Jong-Hwan Kim

List of Publications by Year
in descending order

273 papers	6,675 citations	117453 34 h-index	88477 70 g-index
287 all docs	287 docs citations	287 times ranked	4091 citing authors

#	Article	IF	Citations
1	Quantum-inspired evolutionary algorithm for a class of combinatorial optimization. IEEE Transactions on Evolutionary Computation, 2002, 6, 580-593.	7.5	1,215
2	Sliding mode control for trajectory tracking of nonholonomic wheeled mobile robots. IEEE Transactions on Automation Science and Engineering, 1999, 15, 578-587.	2.4	514
3	Quantum-Inspired Evolutionary Algorithms With a New Termination Criterion,<tex>$H_epsilon $</tex>Gate, and Two-Phase Scheme. IEEE Transactions on Evolutionary Computation, 2004, 8, 156-169.	7.5	418
4	Genetic quantum algorithm and its application to combinatorial optimization problem. , 0, , .		284
5	Evolutionary programming techniques for constrained optimization problems. IEEE Transactions on Evolutionary Computation, 1997, 1, 129-140.	7.5	164
6	Preference-Based Solution Selection Algorithm for Evolutionary Multiobjective Optimization. IEEE Transactions on Evolutionary Computation, 2012, 16, 20-34.	7.5	147
7	Effective Background Model-Based RGB-D Dense Visual Odometry in a Dynamic Environment. IEEE Transactions on Robotics, 2016, 32, 1565-1573.	7.3	126
8	A two-layered fuzzy logic controller for systems with deadzones. IEEE Transactions on Industrial Electronics, 1994, 41, 155-162.	5.2	113
9	A real-time limit-cycle navigation method for fast mobile robots and its application to robot soccer. Robotics and Autonomous Systems, 2003, 42, 17-30.	3.0	108
10	Adaptive fuzzy-network-based C-measure map-matching algorithm for car navigation system. IEEE Transactions on Industrial Electronics, 2001, 48, 432-441.	5.2	90
11	Recent progress and development of the humanoid robot HanSaRam. Robotics and Autonomous Systems, 2009, 57, 973-981.	3.0	87
12	Modular Q-learning based multi-agent cooperation for robot soccer. Robotics and Autonomous Systems, 2001, 35, 109-122.	3.0	85
13	Short-Range Radar Based Real-Time Hand Gesture Recognition Using LSTM Encoder. IEEE Access, 2019, 7, 33610-33618.	2.6	84
14	Laser-Based Kinematic Calibration of Robot Manipulator Using Differential Kinematics. IEEE/ASME Transactions on Mechatronics, 2012, 17, 1059-1067.	3.7	83
15	A two-step circle detection algorithm from the intersecting chords. Pattern Recognition Letters, 2001, 22, 787-798.	2.6	78
16	Modifiable Walking Pattern of a Humanoid Robot by Using Allowable ZMP Variation. IEEE Transactions on Robotics, 2008, 24, 917-925.	7.3	76
17	Sliding Mode Motion Control of Nonholonomic Mobile Robots. IEEE Control Systems, 1999, 19, 15-23.	1.0	74
18	Multiobjective Particle Swarm Optimization With Preference-Based Sort and Its Application to Path Following Footstep Optimization for Humanoid Robots. IEEE Transactions on Evolutionary Computation, 2013, 17, 755-766.	7.5	73

