

# Toshiya Kaihara

## List of Publications by Year in descending order

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141  
papers

943  
citations

706676

14  
h-index

591227

27  
g-index

152  
all docs

152  
docs citations

152  
times ranked

843  
citing authors

#	ARTICLE	IF	CITATIONS
1	Auction-based production planning considering operators' skill criterion. CIRP Annals - Manufacturing Technology, 2021, 70, 399-402.	1.7	0
2	New Trends in Systems Approaches to Realize Smarter World. , 2021, , 1-15.		0
3	Negotiation based approach for collecting and recycling operations in circular economy. Procedia CIRP, 2021, 104, 200-205.	1.0	0
4	A Proposed Production Decision Method for Order Planning Considering Decision Criteria of Multiple Organizations. Procedia CIRP, 2020, 93, 933-937.	1.0	1
5	Computational Study on Strategyproofness of Resource Matching in Crowdsourced Manufacturing. International Journal of Automation Technology, 2020, 14, 734-743.	0.5	1
6	Text Mining to Support Consulting Services for Client Company State Recognition. International Journal of Automation Technology, 2020, 14, 779-790.	0.5	0
7	Stability analysis on resource matching in crowdsourced manufacturing. Procedia CIRP, 2019, 81, 405-410.	1.0	6
8	A study on support method of consulting service using text mining. Procedia CIRP, 2018, 67, 569-573.	1.0	1
9	A methodology on parts specification management with customer demands for Mass Customization. Procedia CIRP, 2018, 72, 1184-1189.	1.0	2
10	Utilization of Pheromone in Production Scheduling by Negotiation and Cooperation Among Customers. , 2018, , .		2
11	Value creation in production: Reconsideration from interdisciplinary approaches. CIRP Annals - Manufacturing Technology, 2018, 67, 791-813.	1.7	37
12	Value Co-creative Manufacturing System for Mass Customization: Concept of Smart Factory and Operation Method Using Autonomous Negotiation Mechanism. Procedia CIRP, 2017, 63, 727-732.	1.0	24
13	Value Co-creative Manufacturing Methodology with IoT-Based Smart Factory for Mass Customisation. , 2017, , 165-180.		1
14	Simulation model study for manufacturing effectiveness evaluation in crowdsourced manufacturing. CIRP Annals - Manufacturing Technology, 2017, 66, 445-448.	1.7	33
15	A study on operator allocation aiming at the skill improvement for cell production system (4th Tj ETQq1 1 0.784314 rgBT /Overlock 10	0.1	1
16	Value Co-Creative Manufacturing with IoT-Based Smart Factory for Mass Customization. International Journal of Automation Technology, 2017, 11, 509-518.	0.5	18
17	Enhancing Kitchen Layout and Training to Improve Management and Employee Satisfaction at a Multiproduct Japanese Cuisine Restaurant. , 2017, , 139-145.		1
18	New Systems Approach Towards The Realisation of Society 5.0. IEEJ Transactions on Electronics, Information and Systems, 2017, 137, 997-1000.	0.1	3

