Intelligence, 2007, , 407-442.	0.9	17
20	An overview of mixing augmentation methods and augmentation strategies. Artificial Intelligence Review, 2023, 56, 2111-2169.	15.7	17
21	Application of Particle Swarm Optimization Algorithm to Dynamic Vehicle Routing Problem. Lecture Notes in Computer Science, 2013, , 547-558.	1.3	16
22	Specialization of a UCT-Based General Game Playing Program to Single-Player Games. IEEE Transactions on Games, 2016, 8, 218-228.	1.4	15
23	Solving the N-Queens problem with a binary Hopfield-type network. Biological Cybernetics, 1995, 72, 439-445.	1.3	15
24	A Monte Carlo Tree Search approach to finding efficient patrolling schemes on graphs. European Journal of Operational Research, 2019, 277, 255-268.	5.7	14
25	Towards Cognitively Plausible Game Playing Systems. IEEE Computational Intelligence Magazine, 2011, 6, 38-51.	3.2	11
26	Fast interpreter for logical reasoning in general game playing. Journal of Logic and Computation, 2016, 26, 1697-1727.	0.8	11
27	One Day Prediction of NIKKEI Index Considering Information from Other Stock Markets. Lecture Notes in Computer Science, 2004, , 1130-1135.	1.3	11
28	Addressing expensive multi-objective games with postponed preference articulation via memetic co-evolution. Knowledge-Based Systems, 2018, 154, 17-31.	7.1	10
29	Artificial Neural Networks for Solving Double Dummy Bridge Problems. Lecture Notes in Computer Science, 2004, , 915-921.	1.3	10
30	Generic Heuristic Approach to General Game Playing. Lecture Notes in Computer Science, 2012, , 649-660.	1.3	10
31	Two-phase multi-swarm PSO and the dynamic vehicle routing problem. , 2014, , .		9
32	Multigame Playing by Means of UCT Enhanced with Automatically Generated Evaluation Functions. Lecture Notes in Computer Science, 2011, , 327-332.	1.3	9
33	Evolutionary-based heuristic generators for checkers and give-away checkers. Expert Systems, 2007, 24, 189-211.	4.5	8
34	Learning Without Human Expertise: A Case Study of the Double Dummy Bridge Problem. IEEE Transactions on Neural Networks, 2009, 20, 278-299.	4.2	8
35	Classification Based on Combination of Kernel Density Estimators. Lecture Notes in Computer Science, 2009, , 125-134.	1.3	8
36	QUO VADIS, COMPUTATIONAL INTELLIGENCE?. Advances in Fuzzy Systems, 2004, , 3-28.	8.7	8

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37	Optimization with the Hopfield network based on correlated noises: Experimental approach. <i>Neurocomputing</i> , 2000, 30, 301-321.	5.9	7
38	Neural networks compete with expert human players in solving the Double Dummy Bridge Problem. , 2009, , .		7
39	Simulation-based approach to Vehicle Routing Problem with traffic jams. , 2016, , .		7
40	Dimensionality Reduction in Multilabel Classification with Neural Networks. , 2019, , .		7
41	Neural Networks and the Estimation of Handsâ€™ Strength in Contract Bridge. <i>Lecture Notes in Computer Science</i> , 2006, , 1189-1198.	1.3	7
42	Improving Performance of a Binary Classifier by Training Set Selection. <i>Lecture Notes in Computer Science</i> , 2008, , 128-135.	1.3	7
43	Example-based Estimation of Hand's Strength in the Game of Bridge with or without Using Explicit Human Knowledge. , 2007, , .		6
44	A New Approach to Security Games. <i>Lecture Notes in Computer Science</i> , 2015, , 402-411.	1.3	6
45	UCT-Based Approach to Capacitated Vehicle Routing Problem. <i>Lecture Notes in Computer Science</i> , 2015, , 679-690.	1.3	6
46	Experimental study of Perceptron-type local learning rule for Hopfield associative memory. <i>Information Sciences</i> , 1998, 111, 65-81.	6.9	5
47	Some thoughts on using Computational Intelligence methods in classical mind board games. , 2008, , .		5
48	Specialized vs. Multi-game Approaches to AI in Games. <i>Advances in Intelligent Systems and Computing</i> , 2015, , 243-254.	0.6	5
49	Chopin or not? A memetic approach to music composition. , 2013, , .		4
50	Proactive and reactive risk-aware project scheduling. , 2014, , .		4
51	A Memetic Approach for Sequential Security Games on a Plane with Moving Targets. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , 2019, 33, 970-977.	4.9	4
52	Polar Bear Optimization For Industrial Computed Tomography With Incomplete Data. , 2021, , .		4
53	Prediction of the Facial Growth Direction is Challenging. <i>Communications in Computer and Information Science</i> , 2021, , 665-673.	0.5	4
54	Neuro-evolutionary system for FOREX trading. , 2016, , .		3