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19	Robust adaptive stick-slip friction compensation. IEEE Transactions on Industrial Electronics, 1995, 42, 474-479.	5.2	72
20	Parallel quantum-inspired genetic algorithm for combinatorial optimization problem. , 0, , .		71
21	Internet Control Architecture for Internet-Based Personal Robot. Autonomous Robots, 2001, 10, 135-147.	3.2	71
22	Feature-Based Hand Gesture Recognition Using an FMCW Radar and its Temporal Feature Analysis. IEEE Sensors Journal, 2018, 18, 7593-7602.	2.4	66
23	Fault-tolerant locomotion of the hexapod robot. IEEE Transactions on Systems, Man, and Cybernetics, 1998, 28, 109-116.	5.5	58
24	Fuzzy precompensated PID controllers. IEEE Transactions on Control Systems Technology, 1994, 2, 406-411.	3.2	56
25	Evolutionary multi-objective optimization in robot soccer system for education. IEEE Computational Intelligence Magazine, 2009, 4, 31-41.	3.4	55
26	A Resource-Oriented, Decentralized Auction Algorithm for Multirobot Task Allocation. IEEE Transactions on Automation Science and Engineering, 2015, 12, 1469-1481.	3.4	49
27	Ubiquitous Robot: A New Paradigm for Integrated Services. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	47
28	Command State-Based Modifiable Walking Pattern Generation on an Inclined Plane in Pitch and Roll Directions for Humanoid Robots. IEEE/ASME Transactions on Mechatronics, 2011, 16, 783-789.	3.7	44
29	Identification and control of systems with friction using accelerated evolutionary programming. IEEE Control Systems, 1996, 16, 38-47.	1.0	42
30	Landing Force Control for Humanoid Robot by Time-Domain Passivity Approach. IEEE Transactions on Robotics, 2007, 23, 1294-1301.	7.3	42
31	Stable Bipedal Walking With a Vertical Center-of-Mass Motion by an Evolutionary Optimized Central Pattern Generator. IEEE Transactions on Industrial Electronics, 2014, 61, 2346-2355.	5.2	42
32	Robust control of robot manipulators with parametric uncertainty. IEEE Transactions on Automatic Control, 1994, 39, 1230-1233.	3.6	41
33	Hybrid evolutionary programming for heavily constrained problems. BioSystems, 1996, 38, 29-43.	0.9	41
34	Fast and Robust Face Detection Using Evolutionary Pruning. IEEE Transactions on Evolutionary Computation, 2008, 12, 562-571.	7.5	41
35	3-D Command State-Based Modifiable Bipedal Walking on Uneven Terrain. IEEE/ASME Transactions on Mechatronics, 2013, 18, 657-663.	3.7	41
36	Evolutionary programming-based univector field navigation method for past mobile robots. IEEE Transactions on Systems, Man, and Cybernetics, 2001, 31, 450-458.	5.5	40

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37	Variable structure control of nonholonomic wheeled mobile robot. , 0, , .		39
38	Visual Odometry Algorithm Using an RGB-D Sensor and IMU in a Highly Dynamic Environment. Advances in Intelligent Systems and Computing, 2015, , 11-26.	0.5	37
39	3-D Scene Graph: A Sparse and Semantic Representation of Physical Environments for Intelligent Agents. IEEE Transactions on Cybernetics, 2020, 50, 4921-4933.	6.2	37
40	A fault tolerant gait for a hexapod robot over uneven terrain. IEEE Transactions on Systems, Man, and Cybernetics, 2000, 30, 172-180.	5.5	36
41	Designing distributed control architecture for cooperative multi-agent system and its real-time application to soccer robot. Robotics and Autonomous Systems, 1997, 21, 149-165.	3.0	32
42	Intelligence Technology for Robots That Think [Application Notes]. IEEE Computational Intelligence Magazine, 2013, 8, 70-84.	3.4	32
43	Landmark-Based Particle Localization Algorithm for Mobile Robots With a Fish-Eye Vision System. IEEE/ASME Transactions on Mechatronics, 2013, 18, 1745-1756.	3.7	32
44	Online recurrent extreme learning machine and its application to time-series prediction. , 2017, , .		31
45	Multi-Agent Systems: A Survey from the Robot-Soccer Perspective. Intelligent Automation and Soft Computing, 2000, 6, 3-17.	1.6	29
46	Task Intelligence of Robots: Neural Model-Based Mechanism of Thought and Online Motion Planning. IEEE Transactions on Emerging Topics in Computational Intelligence, 2017, 1, 41-50.	3.4	29
47	On setting the parameters of quantum-inspired evolutionary algorithm for practical application. , 0, , .		28
48	Unscented Filtering in a Unit Quaternion Space for Spacecraft Attitude Estimation. , 2007, , .		28
49	Vector Field Based Path Planning and Petri-Net Based Role Selection Mechanism with Q-Learning for the Soccer Robot System. Intelligent Automation and Soft Computing, 2000, 6, 75-87.	1.6	27
50	Fuzzy Integral-Based Gaze Control of a Robotic Head for Human Robot Interaction. IEEE Transactions on Cybernetics, 2015, 45, 1769-1783.	6.2	26
51	On the Analysis of the Quantum-inspired Evolutionary Algorithm with a Single Individual. , 0, , .		25
52	Fuzzy Integral-Based Gaze Control Architecture Incorporated With Modified-Univector Field-Based Navigation for Humanoid Robots. IEEE Transactions on Systems, Man, and Cybernetics, 2012, 42, 125-139.	5.5	25
53	Ad Hoc Network-Based Task Allocation With Resource-Aware Cost Generation for Multirobot Systems. IEEE Transactions on Industrial Electronics, 2014, 61, 6871-6881.	5.2	25
54	Online Multiobjective Evolutionary Approach for Navigation of Humanoid Robots. IEEE Transactions on Industrial Electronics, 2015, 62, 5586-5597.	5.2	25

