

Yutaka Watanobe

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2408974/publications.pdf>

Version: 2024-02-01

47
papers

496
citations

759233

12
h-index

752698

20
g-index

48
all docs

48
docs citations

48
times ranked

192
citing authors

#	ARTICLE	IF	CITATIONS
1	An Evaluation of Hardware-Efficient Quantum Neural Networks for Image Data Classification. Electronics (Switzerland), 2022, 11, 437.	3.1	12
2	Unknown Object Detection Using a One-Class Support Vector Machine for a Cloud-Robot System. Sensors, 2022, 22, 1352.	3.8	9
3	Educational Data Mining to Support Programming Learning Using Problem-Solving Data. IEEE Access, 2022, 10, 26186-26202.	4.2	19
4	Processing Analytical Queries over Polystore System for a Large Astronomy Data Repository. Applied Sciences (Switzerland), 2022, 12, 2663.	2.5	2
5	A Comprehensive Survey on the Detection, Classification, and Challenges of Neurological Disorders. Biology, 2022, 11, 469.	2.8	21
6	Online Judge System: Requirements, Architecture, and Experiences. International Journal of Software Engineering and Knowledge Engineering, 2022, 32, 917-946.	0.8	13
7	A Survey of Big Data Archives in Time-Domain Astronomy. Applied Sciences (Switzerland), 2022, 12, 6202.	2.5	3
8	Automatic analog meter reading for plant inspection using a deep neural network. Artificial Life and Robotics, 2021, 26, 176-186.	1.2	3
9	Code completion for programming education based on deep learning. International Journal of Computational Intelligence Studies, 2021, 10, 78.	0.3	5
10	A Bidirectional LSTM Language Model for Code Evaluation and Repair. Symmetry, 2021, 13, 247.	2.2	51
11	A Model with Iterative Trials for Correcting Logic Errors in Source Code. Applied Sciences (Switzerland), 2021, 11, 4755.	2.5	4
12	Efficient Discovery of Periodic-Frequent Patterns in Columnar Temporal Databases. Electronics (Switzerland), 2021, 10, 1478.	3.1	14
13	Brain-Computer Interface: Advancement and Challenges. Sensors, 2021, 21, 5746.	3.8	61
14	An Efficient Cloud Framework for Multi-Robot System Management. Frontiers in Artificial Intelligence and Applications, 2021, , .	0.3	2
15	A Model for Identifying Frequent Errors in Incorrect Solutions. , 2021, , .		1
16	Impact of Practical Skills on Academic Performance: A Data-Driven Analysis. IEEE Access, 2021, 9, 139975-139993.	4.2	17
17	U-Vectors: Generating Clusterable Speaker Embedding from Unlabeled Data. Applied Sciences (Switzerland), 2021, 11, 10079.	2.5	7
18	A Highly Reliable Communication System for Internet of Robotic Things and Implementation in RT-Middleware With AMQP Communication Interfaces. IEEE Access, 2021, 9, 167229-167241.	4.2	10

#	ARTICLE	IF	CITATIONS
19	Challenges and Exit Strategies for Adapting Interactive Online Education Amid the Pandemic and its Aftermath. , 2021, , .		1
20	A Neural Network Based Intelligent Support Model for Program Code Completion. Scientific Programming, 2020, 2020, 1-18.	0.7	16
21	Algorithmic Transparency of Large-Scale *AIDA Programs. International Journal of Software Engineering and Knowledge Engineering, 2020, 30, 1263-1288.	0.8	0
22	Source Code Assessment and Classification Based on Estimated Error Probability Using Attentive LSTM Language Model and Its Application in Programming Education. Applied Sciences (Switzerland), 2020, 10, 2973.	2.5	36
23	Evaluation of Source Codes Using Bidirectional LSTM Neural Network. , 2020, , .		2
24	Logic Error Detection Algorithm Based on RNN with Threshold Selection. Frontiers in Artificial Intelligence and Applications, 2020, , .	0.3	0
25	Classification of Programming Problems based on Topic Modeling. , 2019, , .		16
26	Data Acquisition Framework for Cloud Robotics. , 2019, , .		1
27	Algorithm to Determine Extended Edit Distance between Program Codes. , 2019, , .		4
28	Convolutional Neural Network for Classification of Source Codes. , 2019, , .		7
29	Automatic Generation of Fill-in-the-Blank Programming Problems. , 2019, , .		6
30	Logic Error Detection System based on Structure Pattern and Error Degree. Advances in Science, Technology and Engineering Systems, 2019, 4, 1-15.	0.5	6
31	Distributed Authority Management Method Based on Blockchains. , 2018, , .		1
32	Classification of Online Judge Programmers based on Rule Extraction from Self Organizing Feature Map. , 2018, , .		14
33	Logic Error Detection Algorithm for Novice Programmers based on Structure Pattern and Error Degree. , 2018, , .		8
34	Cluster Analysis to Estimate the Difficulty of Programming Problems. , 2018, , .		12
35	Learning Path Recommender System based on Recurrent Neural Network. , 2018, , .		14
36	A Study of Robotic Cooperation in Cloud Robotics: Architecture and Challenges. IEEE Access, 2018, 6, 36662-36682.	4.2	51

#	ARTICLE	IF	CITATIONS
37	Adaptation Aspects of AIDA Programs. , 2016, , .		0
38	Architecture for Hybrid Language Systems. , 2016, , .		0
39	Hybrid intelligence aspects of programming in *AIDA algorithmic pictures. Future Generation Computer Systems, 2014, 37, 417-428.	7.5	11
40	Data visualization in ∗AIDA programming language. , 2013, , .		0
41	∗AIDA declarations supporting program compactness. , 2013, , .		0
42	Programming in pictures within Filmification Modeling environment. , 2011, , .		1
43	Filmification of methods: Convex Hull algorithms. , 2009, , .		1
44	Algorithm library based on algorithmic cyberFilms. Knowledge-Based Systems, 2009, 22, 195-208.	7.1	12
45	Filmification of methods: A visual language for graph algorithms. Journal of Visual Languages and Computing, 2008, 19, 123-150.	1.8	14
46	Algorithmic CyberFilm Language. , 2006, , .		2
47	A searching method based on problem description and algorithmic features. International Journal of Computational Science and Engineering, 2006, 2, 359.	0.5	3