

Hajime Muraio

List of Publications by Year in descending order

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Version: 2024-02-01

22
papers

59
citations

1937685

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1872680

6
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23
all docs

23
docs citations

23
times ranked

21
citing authors

#	ARTICLE	IF	CITATIONS
1	Reinforcement learning for dynamic environment: a classification of dynamic environments and a detection method of environmental changes. <i>Artificial Life and Robotics</i> , 2013, 18, 104-108.	1.2	5
2	Developing reinforcement learning for adaptive co-construction of continuous high-dimensional state and action spaces. <i>Artificial Life and Robotics</i> , 2012, 17, 204-210.	1.2	5
3	Switching reinforcement learning for continuous action space. <i>Electronics and Communications in Japan</i> , 2012, 95, 37-44.	0.5	0
4	Adaptive co-construction of state and action spaces in reinforcement learning. <i>Artificial Life and Robotics</i> , 2011, 16, 48-52.	1.2	1
5	Switching Reinforcement Learning for Continuous Action Space. <i>IEEJ Transactions on Electronics, Information and Systems</i> , 2011, 131, 976-982.	0.2	0
6	A reinforcement learning with switching controllers for a continuous action space. <i>Artificial Life and Robotics</i> , 2010, 15, 97-100.	1.2	6
7	A State Space Filter for Reinforcement Learning in Partially Observable Markov Decision Processes. <i>Transactions of the Society of Instrument and Control Engineers</i> , 2009, 45, 41-50.	0.2	2
8	Decreasing Computational Cost of Dynamic Programmings Based on Symbolic Binary Coding Scheme by Algebraic Computation. <i>IEEJ Transactions on Electronics, Information and Systems</i> , 2009, 129, 1237-1245.	0.2	0
9	Dynamic Programming on Reduced Models and Its Evaluation through Its Application to Elevator Operation Problems. <i>SICE Journal of Control Measurement and System Integration</i> , 2009, 2, 213-221.	0.7	3
10	A Design of Dynamic Programming for Elevator Operation Problems and Increasing Its Efficiency by Reducing State Transition Models. <i>Transactions of the Society of Instrument and Control Engineers</i> , 2008, 44, 174-182.	0.2	3
11	A Similarity Measuring Method for Images Based on the Feature Extraction Algorithm using Reference Vectors. , 2007, , .		3
12	Model-approximated dynamic programming based on decomposable state transition probabilities. , 2007, , .		0
13	Acquisition of Elevator Operation Rules by Using Genetics-Based Machine Learning. <i>IEEJ Transactions on Electronics, Information and Systems</i> , 2006, 126, 761-770.	0.2	3
14	Numerical Study on an Autonomous Decentralized Model-Based Simulation of Resources Circulation Systems. <i>IEEJ Transactions on Electronics, Information and Systems</i> , 2006, 126, 888-896.	0.2	1
15	A State Space Filter for Reinforcement Learning - Concept and a Design -. <i>IEEJ Transactions on Electronics, Information and Systems</i> , 2006, 126, 832-839.	0.2	2
16	Metaheuristics Approach for Rule Acquisition in Flexible Shop Scheduling Problems. , 2005, , 243-258.		1
17	Skin Image Segmentation Using a Self-Organizing Map and Genetic Algorithms. <i>IEEJ Transactions on Electronics, Information and Systems</i> , 2003, 123, 2056-2062.	0.2	4
18	Deterministic Optimization Model of Elevator Operation Problems and An Application of Branch-and-Bound Method. <i>IEEJ Transactions on Electronics, Information and Systems</i> , 2003, 123, 1334-1340.	0.2	8

#	ARTICLE	IF	CITATIONS
19	A Genetics-Based Machine Learning Approach for Realtime Scheduling. IEEJ Transactions on Electronics, Information and Systems, 2003, 123, 823-831.	0.2	1
20	A coevolutionary approach to adapt the genotype-phenotype map in genetic algorithms. Artificial Life and Robotics, 2002, 6, 221-227.	1.2	2
21	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
22	Evolution of locally defined learning rules and their coordination in feedforward neural networks. Artificial Life and Robotics, 1997, 1, 89-94.	1.2	0