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55	Fuzzy Precompensation of PD Controllers For Systems with Deadzones. Journal of Intelligent and Fuzzy Systems, 1993, 1, 125-133.	0.8	23
56	Time-varying two-phase optimization and its application to neural-network learning. IEEE Transactions on Neural Networks, 1997, 8, 1293-1300.	4.8	23
57	Multi-objective evolutionary generation process for specific personalities of artificial creature. IEEE Computational Intelligence Magazine, 2008, 3, 43-53.	3.4	23
58	24 GHz FMCW Radar System for Real-Time Hand Gesture Recognition Using LSTM. , 2018, , .		23
59	Optimal fault tolerant gait sequence of the hexapod robot with overlapping reachable areas and crab walking. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 1999, 29, 224-235.	3.4	22
60	Evolutionary Multiobjective Footstep Planning for Humanoid Robots. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2011, 41, 520-532.	3.3	22
61	Gaze Control-Based Navigation Architecture With a Situation-Specific Preference Approach for Humanoid Robots. IEEE/ASME Transactions on Mechatronics, 2015, 20, 2425-2436.	3.7	22
62	Deep ART Neural Model for Biologically Inspired Episodic Memory and Its Application to Task Performance of Robots. IEEE Transactions on Cybernetics, 2018, 48, 1786-1799.	6.2	22
63	Fast and reliable minimal relative pose estimation under planar motion. Image and Vision Computing, 2018, 69, 103-112.	2.7	22
64	Incremental Class Learning for Hierarchical Classification. IEEE Transactions on Cybernetics, 2020, 50, 178-189.	6.2	22
65	Evolutionary-Optimized Central Pattern Generator for Stable Modifiable Bipedal Walking. IEEE/ASME Transactions on Mechatronics, 2014, 19, 1374-1383.	3.7	21
66	Humanoid Robot HanSaRam: Recent Progress and Developments. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2004, 8, 45-55.	0.5	20
67	A simulation/experimental study of the noisy behavior of the time-domain passivity controller. , 2005, 21, 733-741.		19
68	Multiobjective quantum-inspired evolutionary algorithm for fuzzy path planning of mobile robot. , 2009, , .		19
69	Experimental evolutionary programming-based high-precision control. IEEE Control Systems, 1997, 17, 66-74.	1.0	18
70	Incorporation of a Software Robot anda Mobile Robot Using a Middle Layer. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2007, 37, 1342-1348.	3.3	18
71	Implementation of Internet-based personal robot with Internet control architecture. , 0, , .		17
72	Evolutionary algorithm-based face verification. Pattern Recognition Letters, 2004, 25, 1857-1865.	2.6	17

