

Jacek MaÅ¸dziuk

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7634698/publications.pdf>

Version: 2024-02-01

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	An overview of mixing augmentation methods and augmentation strategies. <i>Artificial Intelligence Review</i> , 2023, 56, 2111-2169.	15.7	17
2	Spike-Timing-Dependent Plasticity With Activation-Dependent Scaling for Receptive Fields Development. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2022, 33, 5215-5228.	11.3	2
3	Human-Level Melodic Line Harmonization. <i>Lecture Notes in Computer Science</i> , 2022, , 17-30.	1.3	1
4	Evolutionary Approach to Security Games with Signaling. , 2022, , .		3
5	Improving LSHADE by means of a pre-screening mechanism. , 2022, , .		3
6	Meta-heuristic Algorithm As Feature Selector For Convolutional Neural Networks. , 2021, , .		1
7	Polar Bear Optimization For Industrial Computed Tomography With Incomplete Data. , 2021, , .		4
8	Duo-LDL method for Label Distribution Learning based on pairwise class dependencies. <i>Applied Soft Computing Journal</i> , 2021, 110, 107585.	7.2	3
9	Conference Report on 2021 IEEE Congress on Evolutionary Computation (IEEE CEC 2021) [Conference Reports]. <i>IEEE Computational Intelligence Magazine</i> , 2021, 16, 5-8.	3.2	2
10	Towards Human-Level Performance in Solving Double Dummy Bridge Problem. <i>Lecture Notes in Computer Science</i> , 2021, , 15-27.	1.3	0
11	Prediction of the Facial Growth Direction is Challenging. <i>Communications in Computer and Information Science</i> , 2021, , 665-673.	0.5	4
12	Biologically Plausible Learning of Text Representation with Spiking Neural Networks. <i>Lecture Notes in Computer Science</i> , 2020, , 433-447.	1.3	1
13	A Committee of Convolutional Neural Networks for Image Classification in the Concurrent Presence of Feature and Label Noise. <i>Lecture Notes in Computer Science</i> , 2020, , 498-511.	1.3	2
14	Analysis of statistical model-based optimization enhancements in Generalized Self-Adapting Particle Swarm Optimization framework. <i>Foundations of Computing and Decision Sciences</i> , 2020, 45, 233-254.	1.2	3
15	Dimensionality Reduction in Multilabel Classification with Neural Networks. , 2019, , .		7
16	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
17	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
18	A Monte Carlo Tree Search approach to finding efficient patrolling schemes on graphs. <i>European Journal of Operational Research</i> , 2019, 277, 255-268.	5.7	14

#	ARTICLE	IF	CITATIONS
19	DeepIQ: A Human-Inspired AI System for Solving IQ Test Problems. , 2019, , .		18
20	Who should bid higher, NS or WE, in a given Bridge deal? , 2019, , .		1
21	New Shades of the Vehicle Routing Problem: Emerging Problem Formulations and Computational Intelligence Solution Methods. IEEE Transactions on Emerging Topics in Computational Intelligence, 2019, 3, 230-244.	4.9	37
22	Applying hybrid Monte Carlo Tree Search methods to Risk-Aware Project Scheduling Problem. Information Sciences, 2018, 460-461, 450-468.	6.9	25
23	Solving the Double Dummy Bridge Problem with Shallow Autoencoders. Lecture Notes in Computer Science, 2018, , 268-280.	1.3	2
24	Addressing expensive multi-objective games with postponed preference articulation via memetic co-evolution. Knowledge-Based Systems, 2018, 154, 17-31.	7.1	10
25	MCTS/UCT in Solving Real-Life Problems. Studies in Computational Intelligence, 2018, , 277-292.	0.9	2
26	UCT in Capacitated Vehicle Routing Problem with traffic jams. Information Sciences, 2017, 406-407, 42-56.	6.9	21
27	The impact of particular components of the PSO-based algorithm solving the Dynamic Vehicle Routing Problem. Applied Soft Computing Journal, 2017, 58, 586-604.	7.2	70
28	Guest Editorial Special Issue on Human-Like Intelligence and Robotics. IEEE Systems Journal, 2017, 11, 1269-1271.	4.6	0
29	Curvature-based method for determining the number of clusters. Information Sciences, 2017, 415-416, 414-428.	6.9	45
30	A TCART-M "Tuned CARTesian-based error function for multilabel classification with the MLP. , 2017, , .		0
31	The Impact of the Number of Averaged Attacker's Strategies on the Results Quality in Mixed-UCT. Lecture Notes in Computer Science, 2017, , 477-488.	1.3	0
32	Swarm Intelligence in Solving Stochastic Capacitated Vehicle Routing Problem. Lecture Notes in Computer Science, 2017, , 543-552.	1.3	2
33	Simulation-based approach to Vehicle Routing Problem with traffic jams. , 2016, , .		7
34	Neuro-evolutionary system for FOREX trading. , 2016, , .		3
35	A memetic approach to vehicle routing problem with dynamic requests. Applied Soft Computing Journal, 2016, 48, 522-534.	7.2	49
36	Specialization of a UCT-Based General Game Playing Program to Single-Player Games. IEEE Transactions on Games, 2016, 8, 218-228.	1.4	15