#	ARTICLE	IF	CITATIONS
19	A Proposal of Production Scheduling Method Considering Users' Demand for Mass Customized Production. IFIP Advances in Information and Communication Technology, 2017, , 492-500.	0.5	3
20	Characteristic Analysis of Artificial Bee Colony Algorithm with Network-Structure. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2017, 21, 496-506.	0.5	2
21	Extended EOQ model considering recycling, repair and reuse in reverse supply chain with two types of demand fluctuation. , 2016, , .		0
22	A study on value co-creative design and manufacturing system for tailor-made rubber shoes production " Construction of value co-creative smart factory. , 2016, , .		9
23	A Research on Optimization Method for Integrating Component Selection and Production Scheduling under Mass Customization. Procedia CIRP, 2016, 57, 527-532.	1.0	8
24	A study of designing for the operator training under an order change in cell manufacturing system. , 2016, , .		2
25	A proposal of parameters setting method for artificial bee colony algorithm with network structure. , 2016, , .		0
26	Product Recovery Configuration Decisions for Achieving Sustainable Manufacturing. Procedia CIRP, 2016, 41, 258-263.	1.0	12
27	A study of manufacturing effectiveness on cloud-based manufacturing system. Transactions of the JSME (in Japanese), 2016, 82, 15-00430-15-00430.	0.1	1
28	Towards an Optimal Order Planning in Global Supply Chain. Procedia CIRP, 2016, 41, 526-531.	1.0	2
29	Optimization and Simulation of Collaborative Networks for Sustainable Production and Transportation. IEEE Transactions on Industrial Informatics, 2016, 12, 417-424.	7.2	35
30	Employee Satisfaction Analysis in Food Service Industry " Resultant of Questionnaire to the Restaurant Staff. , 2016, , 23-36.		1
31	Extended EOQ model considering demand fluctuation in reverse logistics. , 2015, , .		1
32	A study on operator allocation aiming at the skill improvement for cell production system. Transactions of the JSME (in Japanese), 2015, 81, 14-00646-14-00646.	0.1	6
33	Cloud-Based Automated Design and Additive Manufacturing: A Usage Data-Enabled Paradigm Shift. Sensors, 2015, 15, 32079-32122.	2.1	62
34	A multi-attribute multi-item negotiation mechanism of supply chain networks between buyers and sellers. International Journal of Production Research, 2015, 53, 6143-6160.	4.9	16
35	A study on operator allocation and scheduling method considering demand fluctuations in cell manufacturing systems. , 2015, , .		0
36	A Proposal of Value Co-creative Production with IoT-Based Thinking Factory Concept for Tailor-Made Rubber Products. IFIP Advances in Information and Communication Technology, 2015, , 67-73.	0.5	5

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37	Optimisation of freight flows and sourcing in sustainable production and transportation networks. International Journal of Production Economics, 2015, 164, 351-365.	5.1	63
38	Robust Optimization Theory for CO2 Emission Control in Collaborative Supply Chains. IFIP Advances in Information and Communication Technology, 2015, , 547-556.	0.5	0
39	A study on operator allocation method considering the process of Skill proficiency in cell manufacturing systems. , 2014, , .		4
40	Layout Design by Integration of Multi-agent Based Simulation and Optimization. Lecture Notes in Computer Science, 2014, , 375-382.	1.0	0
41	A Proposal of PSO with Presumption Function of the Solution Landscape by Response Surface Method. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 1293-1298.	0.1	0
42	Using a Cooking Operation Simulator to Improve Cooking Speed in a Multiproduct Japanese Cuisine Restaurant. Lecture Notes in Computer Science, 2014, , 556-563.	1.0	1
43	108 A study on operator allocation and scheduling for task-divisional cell manufacturing system with collaborative operation. The Proceedings of Manufacturing Systems Division Conference, 2014, 2014, 47-48.	0.0	2
44	Coalition Formation Based Multi-item Multi-attribute Negotiation of Supply Chain Networks. Procedia CIRP, 2013, 7, 85-90.	1.0	9
45	A Proposal of Economic Negotiation Mechanism with a Complex Network for Supply Chain Management. Procedia CIRP, 2013, 12, 318-323.	1.0	3
46	A Proposal of Optimization Methodology on Manufacturing Scheduling and Its Application into Assembly Production Line in Semiconductor Manufacturing. Nippon Kikai Gakkai Ronbunshu, C Hen/Transactions of the Japan Society of Mechanical Engineers, Part C, 2013, 79, 152-161.	0.2	1
47	A Model to Realise Sustainability in Networked Production and Transportation. IFIP Advances in Information and Communication Technology, 2013, , 559-568.	0.5	3
48	Facility Layout Planning of Central Kitchen in Food Service Industry: Application to the Real-Scale Problem. IFIP Advances in Information and Communication Technology, 2013, , 33-40.	0.5	11
49	Multi-agent based Multi-item Negotiation of Supply Chain Networks using Game Theory. IEEJ Transactions on Electronics, Information and Systems, 2013, 133, 1663-1669.	0.1	3
50	Hierarchical-game Based Negotiation Protocol for Effective Supply Chain Network. Transactions of the Institute of Systems Control and Information Engineers, 2013, 26, 138-146.	0.1	3
51	Hierarchical-Game Based Multi-Attribute Negotiation of Supply Chain Network. SICE Journal of Control Measurement and System Integration, 2013, 6, 88-95.	0.4	2
52	311 A study on operator allocation aiming at the skill improvement for cell production system. The Proceedings of Manufacturing Systems Division Conference, 2013, 2013, 85-86.	0.0	3
53	Improving Customer's Subjective Waiting Time Introducing Digital Signage. IFIP Advances in Information and Communication Technology, 2013, , 385-391.	0.5	4
54	A new approach on CPS-based scheduling and WIP control in process industries. , 2012, , .		3