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55	Duo-LDL method for Label Distribution Learning based on pairwise class dependencies. Applied Soft Computing Journal, 2021, 110, 107585.	7.2	3
56	CI in General Game Playing - To Date Achievements and Perspectives. Lecture Notes in Computer Science, 2010, , 667-674.	1.3	3
57	Classification Based on Multiple-Resolution Data View. Lecture Notes in Computer Science, 2010, , 124-129.	1.3	3
58	Including Metric Space Topology in Neural Networks Training by Ordering Patterns. Lecture Notes in Computer Science, 2006, , 644-653.	1.3	3
59	A Hybrid Approach to Parallelization of Monte Carlo Tree Search in General Game Playing. Studies in Computational Intelligence, 2016, , 199-215.	0.9	3
60	Analysis of statistical model-based optimization enhancements in Generalized Self-Adapting Particle Swarm Optimization framework. Foundations of Computing and Decision Sciences, 2020, 45, 233-254.	1.2	3
61	Evolutionary Approach to Security Games with Signaling. , 2022, , .		3
62	Improving LSHADE by means of a pre-screening mechanism. , 2022, , .		3
63	ALPHA-BETA SEARCH ENHANCEMENTS WITH A REAL-VALUE GAME-STATE EVALUATION FUNCTION. ICGA Journal, 2004, 27, 38-43.	0.3	2
64	A Neural Network Classifier of Chess Moves. , 2008, , .		2
65	Multiple-resolution classification with combination of density estimators. Connection Science, 2011, 23, 219-237.	3.0	2
66	Risk-Aware Project Scheduling for Projects with Varied Risk Levels. , 2015, , .		2
67	Solving the Double Dummy Bridge Problem with Shallow Autoencoders. Lecture Notes in Computer Science, 2018, , 268-280.	1.3	2
68	Spike-Timing-Dependent Plasticity With Activation-Dependent Scaling for Receptive Fields Development. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 5215-5228.	11.3	2
69	Conference Report on 2021 IEEE Congress on Evolutionary Computation (IEEE CEC 2021) [Conference Reports]. IEEE Computational Intelligence Magazine, 2021, 16, 5-8.	3.2	2
70	The Layered Learning Method and Its Application to Generation of Evaluation Functions for the Game of Checkers. , 2010, , 543-552.		2
71	Swarm Intelligence in Solving Stochastic Capacitated Vehicle Routing Problem. Lecture Notes in Computer Science, 2017, , 543-552.	1.3	2
72	MCTS/UCT in Solving Real-Life Problems. Studies in Computational Intelligence, 2018, , 277-292.	0.9	2

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73	A Committee of Convolutional Neural Networks for Image Classification in the Concurrent Presence of Feature and Label Noise. Lecture Notes in Computer Science, 2020, , 498-511.	1.3	2
74	Who should bid higher, NS or WE, in a given Bridge deal? , 2019, , .		1
75	Meta-heuristic Algorithm As Feature Selector For Convolutional Neural Networks. , 2021, , .		1
76	Probability-Based Distance Function for Distance-Based Classifiers. Lecture Notes in Computer Science, 2009, , 141-150.	1.3	1
77	Bandwidth Selection in Kernel Density Estimators for Multiple-Resolution Classification. Lecture Notes in Computer Science, 2012, , 378-386.	1.3	1
78	Creating a Personality System for RTS Bots. , 2013, , 231-264.		1
79	Biologically Plausible Learning of Text Representation with Spiking Neural Networks. Lecture Notes in Computer Science, 2020, , 433-447.	1.3	1
80	Human-Level Melodic Line Harmonization. Lecture Notes in Computer Science, 2022, , 17-30.	1.3	1
81	Cross Absolute Filter for Removing Speckle Noise from Interference Patterns. Optical Review, 1996, 3, 269-275.	2.0	0
82	Multi-game playing — A challenge for computational intelligence. , 2013, , .		0
83	Prolog versus specialized logic inference engine in General Game Playing. , 2014, , .		0
84	Guest Editorial Special Issue on Human-Like Intelligence and Robotics. IEEE Systems Journal, 2017, 11, 1269-1271.	4.6	0
85	A TCART-M â€” Tuned CARTesian-based error function for multilabel classification with the MLP. , 2017, , .		0
86	Memetic Input Variable Selection in Neuro-Genetic Prediction System. Lecture Notes in Computer Science, 2012, , 420-429.	1.3	0
87	Statisticallyâ€”Induced Kernel Function for Support Vector Machine Classifier. Lecture Notes in Computer Science, 2012, , 369-377.	1.3	0
88	The Impact of the Number of Averaged Attackerâ€™s Strategies on the Results Quality in Mixed-UCT. Lecture Notes in Computer Science, 2017, , 477-488.	1.3	0
89	Towards Human-Level Performance in Solving Double Dummy Bridge Problem. Lecture Notes in Computer Science, 2021, , 15-27.	1.3	0