#	ARTICLE	IF	CITATIONS
37	Fast interpreter for logical reasoning in general game playing. Journal of Logic and Computation, 2016, 26, 1697-1727.	0.8	11
38	A Hybrid Approach to Parallelization of Monte Carlo Tree Search in General Game Playing. Studies in Computational Intelligence, 2016, , 199-215.	0.9	3
39	Risk-Aware Project Scheduling for Projects with Varied Risk Levels. , 2015, , .		2
40	Evolutionary multitasking in bi-level optimization. Complex & Intelligent Systems, 2015, 1, 83-95.	6.5	83
41	Recent Advances in General Game Playing. Scientific World Journal, The, 2015, 2015, 1-22.	2.1	28
42	A New Approach to Security Games. Lecture Notes in Computer Science, 2015, , 402-411.	1.3	6
43	UCT-Based Approach to Capacitated Vehicle Routing Problem. Lecture Notes in Computer Science, 2015, , 679-690.	1.3	6
44	Specialized vs. Multi-game Approaches to AI in Games. Advances in Intelligent Systems and Computing, 2015, , 243-254.	0.6	5
45	An Automatically Generated Evaluation Function in General Game Playing. IEEE Transactions on Games, 2014, 6, 258-270.	1.4	36
46	Self-Adaptation of Playing Strategies in General Game Playing. IEEE Transactions on Games, 2014, 6, 367-381.	1.4	46
47	Prolog versus specialized logic inference engine in General Game Playing. , 2014, , .		0
48	Proactive and reactive risk-aware project scheduling. , 2014, , .		4
49	Two-phase multi-swarm PSO and the dynamic vehicle routing problem. , 2014, , .		9
50	Multi-game playing — A challenge for computational intelligence. , 2013, , .		0
51	Chopin or not? A memetic approach to music composition. , 2013, , .		4
52	Application of Particle Swarm Optimization Algorithm to Dynamic Vehicle Routing Problem. Lecture Notes in Computer Science, 2013, , 547-558.	1.3	16
53	Creating a Personality System for RTS Bots. , 2013, , 231-264.		1
54	Generic Heuristic Approach to General Game Playing. Lecture Notes in Computer Science, 2012, , 649-660.	1.3	10