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55	A Research on Flowshop Scheduling Problems With Column Generation. , 2012, , .		0
56	Real-Virtual Fusion Manufacturing Scheduling with Social Contract-Based Approach at Operational Phase. Nippon Kikai Gakkai Ronbunshu, C Hen/Transactions of the Japan Society of Mechanical Engineers, Part C, 2012, 78, 3033-3042.	0.2	0
57	A Study on Integration of Interdivisional Scheduling in Dynamically Changing Manufacturing Environment. Journal of Advanced Mechanical Design, Systems and Manufacturing, 2012, 6, 572-580.	0.3	3
58	Real-“Virtual Fusion Production Scheduling Using Social Contract-based Approach “ Effectiveness of Adjusting Virtual System Size “. Procedia CIRP, 2012, 3, 525-530.	1.0	1
59	Hierarchical-Game Based Negotiation for Supply Chain Network. , 2012, , .		2
60	A proposal on optimized scheduling methodology and its application to an actual-scale semiconductor manufacturing problem. CIRP Annals - Manufacturing Technology, 2012, 61, 467-470.	1.7	9
61	Evaluation of a vessel-tracking-based technique for dynamic targeting in human liver. Magnetic Resonance in Medicine, 2012, 67, 156-163.	1.9	4
62	Dynamic Construction of Virtual System in Real-Virtual Fusion Manufacturing System. Transactions of the Institute of Systems Control and Information Engineers, 2011, 24, 31-38.	0.1	2
63	A Study on Method of Automated Scheduling for Dynamically Changing Manufacturing Environment. Nippon Kikai Gakkai Ronbunshu, C Hen/Transactions of the Japan Society of Mechanical Engineers, Part C, 2011, 77, 4718-4729.	0.2	2
64	Interdivisional production scheduling with social negotiation mechanism. CIRP Annals - Manufacturing Technology, 2011, 60, 461-464.	1.7	5
65	A proposal of optimization methodology on manufacturing scheduling and its application into actual scale problem in semiconductor manufacturing. , 2011, , .		0
66	216 Real-Virtual Fusion Manufacturing Scheduling with Social Contract Based Approach : Application of Combinatorial Auction at Operational Phase. The Proceedings of Manufacturing Systems Division Conference, 2011, 2011, 87-88.	0.0	1
67	Multiagent System-Based Simulation of Service Diffusion in Consumer Networks. International Journal of Organizational and Collective Intelligence, 2011, 2, 49-62.	0.3	3
68	Agent-Based Simulation of Product Diffusion with Network Externality in a Heterogeneous Consumer Network. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2011, 15, 173-179.	0.5	1
69	Optimization Method using Combinatorial Auction for Production Scheduling with Batch Processing. Journal of Advanced Mechanical Design, Systems and Manufacturing, 2010, 4, 588-596.	0.3	7
70	A Proposal of Distributed Cooperative Scheduling Approach for Flexible Flowshop with Lot Formation Problem(Machine Elements, Design and Manufacturing). Nippon Kikai Gakkai Ronbunshu, C Hen/Transactions of the Japan Society of Mechanical Engineers, Part C, 2010, 76, 2127-2134.	0.2	0
71	Proactive maintenance scheduling in a re-entrant flow shop using Lagrangian decomposition coordination method. CIRP Annals - Manufacturing Technology, 2010, 59, 453-456.	1.7	22
72	A study on proactive maintenance scheduling with distributed cooperative approach. , 2010, , .		0

