

# Jong-Hwan Kim

## List of Publications by Citations

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234  
papers

4,487  
citations

30  
h-index

61  
g-index

287  
ext. papers

5,533  
ext. citations

3.7  
avg, IF

5.87  
L-index

#	Paper	IF	Citations
234	Quantum-inspired evolutionary algorithm for a class of combinatorial optimization. <i>IEEE Transactions on Evolutionary Computation</i> , <b>2002</b> , 6, 580-593	15.6	895
233	Sliding mode control for trajectory tracking of nonholonomic wheeled mobile robots. <i>IEEE Transactions on Automation Science and Engineering</i> , <b>1999</b> , 15, 578-587		360
232	Quantum-inspired evolutionary algorithms with a new termination criterion, H/sub /spl epsi// gate, and two-phase scheme. <i>IEEE Transactions on Evolutionary Computation</i> , <b>2004</b> , 8, 156-169	15.6	335
231	Genetic quantum algorithm and its application to combinatorial optimization problem		124
230	Evolutionary programming techniques for constrained optimization problems. <i>IEEE Transactions on Evolutionary Computation</i> , <b>1997</b> , 1, 129-140	15.6	123
229	Preference-Based Solution Selection Algorithm for Evolutionary Multiobjective Optimization. <i>IEEE Transactions on Evolutionary Computation</i> , <b>2012</b> , 16, 20-34	15.6	101
228	. <i>IEEE Transactions on Industrial Electronics</i> , <b>1994</b> , 41, 155-162	8.9	76
227	A real-time limit-cycle navigation method for fast mobile robots and its application to robot soccer. <i>Robotics and Autonomous Systems</i> , <b>2003</b> , 42, 17-30	3.5	75
226	Effective Background Model-Based RGB-D Dense Visual Odometry in a Dynamic Environment. <i>IEEE Transactions on Robotics</i> , <b>2016</b> , 32, 1565-1573	6.5	68
225	Multiobjective Particle Swarm Optimization With Preference-Based Sort and Its Application to Path Following Footstep Optimization for Humanoid Robots. <i>IEEE Transactions on Evolutionary Computation</i> , <b>2013</b> , 17, 755-766	15.6	65
224	Adaptive fuzzy-network-based C-measure map-matching algorithm for car navigation system. <i>IEEE Transactions on Industrial Electronics</i> , <b>2001</b> , 48, 432-441	8.9	65
223	Modular Q-learning based multi-agent cooperation for robot soccer. <i>Robotics and Autonomous Systems</i> , <b>2001</b> , 35, 109-122	3.5	64
222	Modifiable Walking Pattern of a Humanoid Robot by Using Allowable ZMP Variation. <i>IEEE Transactions on Robotics</i> , <b>2008</b> , 24, 917-925	6.5	63
221	Laser-Based Kinematic Calibration of Robot Manipulator Using Differential Kinematics. <i>IEEE/ASME Transactions on Mechatronics</i> , <b>2012</b> , 17, 1059-1067	5.5	61
220	A two-step circle detection algorithm from the intersecting chords. <i>Pattern Recognition Letters</i> , <b>2001</b> , 22, 787-798	4.7	58
219	Recent progress and development of the humanoid robot HanSaRam. <i>Robotics and Autonomous Systems</i> , <b>2009</b> , 57, 973-981	3.5	53
218	. <i>IEEE Transactions on Industrial Electronics</i> , <b>1995</b> , 42, 474-479	8.9	51

217	Internet Control Architecture for Internet-Based Personal Robot. <i>Autonomous Robots</i> , <b>2001</b> , 10, 135-147;		47
216	Fault-tolerant locomotion of the hexapod robot. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , <b>1998</b> , 28, 109-16		43
215	Sliding Mode Motion Control of Nonholonomic Mobile Robots. <i>IEEE Control Systems</i> , <b>1999</b> , 19, 15-23	2.9	43
214	Evolutionary multi-objective optimization in robot soccer system for education. <i>IEEE Computational Intelligence Magazine</i> , <b>2009</b> , 4, 31-41	5.6	41
213	Short-Range Radar Based Real-Time Hand Gesture Recognition Using LSTM Encoder. <i>IEEE Access</i> , <b>2019</b> , 7, 33610-33618	3.5	40
212	Feature-Based Hand Gesture Recognition Using an FMCW Radar and its Temporal Feature Analysis. <i>IEEE Sensors Journal</i> , <b>2018</b> , 18, 7593-7602	4	38
211	. <i>IEEE Transactions on Control Systems Technology</i> , <b>1994</b> , 2, 406-411	4.8	36
210	Command State-Based Modifiable Walking Pattern Generation on an Inclined Plane in Pitch and Roll Directions for Humanoid Robots. <i>IEEE/ASME Transactions on Mechatronics</i> , <b>2011</b> , 16, 783-789	5.5	35
209	Hybrid evolutionary programming for heavily constrained problems. <i>BioSystems</i> , <b>1996</b> , 38, 29-43	1.9	34
208	3-D Command State-Based Modifiable Bipedal Walking on Uneven Terrain. <i>IEEE/ASME Transactions on Mechatronics</i> , <b>2013</b> , 18, 657-663	5.5	33
207	Stable Bipedal Walking With a Vertical Center-of-Mass Motion by an Evolutionary Optimized Central Pattern Generator. <i>IEEE Transactions on Industrial Electronics</i> , <b>2014</b> , 61, 2346-2355	8.9	31
206	Landing Force Control for Humanoid Robot by Time-Domain Passivity Approach. <i>IEEE Transactions on Robotics</i> , <b>2007</b> , 23, 1294-1301	6.5	31
205	Evolutionary programming-based univector field navigation method for past mobile robots. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , <b>2001</b> , 31, 450-8		31
204	A fault tolerant gait for a hexapod robot over uneven terrain. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , <b>2000</b> , 30, 172-80		30
203	Fast and Robust Face Detection Using Evolutionary Pruning. <i>IEEE Transactions on Evolutionary Computation</i> , <b>2008</b> , 12, 562-571	15.6	29
202	Ubiquitous Robot: A New Paradigm for Integrated Services. <i>Proceedings - IEEE International Conference on Robotics and Automation</i> , <b>2007</b> ,		28
201	Identification and control of systems with friction using accelerated evolutionary programming. <i>IEEE Control Systems</i> , <b>1996</b> , 16, 38-47	2.9	27
200	. <i>IEEE Transactions on Automatic Control</i> , <b>1994</b> , 39, 1230-1233	5.9	27