#	ARTICLE	IF	CITATIONS
55	Memetic Input Variable Selection in Neuro-Genetic Prediction System. Lecture Notes in Computer Science, 2012, , 420-429.	1.3	0
56	Statistically Induced Kernel Function for Support Vector Machine Classifier. Lecture Notes in Computer Science, 2012, , 369-377.	1.3	0
57	Bandwidth Selection in Kernel Density Estimators for Multiple-Resolution Classification. Lecture Notes in Computer Science, 2012, , 378-386.	1.3	1
58	Neuro-genetic system for stock index prediction. Journal of Intelligent and Fuzzy Systems, 2011, 22, 93-123.	1.4	18
59	Towards Cognitively Plausible Game Playing Systems. IEEE Computational Intelligence Magazine, 2011, 6, 38-51.	3.2	11
60	Multiple-resolution classification with combination of density estimators. Connection Science, 2011, 23, 219-237.	3.0	2
61	Multigame Playing by Means of UCT Enhanced with Automatically Generated Evaluation Functions. Lecture Notes in Computer Science, 2011, , 327-332.	1.3	9
62	CI in General Game Playing - To Date Achievements and Perspectives. Lecture Notes in Computer Science, 2010, , 667-674.	1.3	3
63	Classification Based on Multiple-Resolution Data View. Lecture Notes in Computer Science, 2010, , 124-129.	1.3	3
64	The Layered Learning Method and Its Application to Generation of Evaluation Functions for the Game of Checkers. , 2010, , 543-552.		2
65	Neural networks compete with expert human players in solving the Double Dummy Bridge Problem. , 2009, , .		7
66	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
67	Classification Based on Combination of Kernel Density Estimators. Lecture Notes in Computer Science, 2009, , 125-134.	1.3	8
68	Probability-Based Distance Function for Distance-Based Classifiers. Lecture Notes in Computer Science, 2009, , 141-150.	1.3	1
69	A Neural Network Classifier of Chess Moves. , 2008, , .		2
70	Some thoughts on using Computational Intelligence methods in classical mind board games. , 2008, , .		5
71	Improved Multilabel Classification with Neural Networks. Lecture Notes in Computer Science, 2008, , 409-416.	1.3	20
72	Improving Performance of a Binary Classifier by Training Set Selection. Lecture Notes in Computer Science, 2008, , 128-135.	1.3	7

#	ARTICLE	IF	CITATIONS
73	Neuro-evolutionary approach to stock market prediction. , 2007, , .		21
74	Example-based Estimation of Hand's Strength in the Game of Bridge with or without Using Explicit Human Knowledge. , 2007, , .		6
75	Evolutionary-based heuristic generators for checkers and give-away checkers. Expert Systems, 2007, 24, 189-211.	4.5	8
76	Computational Intelligence in Mind Games. Studies in Computational Intelligence, 2007, , 407-442.	0.9	17
77	Neural Networks and the Estimation of Handsâ€™ Strength in Contract Bridge. Lecture Notes in Computer Science, 2006, , 1189-1198.	1.3	7
78	Including Metric Space Topology in Neural Networks Training by Ordering Patterns. Lecture Notes in Computer Science, 2006, , 644-653.	1.3	3
79	ALPHA-BETA SEARCH ENHANCEMENTS WITH A REAL-VALUE GAME-STATE EVALUATION FUNCTION. ICGA Journal, 2004, 27, 38-43.	0.3	2
80	Artificial Neural Networks for Solving Double Dummy Bridge Problems. Lecture Notes in Computer Science, 2004, , 915-921.	1.3	10
81	One Day Prediction of NIKKEI Index Considering Information from Other Stock Markets. Lecture Notes in Computer Science, 2004, , 1130-1135.	1.3	11
82	QUO VADIS, COMPUTATIONAL INTELLIGENCE?. Advances in Fuzzy Systems, 2004, , 3-28.	8.7	8
83	Incremental class learning approach and its application to handwritten digit recognition. Information Sciences, 2002, 141, 193-217.	6.9	18
84	Optimization with the Hopfield network based on correlated noises: Experimental approach. Neurocomputing, 2000, 30, 301-321.	5.9	7
85	Experimental study of Perceptron-type local learning rule for Hopfield associative memory. Information Sciences, 1998, 111, 65-81.	6.9	5
86	Cross Absolute Filter for Removing Speckle Noise from Interference Patterns. Optical Review, 1996, 3, 269-275.	2.0	0
87	Solving the N-Queens problem with a binary Hopfield-type network. Biological Cybernetics, 1995, 72, 439-445.	1.3	25
88	Solving the N-Queens problem with a binary Hopfield-type network. Biological Cybernetics, 1995, 72, 439-445.	1.3	15
89	A neural network designed to solve the N-Queens Problem. Biological Cybernetics, 1992, 66, 375-379.	1.3	24