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73	MarsNet: Multi-Label Classification Network for Images of Various Sizes. IEEE Access, 2020, 8, 21832-21846.	2.6	17
74	The miniature omni-directional mobile robot OmniKity-I (OK-I). , 0, , .		16
75	Behavior Hierarchy-Based Affordance Map for Recognition of Human Intention and Its Application to Human–Robot Interaction. IEEE Transactions on Human-Machine Systems, 2016, 46, 708-722.	2.5	16
76	Individualized AI Tutor Based on Developmental Learning Networks. IEEE Access, 2020, 8, 27927-27937.	2.6	16
77	RRT*-Quick: A Motion Planning Algorithm with Faster Convergence Rate. Advances in Intelligent Systems and Computing, 2015, , 67-76.	0.5	16
78	A Hybrid Control Structure for Vision Based Soccer Robot System. Intelligent Automation and Soft Computing, 2000, 6, 89-101.	1.6	15
79	Pitch Autopilot Design Using Model-Following Adaptive Sliding Mode Control. Journal of Guidance, Control, and Dynamics, 2002, 25, 826-829.	1.6	15
80	Deep Adaptive Resonance Theory for learning biologically inspired episodic memory. , 2016, , .		15
81	Action selection mechanism for soccer robot. , 0, , .		14
82	Omnidirectional mobile base OK-II. , 0, , .		14
83	AN EVOLUTIONARY OPTIMIZED FOOTSTEP PLANNER FOR THE NAVIGATION OF HUMANOID ROBOTS. International Journal of Humanoid Robotics, 2012, 09, 1250005.	0.6	14
84	The Degree of Consideration-Based Mechanism of Thought and Its Application to Artificial Creatures for Behavior Selection. IEEE Computational Intelligence Magazine, 2012, 7, 49-63.	3.4	14
85	Realization of task intelligence for service robots in an unstructured environment. Annual Reviews in Control, 2017, 44, 9-18.	4.4	14
86	Hierarchical emotional episodic memory for social human robot collaboration. Autonomous Robots, 2018, 42, 1087-1102.	3.2	14
87	A Stabilized Feedback Episodic Memory (SF-EM) and Home Service Provision Framework for Robot and IoT Collaboration. IEEE Transactions on Cybernetics, 2020, 50, 2110-2123.	6.2	14
88	Development of a Fault-Tolerant Omnidirectional Wheeled Mobile Robot Using Nonholonomic Constraints. International Journal of Robotics Research, 2002, 21, 527-539.	5.8	13
89	Two-Layered Confabulation Architecture for an Artificial Creature's Behavior Selection. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2008, 38, 834-840.	3.3	13
90	Context Generator and Behavior Translator in a Multilayer Architecture for a Modular Development Process of Cyber-Physical Robot Systems. IEEE Transactions on Industrial Electronics, 2014, 61, 882-892.	5.2	13

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91	SimVODIS: Simultaneous Visual Odometry, Object Detection, and Instance Segmentation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 428-441.	9.7	13
92	Recurrent Reconstructive Network for Sequential Anomaly Detection. IEEE Transactions on Cybernetics, 2021, 51, 1704-1715.	6.2	13
93	Fast genetic on-line learning algorithm for neural network and its application to temperature control. , 0, , .		12
94	Compensation for the landing impact force of a humanoid robot by time domain passivity approach. , 0, , .		12
95	Robust regression to varying data distribution and its application to landmark-based localization. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , .	0.0	12
96	Particle swarm optimization-based central patter generator for robotic fish locomotion. , 2011, , .		12
97	Procedural Memory Learning from Demonstration for Task Performance. , 2015, , .		12
98	A Modular Implementation Scheme for Nonsingleton Type-2 Fuzzy Logic Systems With Input Uncertainties. IEEE/ASME Transactions on Mechatronics, 2015, 20, 3182-3193.	3.7	12
99	Q-factor map matching method using adaptive fuzzy network. , 1999, , .		11
100	Multi-Layer Architecture of Ubiquitous Robot System forÂIntegrated Services. International Journal of Social Robotics, 2009, 1, 19-28.	3.1	11
101	Locomotion generator for robotic fish using an evolutionary optimized central pattern generator. , 2010, , .		11
102	Fuzzy integral-based composite facial expression generation for a robotic head. , 2011, , .		11
103	Developmental Resonance Network. IEEE Transactions on Neural Networks and Learning Systems, 2019, 30, 1278-1284.	7.2	11
104	Convolutional Recurrent Reconstructive Network for Spatiotemporal Anomaly Detection in Solder Paste Inspection. IEEE Transactions on Cybernetics, 2022, 52, 4688-4700.	6.2	11
105	Evolutionary Generative Process for an Artificial Creature's Personality. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2009, 39, 331-342.	3.3	10
106	Fully Magnetic Devices-Based Control for Gyroless Target Pointing of a Spinning Spacecraft. IEEE Transactions on Aerospace and Electronic Systems, 2010, 46, 1484-1491.	2.6	10
107	AI World Cup: Robot-Soccer-Based Competitions. IEEE Transactions on Games, 2021, 13, 330-341.	1.2	10
108	Ubiquitous Robot: Recent Progress and Development. , 2006, , .		9

