

Scopus

Author details

About Scopus Author Id

< Return to search results 1 of 8 Next >

Print

Lucas, Simon Mark


Follow this Author

h-index: 25View *h*-

25

Queen Mary, University of London, London,
United Kingdom
Author ID: 7202091033

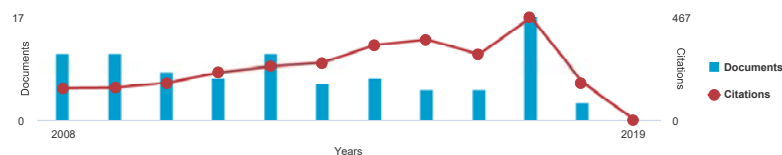
View potential author matches

 <http://orcid.org/0000-0002-3180-7451>

Other name formats: Lucas, S. M. Lucas, Simon M. Lucas, Simon Lucas, S.

Subject area: Computer Science Engineering Mathematics Biochemistry, Genetics and Molecular Biology
Decision Sciences Physics and Astronomy

Document and citation trends:



Documents by author

189

Analyze author c

Total citations

3166 by 2180 documents

View citation ov











[Get citation alerts](#) [+ Add to ORCID](#) [Request author detail corrections](#) [Export profile to SciVal](#)
[189 Documents](#) [Cited by 2180 documents](#) [150 co-authors](#) [Author history](#)

View all in search results format >

Sort on: Date (newest)

[Export all](#) [Add all to list](#) [Set document alert](#) [Set document feed](#)

Document title	Authors	Year	Source	Ci
Evolving Mario levels in the latent space of a deep convolutional generative adversarial network	Volz, V., Lucas, S.M., Schrum, J., (...), Liu, J., Risi, S.	2018	GECCO 2018 - Proceedings of the 2018 Genetic and Evolutionary Computation Conference pp. 221-228	
View abstract ▾ Full Text Finder View at Publisher Related documents				
Efficient noisy optimisation with the multi-sample and sliding window compact genetic algorithms	Lucas, S.M., Liu, J., Perez-Liebana, D.	2018	2017 IEEE Symposium Series on Computational Intelligence, SSCI 2017 - Proceedings 2018-January, pp. 1-8	
View abstract ▾ Full Text Finder View at Publisher Related documents				
Self-adaptive MCTS for General Video Game Playing	Sironi, C.F., Liu, J., Perez-Liebana, D., (...), Lucas, S.M., Winands, M.H.M.	2018	Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics) 10784 LNCS, pp. 358-375	
View abstract ▾ Full Text Finder View at Publisher Related documents				
The 2016 Two-Player GVGAI Competition	Gaina, R.D., Couetoux, A., Soemers, D., (...), Lucas, S.M., Perez, D.	2017	IEEE Transactions on Computational Intelligence and AI in Games	
Article in Press				
View abstract ▾ Full Text Finder View at Publisher				