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73	Basic analysis on cell manufacturing scheduling method with combinatorial auction Integration of local search into auction mechanism. , 2010, , .		1
74	A multi agent system approach for hospital's drugs management using combinatorial auctions. , 2010, , .		6
75	Service diffusion process in consumer networks - Introducing heterogeneity of consumer utility - , 2010, , .		1
76	A comprehensive model for short-haul and long-haul transportation. , 2010, , .		4
77	A Study on Machine Maintenance Scheduling Using Distributed Cooperative Approach. Transactions of the Society of Instrument and Control Engineers, 2010, 46, 651-658.	0.1	0
78	A Study on Product Diffusion with Externality Introducing Consumers' Heterogeneity in Complex Networks. Transactions of the Society of Instrument and Control Engineers, 2009, 45, 605-611.	0.1	3
79	A Study on Real-Virtual Interaction Method for Production Scheduling Using Model Plant. Lecture Notes in Computer Science, 2009, , 114-123.	1.0	0
80	B35 A Study on Optimization of Interdivisional Scheduling for Dynamically Changing Manufacturing Environment(Advanced machining technology). Proceedings of International Conference on Leading Edge Manufacturing in 21st Century LEM21, 2009, 2009.5, 693-698.	0.0	2
81	Present and Future on Manufacturing System Informatisation and Sophistication. Journal of the Japan Society for Precision Engineering, 2009, 75, 1153-1157.	0.0	0
82	Supplier Selection in Virtual Enterprise Model of Manufacturing Supply Network. IFIP Advances in Information and Communication Technology, 2009, , 331-340.	0.5	0
83	A Proposal of Optimisation Method Based on Combinatorial Auction for Production Scheduling Problem(Machine Elements and Manufacturing). Nippon Kikai Gakkai Ronbunshu, C Hen/Transactions of the Japan Society of Mechanical Engineers, Part C, 2009, 75, 1143-1150.	0.2	4
84	A Study on Market-based Strategic Procurement Planning in Convergent Supply Networks. Transactions of the Institute of Systems Control and Information Engineers, 2009, 22, 58-65.	0.1	0
85	A multiagent-based complex systems approach for dynamic negotiation mechanism in virtual enterprise. Robotics and Computer-Integrated Manufacturing, 2008, 24, 656-663.	6.1	7
86	A study on modeling methodology of oligopolistic virtual market and its application into resource allocation problem. Electrical Engineering in Japan (English Translation of Denki Gakkai Ronbunshi), 2008, 164, 77-85.	0.2	7
87	Supply chain management for virtual enterprises with adaptive multi-agent mechanism. International Journal of Manufacturing Technology and Management, 2008, 14, 299.	0.1	4
88	Game theoretic enterprise management in industrial collaborative networks with multi-agent systems. International Journal of Production Research, 2008, 46, 1297-1313.	4.9	20
89	Value delivery in convergent supply network with mediating auctioneers. , 2008, , .		0
90	Study on Optimised Collaboration with Augmented Lagrangian Decomposition Coordination Method under Bounded Information Sharing. Transactions of the Society of Instrument and Control Engineers, 2008, 44, 848-854.	0.1	2