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109	Online Incremental Classification Resonance Network and Its Application to Human–Robot Interaction. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 1426-1436.	7.2	9
110	Topology and migration policy of fine-grained parallel evolutionary algorithms for numerical optimization. , 0, , .		8
111	Mobility augmentation of conventional wheeled bases for omnidirectional motion. IEEE Transactions on Automation Science and Engineering, 2002, 18, 81-87.	2.4	8
112	Multi-robot cooperation-based mobile printer system. Robotics and Autonomous Systems, 2006, 54, 193-204.	3.0	8
113	Particle Swarm Optimization driven by Evolving Elite Group. , 2009, , .		8
114	Human-robot interaction by reading human intention based on mirror-neuron system. , 2010, , .		8
115	A framework for an interactive robot-based tutoring system and its application to ball-passing training. , 2010, , .		8
116	Evolutionary dual rule-based fuzzy path planner for omnidirectional mobile robot. , 2016, , .		8
117	Millimeter-Wave Radar and RGB-D Camera Sensor Fusion for Real-Time People Detection and Tracking. , 2019, , .		8
118	D^{3}PointNet: Dual-Level Defect Detection PointNet for Solder Paste Printer in Surface Mount Technology. IEEE Access, 2020, 8, 140310-140322.	2.6	8
119	SectorGSnet: Sector Learning for Efficient Ground Segmentation of Outdoor LiDAR Point Clouds. IEEE Access, 2022, 10, 11938-11946.	2.6	8
120	Constrained optimization using two-phase evolutionary programming. , 0, , .		7
121	Evolutionary ordered neural network with a linked-list encoding scheme. , 0, , .		7
122	Evolian: Evolutionary optimization based on lagrangian with constraint scaling. Lecture Notes in Computer Science, 1997, , 177-187.	1.0	7
123	Full-body joint trajectory generation using an evolutionary central pattern generator for stable bipedal walking. , 2010, , .		7
124	Type-2 fuzzy airplane altitude control: A comparative study. , 2011, , .		7
125	Interactive Human Intention Reading by Learning Hierarchical Behavior Knowledge Networks for Human-Robot Interaction. ETRI Journal, 2016, 38, 1229-1239.	1.2	7
126	CHIP: Constraint Handling with Individual Penalty approach using a hybrid evolutionary algorithm. Neural Computing and Applications, 2019, 31, 5255-5271.	3.2	7

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127	Convolutional Neural Network With Developmental Memory for Continual Learning. IEEE Transactions on Neural Networks and Learning Systems, 2021, 32, 2691-2705.	7.2	7
128	Online incremental hierarchical classification resonance network. Pattern Recognition, 2021, 111, 107672.	5.1	7
129	Bi-Directional Convolutional Recurrent Reconstructive Network for Welding Defect Detection. IEEE Access, 2021, 9, 135316-135325.	2.6	7
130	End-to-End Real-Time Obstacle Detection Network for Safe Self-Driving via Multi-Task Learning. IEEE Transactions on Intelligent Transportation Systems, 2022, 23, 16318-16329.	4.7	7
131	SimVODIS++: Neural Semantic Visual Odometry in Dynamic Environments. IEEE Robotics and Automation Letters, 2022, 7, 4244-4251.	3.3	7
132	Internet control of personal robot between KAIST and UC Davis. , 0, , .		6
133	Design of Direct Pole Placement PID Self-Tuners. IEEE Transactions on Industrial Electronics, 1987, IE-34, 351-356.	5.2	6
134	Discrete adaptive observer with exponential weighting properties. IEEE Transactions on Automatic Control, 1989, 34, 229-231.	3.6	6
135	Multicriteria Fuzzy Control. Journal of Intelligent and Fuzzy Systems, 1994, 2, 279-288.	0.8	6
136	Autonomous micro-robot â€œKityâ€•for maze contest. Artificial Life and Robotics, 1997, 1, 137-140.	0.7	6
137	Fault tolerant control strategy for OmniKity-III. , 0, , .		6
138	Landing Force Controller for a Humanoid Robot: Time-Domain Passivity Approach. , 2006, , .		6
139	Genetic Representation for Evolvable Artificial Creature. , 0, , .		6
140	Q-learning using fuzzified states and weighted actions and its application to omni-dirençtional mobile robot control. , 2009, , .		6
141	Multi-objective particle swarm optimization with preference-based sorting. , 2011, , .		6
142	Multi-objective evolutionary algorithm-based optimal posture control of humanoid robots. , 2012, , .		6
143	DMOPSO: Dual multi-objective particle swarm optimization. , 2014, , .		6
144	Integrated adaptive resonance theory neural model for episodic memory with task memory for task performance of robots. , 2016, , .		6