Document title	Authors	Year	Source	Ci
Rolling horizon evolution enhancements in general video game playing	Gaina, R.D., Lucas, S.M., Perez-Liebana, D.	2017	2017 IEEE Conference on Computational Intelligence and Games, CIG 2017 8080420, pp. 88-95	
View abstract  Full Text Finder View at Publisher Related documents				
Introducing real world physics and macro-actions to general video game ai	Perez-Liebana, D., Stephenson, M., Gaina, R.D., Renz, J., Lucas, S.M.	2017	2017 IEEE Conference on Computational Intelligence and Games, CIG 2017 8080443, pp. 248-255	
View abstract  Full Text Finder View at Publisher Related documents				
Evolving Game Skill-Depth using General Video Game AI agents	Liu, J., Togelius, J., Perez-Liebana, D., Lucas, S.M.	2017	2017 IEEE Congress on Evolutionary Computation, CEC 2017 - Proceedings 7969583, pp. 2299-2307	
View abstract  Full Text Finder View at Publisher Related documents				
Population seeding techniques for Rolling Horizon Evolution in General Video Game Playing	Gaina, R.D., Lucas, S.M., Perez-Liebana, D.	2017	2017 IEEE Congress on Evolutionary Computation, CEC 2017 - Proceedings 7969540, pp. 1956-1963	
View abstract  Full Text Finder View at Publisher Related documents				
General Video Game AI: Learning from screen capture	Kunanusont, K., Lucas, S.M., Perez-Liebana, D.	2017	2017 IEEE Congress on Evolutionary Computation, CEC 2017 - Proceedings 7969556, pp. 2078-2085	
View abstract  Full Text Finder View at Publisher Related documents				
Bandit-based Random Mutation Hill-Climbing	Liu, J., Perez-Liebana, D., Lucas, S.M.	2017	2017 IEEE Congress on Evolutionary Computation, CEC 2017 - Proceedings 7969564, pp. 2145-2151	
View abstract  Full Text Finder View at Publisher Related documents				
Evaluating and modelling Hanabi-playing agents	Walton-Rivers, J., Williams, P.R., Bartle, R., Perez-Liebana, D., Lucas, S.M.	2017	2017 IEEE Congress on Evolutionary Computation, CEC 2017 - Proceedings 7969465, pp. 1382-1389	
View abstract  Full Text Finder View at Publisher Related documents				
The N-Tuple bandit evolutionary algorithm for automatic game improvement	Kunanusont, K., Gaina, R.D., Liu, J., Perez-Liebana, D., Lucas, S.M.	2017	2017 IEEE Congress on Evolutionary Computation, CEC 2017 - Proceedings 7969571, pp. 2201-2208	
View abstract  Full Text Finder View at Publisher Related documents				
Recursion in tree-based genetic programming	Agapitos, A., O'Neill, M., Kattan, A., Lucas, S.M.	2017	Genetic Programming and Evolvable Machines 18(2), pp. 149-183	
View abstract  Full Text Finder View at Publisher Related documents				
Default policies for global optimisation of noisy functions with severe noise	Samothrakis, S., Fasli, M., Perez, D., Lucas, S.	2017	Journal of Global Optimization 67(4), pp. 893-907	
View abstract  Full Text Finder View at Publisher Related documents				
Ms. Pac-Man Versus Ghost Team CIG 2016 competition	Williams, P.R., Perez-Liebana, D., Lucas, S.M.	2017	IEEE Conference on Computational Intelligence and Games, CIG 7860446	

Document title	Authors	Year	Source	Ci
View abstract Full Text Finder View at Publisher Related documents				
Analyzing the robustness of general video game playing agents	Perez-Liebana, D., Samothrakis, S., Togelius, J., Schaul, T., Lucas, S.M.	2017	IEEE Conference on Computational Intelligence and Games, CIG 7860430	
View abstract Full Text Finder View at Publisher Related documents				
IEEE CIS VP-Education Vision Statement	Lucas, S.M.	2017	IEEE Computational Intelligence Magazine 12(1),7807390, pp. 6-8	
View abstract Full Text Finder View at Publisher Related documents				
General video game for 2 players: Framework and competition	Gaina, R.D., Pérez-Liébana, D., Lucas, S.M.	2017	2016 8th Computer Science and Electronic Engineering Conference, CEEC 2016 - Conference Proceedings 7835911, pp. 186-191	
View abstract Full Text Finder View at Publisher Related documents				
Rolling horizon coevolutionary planning for two-player video games	Liu, J., Pérez-Liébana, D., Lucas, S.M.	2017	2016 8th Computer Science and Electronic Engineering Conference, CEEC 2016 - Conference Proceedings 7835909, pp. 174-179	
View abstract Full Text Finder View at Publisher Related documents				
Analysis of vanilla rolling Horizon evolution parameters in general video game playing	Gaina, R.D., Liu, J., Lucas, S.M., Pérez-Liébana, D.	2017	Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics) 10199 LNCS, pp. 418-434	
View abstract Full Text Finder View at Publisher Related documents				

Display: 20 results per page

1 2 3 4 5 ... 10 > >>

Top o

The data displayed above is compiled exclusively from documents indexed in the Scopus database. To request corrections to any inaccuracies or provide any further feedback, please use the [Author Feedback Wizard](#).

About Scopus

What is Scopus
Content coverage
Scopus blog
Scopus API
Privacy matters

Language

日本語に切り替える
切换到简体中文
切换到繁體中文
Русский язык

Customer Service

Help
Contact us

ELSEVIER

[Terms and conditions](#) [Privacy policy](#)

Copyright © 2018 Elsevier B.V. All rights reserved. Scopus® is a registered trademark of Elsevier B.V.

Cookies are set by this site. To decline them or learn more, visit our [Cookies page](#).