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91	Social contract based manufacturing scheduling with combinatorial auction mechanism. , 2008, , 265-268.		0
92	A Basic Study of Auction-based Planning and Scheduling for Cell Manufacturing. , 2008, , 3-10.		1
93	Method for Target Tracking in Focused Ultrasound Surgery of Liver using Magnetic Resonance Filtered Venography. Annual International Conference of the IEEE Engineering in Medicine and Biology Society, 2007, 2007, 2614-7.	0.5	8
94	A study on automated scheduling methodology for machining job shop. , 2007, , .		2
95	Development of Distributed Virtual Factory (2nd Report, Cost Module Integration). Nippon Kikai Gakkai Ronbunshu, C Hen/Transactions of the Japan Society of Mechanical Engineers, Part C, 2007, 73, 3069-3075.	0.2	0
96	A Basic Study on Cost Based Lot Sizing -Experiments with Distributed Virtual Factory-. Journal of Advanced Mechanical Design, Systems and Manufacturing, 2007, 1, 462-471.	0.3	0
97	A Study on Autonomous Layout Creation Function for Square-Arrayed Machining Cell System (1st) Tj ETQq1 1 0.784314 rgBT <sub>2</sub> /Overlock	0.0	0
98	A BASIC STUDY ON COST BASED SCHEDULING. , 2007, , 213-218.		0
99	A Proposal of Decision Making Support System Based on Product Cost. Journal of the Japan Society for Precision Engineering, 2007, 73, 840-845.	0.0	0
100	A Study on Virtual Market for Pareto Optimal Mediation in Economic Society. , 2007, , 207-212.		0
101	A Study on Multi-Agent based Resource Allocation Mechanism for Automated Enterprise Contracting. , 2006, , .		1
102	AGILE MANUFACTURING SYSTEM WITH AUTONOMOUSLY OPERATED SQUARE ARRAYED MACHINING CELLS. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2006, 39, 517-522.	0.4	0
103	Virtual Enterprise Coalition Strategy with Game Theoretic Multi-Agent Paradigm. CIRP Annals - Manufacturing Technology, 2006, 55, 513-516.	1.7	13
104	Game Theoretic Negotiation Strategy For Virtual Enterprise With Multiagent Systems. , 2006, , 439-448.		4
105	Production Control Software. Journal of the Japan Society for Precision Engineering, 2006, 72, 171-175.	0.0	1
106	4201 Application of Market-Oriented Programming in perfectly competitive market to single process parallel machining scheduling problem. The Proceedings of Manufacturing Systems Division Conference, 2006, 2006, 43-44.	0.0	1
107	A Study on Modelling Methodology of Oligopolistic Virtual Market and its Application into Resource Allocation Problem. IEEJ Transactions on Industry Applications, 2006, 126, 1423-1429.	0.1	0
108	Evaluation of Tool Allocation Strategies in Flexible Manufacturing System. JSME International Journal Series C-Mechanical Systems Machine Elements and Manufacturing, 2005, 48, 37-45.	0.3	0