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145	Evolutionary Fuzzy Integral-Based Gaze Control With Preference of Human Gaze. IEEE Transactions on Cognitive and Developmental Systems, 2016, 8, 186-200.	2.6	6
146	Neural network-based autonomous navigation for a homecare mobile robot. , 2017, , .		6
147	User Preference-Based Dual-Memory Neural Model With Memory Consolidation Approach. IEEE Transactions on Neural Networks and Learning Systems, 2018, 29, 2294-2308.	7.2	6
148	ART neural network-based integration of episodic memory and semantic memory for task planning for robots. Autonomous Robots, 2019, 43, 2163-2182.	3.2	6
149	Leveraging Localization Accuracy With Off-Centered GPS. IEEE Transactions on Intelligent Transportation Systems, 2020, 21, 2277-2286.	4.7	6
150	Recombinant Rule Selection in Evolutionary Algorithm for Fuzzy Path Planner of Robot Soccer. , 2006, , 317-330.		6
151	ChangeSim: Towards End-to-End Online Scene Change Detection in Industrial Indoor Environments. , 2021, , .		6
152	Direct adaptive control with integral action for nonminimum phase systems. IEEE Transactions on Automatic Control, 1987, 32, 438-442.	3.6	5
153	Action selection and strategies in robot soccer systems. , 0, , .		5
154	Friction Identification Using Evolution Strategies and Robust Control of Positioning Tables. Journal of Dynamic Systems, Measurement and Control, Transactions of the ASME, 1999, 121, 619-624.	0.9	5
155	Animal-Robot Interaction for pet caring. , 2009, , .		5
156	Fuzzy gaze control-based navigational assistance system for visually impaired people in a dynamic indoor environment. , 2015, , .		5
157	Fast-BIT*: Modified heuristic for sampling-based optimal planning with a faster first solution and convergence in implicit random geometric graphs. , 2017, , .		5
158	Assessment of equivalence of adipose tissue treatment with a noncontact field RF system delivering 200 W for 30 min and 300 W for 20 min: An <i>in vivo</i> porcine study. Laser Therapy, 2017, 26, 39-52.	0.8	5
159	I-Keyboard: Fully Imaginary Keyboard on Touch Devices Empowered by Deep Neural Decoder. IEEE Transactions on Cybernetics, 2021, 51, 4528-4539.	6.2	5
160	Image-Based ICP Algorithm for Visual Odometry Using a RGB-D Sensor in a Dynamic Environment. Advances in Intelligent Systems and Computing, 2013, , 423-430.	0.5	5
161	Lagrangian-based evolutionary programming for constrained optimization. Lecture Notes in Computer Science, 1997, , 35-44.	1.0	4
162	A grouping-based evolutionary algorithm for constrained optimization problem. , 0, , .		4

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163	Evolutionary algorithm using feasibility-based grouping for numerical constrained optimization problems. Applied Mathematics and Computation, 2006, 175, 1298-1319.	1.4	4
164	Evolutionary multi-objective optimization for generating artificial creature’s personality. , 2007, , .		4
165	A multi-step heart rate prediction method based on physical activity using Adams-Bashforth technique. , 2009, , .		4
166	Human-like stable bipedal walking with a large stride by the height variation of the center of mass using an evolutionary optimized central pattern generator. , 2011, , .		4
167	Behavior selection method for intelligent artificial creatures using the degree of consideration-based mechanism of thought. , 2011, , .		4
168	The Next Technological Wave: Intelligence Technology for Intelligence Super Agent [Research Frontier]. IEEE Computational Intelligence Magazine, 2014, 9, 54-64.	3.4	4
169	Two-Layered Face Detection System using Evolutionary Algorithm. , 0, , .		3
170	Alleviation of chattering in variable structure control signal for flexible one-link manipulator. , 0, , .		3
171	Hybrid parallel, evolutionary algorithms for constrained optimization utilizing PC clustering. , 0, , .		3
172	Two-phase optimization of fuzzy controller by evolutionary programming. , 0, , .		3
173	Grouping-based evolutionary algorithm: seeking balance between feasible and infeasible individuals of constrained optimization problems. , 0, , .		3
174	Ecology-inspired Evolutionary Algorithm using Feasibility-based Grouping for Constrained Optimization. , 0, , .		3
175	Evolutionary Pruning for Fast and Robust Face Detection. , 0, , .		3
176	Software Robot in a PDA for Human Interaction and Seamless Service. , 2007, , .		3
177	Target follwing with a vision sway compensation for robotic fish Fibo. , 2011, , .		3
178	Design of interval type-2 fuzzy logic controllers for flocking algorithm. , 2011, , .		3
179	Learning to reproduce stochastic time series using stochastic LSTM. , 2017, , .		3
180	Comparison of different energy response for lipolysis using a 1,060â€nm laser: An animal study of three pigs. Skin Research and Technology, 2021, 27, 5-14.	0.8	3

