

# Hajime Muraio

## List of Publications by Year in descending order

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22  
papers

59  
citations

1937685

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h-index

1872680

6  
g-index

23  
all docs

23  
docs citations

23  
times ranked

21  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Design Method as Inverse Problems and Application of Emergent Computations. Transactions of the Society of Instrument and Control Engineers, 2000, 36, 90-97.	0.2	9
2	Deterministic Optimization Model of Elevator Operation Problems and An Application of Branch-and-Bound Method. IEEJ Transactions on Electronics, Information and Systems, 2003, 123, 1334-1340.	0.2	8
3	A reinforcement learning with switching controllers for a continuous action space. Artificial Life and Robotics, 2010, 15, 97-100.	1.2	6
4	Developing reinforcement learning for adaptive co-construction of continuous high-dimensional state and action spaces. Artificial Life and Robotics, 2012, 17, 204-210.	1.2	5
5	Reinforcement learning for dynamic environment: a classification of dynamic environments and a detection method of environmental changes. Artificial Life and Robotics, 2013, 18, 104-108.	1.2	5
6	Skin Image Segmentation Using a Self-Organizing Map and Genetic Algorithms. IEEJ Transactions on Electronics, Information and Systems, 2003, 123, 2056-2062.	0.2	4
7	Acquisition of Elevator Operation Rules by Using Genetics-Based Machine Learning. IEEJ Transactions on Electronics, Information and Systems, 2006, 126, 761-770.	0.2	3
8	A Similarity Measuring Method for Images Based on the Feature Extraction Algorithm using Reference Vectors. , 2007, , .		3
9	A Design of Dynamic Programming for Elevator Operation Problems and Increasing Its Efficiency by Reducing State Transition Models. Transactions of the Society of Instrument and Control Engineers, 2008, 44, 174-182.	0.2	3
10	Dynamic Programming on Reduced Models and Its Evaluation through Its Application to Elevator Operation Problems. SICE Journal of Control Measurement and System Integration, 2009, 2, 213-221.	0.7	3
11	A coevolutionary approach to adapt the genotype-phenotype map in genetic algorithms. Artificial Life and Robotics, 2002, 6, 221-227.	1.2	2
12	A State Space Filter for Reinforcement Learning in Partially Observable Markov Decision Processes. Transactions of the Society of Instrument and Control Engineers, 2009, 45, 41-50.	0.2	2
13	A State Space Filter for Reinforcement Learning - Concept and a Design -. IEEJ Transactions on Electronics, Information and Systems, 2006, 126, 832-839.	0.2	2
14	Metaheuristics Approach for Rule Acquisition in Flexible Shop Scheduling Problems. , 2005, , 243-258.		1
15	Adaptive co-construction of state and action spaces in reinforcement learning. Artificial Life and Robotics, 2011, 16, 48-52.	1.2	1
16	A Genetics-Based Machine Learning Approach for Realtime Scheduling. IEEJ Transactions on Electronics, Information and Systems, 2003, 123, 823-831.	0.2	1
17	Numerical Study on an Autonomous Decentralized Model-Based Simulation of Resources Circulation Systems. IEEJ Transactions on Electronics, Information and Systems, 2006, 126, 888-896.	0.2	1
18	Evolution of locally defined learning rules and their coordination in feedforward neural networks. Artificial Life and Robotics, 1997, 1, 89-94.	1.2	0

#	ARTICLE	IF	CITATIONS
19	Model-approximated dynamic programming based on decomposable state transition probabilities. , 2007, , .		0
20	Switching reinforcement learning for continuous action space. Electronics and Communications in Japan, 2012, 95, 37-44.	0.5	0
21	Decreasing Computational Cost of Dynamic Programmings Based on Symbolic Binary Coding Scheme by Algebraic Computation. IEEJ Transactions on Electronics, Information and Systems, 2009, 129, 1237-1245.	0.2	0
22	Switching Reinforcement Learning for Continuous Action Space. IEEJ Transactions on Electronics, Information and Systems, 2011, 131, 976-982.	0.2	0