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109	A study on resource allocation with buying behavior in B to B commerce. Electrical Engineering in Japan (English Translation of Denki Gakkai Ronbunshi), 2005, 153, 63-72.	0.2	2
110	A Study on Pareto Optimality of Walrasian Virtual Market. , 2005, , 194-207.		0
111	A Proposal of Multi-agent Negotiation Mechanism Based on Dynamic Market Concept for Pareto Optimal Solution. Lecture Notes in Computer Science, 2005, , 87-98.	1.0	0
112	4105 A solution of resource allocation problem with oligopoly virtual market. The Proceedings of Manufacturing Systems Division Conference, 2005, 2005, 45-46.	0.0	0
113	Enterprise Negotiation Algorithm with Walrasian Virtual Market. , 2004, , 227-234.		4
114	A basic study of defect inspection methods for ASIC manufacturing line (Second report: Inspection) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 5	0.2	2
115	Multi-Agent Based Robust Scheduling for Agile Manufacturing. , 2004, , 201-208.		0
116	Partnering Mechanism with Adaptive Multi-Agent Protocol for Virtual Enterprise. , 2004, , 407-414.		0
117	Validation on Pareto Optimality of Walrasian Virtual Market. Transactions of the Institute of Systems Control and Information Engineers, 2004, 17, 444-450.	0.1	5
118	A study on virtual market model for e-Marketplace server. Electronic Commerce Research and Applications, 2003, 2, 278-285.	2.5	7
119	Multi-agent based supply chain modelling with dynamic environment. International Journal of Production Economics, 2003, 85, 263-269.	5.1	150
120	A Study on the Tool Sharing Policy in FMS with Tool Center.. JSME International Journal Series C-Mechanical Systems Machine Elements and Manufacturing, 2003, 46, 24-32.	0.3	0
121	A Study on Partnering Mechanism in B to B EC Server for Global Supply Chain Management.. JSME International Journal Series C-Mechanical Systems Machine Elements and Manufacturing, 2003, 46, 3-8.	0.3	1
122	A Basic Study on Defect Inspection Method for ASIC Manufacturing Line (Second Report: Inspection) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 5 123, 492-499.	0.1	1
123	A study on characterization of agile manufacturing system with square array layout of machining centres. , 2003, , 441-449.		0
124	A STUDY ON VIRTUAL ENTERPRISE COALITION WITH MULTI-AGENT TECHNOLOGY IN AGILE MANUFACTURING ENVIRONMENT. Journal of Advanced Manufacturing Systems, 2002, 01, 125-139.	0.4	4
125	A Proposal on Negotiation Methodology in Virtual Enterprise. IFIP Advances in Information and Communication Technology, 2002, , 125-132.	0.5	5
126	Supply Chain Management in Agile Manufacturing Environment. IFIP Advances in Information and Communication Technology, 2002, , 440-451.	0.5	0



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127	An Analysis on Game Theoretic Negotiation Dynamism Based on Multi-Agent Paradigm in Virtual Enterprise. , 2002, , 211-218.		0
128	Virtual Enterprise Negotiation Strategy in Agile Manufacturing Environment.. Nippon Kikai Gakkai Ronbunshu, C Hen/Transactions of the Japan Society of Mechanical Engineers, Part C, 2001, 67, 3047-3054.	0.2	7
129	Supply chain management with market economics. International Journal of Production Economics, 2001, 73, 5-14.	5.1	78
130	Multi-Agent Based Auction Protocol for Decentralised Manufacturing Scheduling. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2000, 33, 957-962.	0.4	1
131	A distributed virtual factory in agile manufacturing environment. International Journal of Production Research, 2000, 38, 4113-4128.	4.9	47
132	Synchronization Mechanisms for Integration of Distributed Manufacturing Simulation Systems. Simulation, 1999, 72, 187-197.	1.1	18
133	A Study on Distributed Resource Allocation by Using Market-Oriented Programming in Distribution System. Transactions of the Institute of Systems Control and Information Engineers, 1999, 12, 349-356.	0.1	8
134	Agent-based double auction algorithm for global supply chain system. , 0, , .		1
135	Virtual market emergence for resource allocation in supply web. , 0, , .		0
136	Delivery and service systems with human sensory factors. , 0, , .		0
137	Integration of human sensory factors in total production system. , 0, , .		1
138	A study on agent behaviour conducting Pareto optimality in virtual market. , 0, , .		2
139	A Study on Data Handling Mechanism of a Distributed Virtual Factory. , 0, , 293-300.		1
140	A Multiagent-Based Complex Systems Approach for Efficient Partnering in Virtual Enterprise. , 0, , 175-182.		0
141	Virtual Enterprise Coalition Strategy with Game Theoretic Multiagent Paradigm. , 0, , 263-282.		1