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181	Scanpaths Analysis with Fixation Maps to Provide Factors for Natural Gaze Control. Advances in Intelligent Systems and Computing, 2014, , 361-368.	0.5	3
182	Arm Trajectory Generation Based on RRT* for Humanoid Robot. Advances in Intelligent Systems and Computing, 2015, , 373-383.	0.5	3
183	Low velocity friction identification and compensation using accelerated evolutionary programming. , 0, , .		2
184	Optimization of discrete event systems using evolutionary programming. , 0, , .		2
185	CMAC based control of nonlinear mechanical system. , 0, , .		2
186	Evolutionary ordered neural network and its application to robot manipulator control. , 0, , .		2
187	Multicriteria fuzzy control using evolutionary programming. Information Sciences, 1997, 103, 71-86.	4.0	2
188	International Journal of Intelligent Automation and Soft Computing. Intelligent Automation and Soft Computing, 2000, 6, 1-2.	1.6	2
189	Two mode Q-learning. , 0, , .		2
190	ZMP Analysis for Realisation of Humanoid Motion on Complex Topologies. , 2006, , .		2
191	Hybrid Architecture for Kick Motion of Small-sized Humanoid Robot, HanSaRam-VI. , 2006, , .		2
192	Behavior Selection and Memory-based Learning for Artificial Creature Using Two-layered Confabulation. , 2007, , .		2
193	Reflex and Emotion-based Behavior Selection for Toy Robot. , 2007, , .		2
194	Evolutionary personalized robotic doll: GomDoll. , 2008, , .		2
195	Multi-layered architecture of middleware for ubiquitous robot. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , .	0.0	2
196	Interactive Genetic Algorithm for Designing the Appearance of Software Robot using Homologous Chromosome Representation. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2008, 41, 9151-9155.	0.4	2
197	Multi-objective quantum-inspired evolutionary algorithm-based optimal control of two-link inverted pendulum. , 2010, , .		2
198	An evolutionary central pattern generator for stable bipedal walking by the increased double support time. , 2011, , .		2

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199	Improved version of a multiobjective quantum-inspired evolutionary algorithm with preference-based selection. , 2012, , .		2
200	A fuzzy expert system for designing customized workout programs. , 2016, , .		2
201	Human Robot Social Interaction Framework Based on Emotional Episodic Memory. Communications in Computer and Information Science, 2019, , 101-116.	0.4	2
202	An Evolutionary Feature Selection Algorithm for Classification of Human Activities. Advances in Intelligent Systems and Computing, 2014, , 593-600.	0.5	2
203	A Selection Scheme for Excluding Defective Rules of Evolutionary Fuzzy Path Planning. Lecture Notes in Computer Science, 2006, , 747-756.	1.0	2
204	Soty-Segment: Robust Color Patch Design to Lighting Condition Variation. Communications in Computer and Information Science, 2009, , 300-309.	0.4	2
205	Walking Pattern Generation on Inclined and Uneven Terrains for Humanoid Robots. Advances in Intelligent Systems and Computing, 2013, , 209-221.	0.5	2
206	Robust Lane Detection byÂCascaded Deep Learning Network. Lecture Notes in Networks and Systems, 2022, , 303-312.	0.5	2
207	Robust control of non-holonomic wheeled mobile robot based on evolutionary programming for optimal motion. , 0, , .		1
208	Optimal trajectory planning of a redundant manipulator using evolutionary programming. , 0, , .		1
209	Fault tolerant locomotion of the hexapod robot. , 0, , .		1
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