199	Landmark-Based Particle Localization Algorithm for Mobile Robots With a Fish-Eye Vision System. <i>IEEE/ASME Transactions on Mechatronics</i> , <b>2013</b> , 18, 1745-1756	5.5	26
198	Fuzzy integral-based gaze control architecture incorporated with modified-univector field-based navigation for humanoid robots. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , <b>2012</b> , 42, 125-39		24
197	Intelligence Technology for Robots That Think [Application Notes]. <i>IEEE Computational Intelligence Magazine</i> , <b>2013</b> , 8, 70-84	5.6	24
196	Visual Odometry Algorithm Using an RGB-D Sensor and IMU in a Highly Dynamic Environment. <i>Advances in Intelligent Systems and Computing</i> , <b>2015</b> , 11-26	0.4	24
195	Designing distributed control architecture for cooperative multi-agent system and its real-time application to soccer robot. <i>Robotics and Autonomous Systems</i> , <b>1997</b> , 21, 149-165	3.5	24
194	A Resource-Oriented, Decentralized Auction Algorithm for Multirobot Task Allocation. <i>IEEE Transactions on Automation Science and Engineering</i> , <b>2015</b> , 12, 1469-1481	4.9	23
193	Multi-Agent Systems: A Survey from the Robot-Soccer Perspective. <i>Intelligent Automation and Soft Computing</i> , <b>2000</b> , 6, 3-17	2.6	23
192	Unscented Filtering in a Unit Quaternion Space for Spacecraft Attitude Estimation <b>2007</b> ,		22
191	Parallel quantum-inspired genetic algorithm for combinatorial optimization problem		22
190	Evolutionary Multiobjective Footstep Planning for Humanoid Robots. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , <b>2011</b> , 41, 520-532		21
189	. <i>IEEE Transactions on Industrial Electronics</i> , <b>2015</b> , 62, 5586-5597	8.9	20
188	. <i>IEEE Computational Intelligence Magazine</i> , <b>2008</b> , 3, 43-53	5.6	20
187	Vector Field Based Path Planning and Petri-Net Based Role Selection Mechanism with Q-Learning for the Soccer Robot System. <i>Intelligent Automation and Soft Computing</i> , <b>2000</b> , 6, 75-87	2.6	20
186	Task Intelligence of Robots: Neural Model-Based Mechanism of Thought and Online Motion Planning. <i>IEEE Transactions on Emerging Topics in Computational Intelligence</i> , <b>2017</b> , 1, 41-50	4.1	19
185	Evolutionary-Optimized Central Pattern Generator for Stable Modifiable Bipedal Walking. <i>IEEE/ASME Transactions on Mechatronics</i> , <b>2014</b> , 19, 1374-1383	5.5	19
184	Online recurrent extreme learning machine and its application to time-series prediction <b>2017</b> ,		18
183	Gaze Control-Based Navigation Architecture With a Situation-Specific Preference Approach for Humanoid Robots. <i>IEEE/ASME Transactions on Mechatronics</i> , <b>2015</b> , 20, 2425-2436	5.5	18
182	Time-varying two-phase optimization and its application to neural-network learning. <i>IEEE Transactions on Neural Networks</i> , <b>1997</b> , 8, 1293-300		18

181	Multiobjective quantum-inspired evolutionary algorithm for fuzzy path planning of mobile robot <b>2009</b> ,		17
180	Optimal fault tolerant gait sequence of the hexapod robot with overlapping reachable areas and crab walking. <i>IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans</i> , <b>1999</b> , 29, 224-235		17
179	Fuzzy Integral-Based Gaze Control of a Robotic Head for Human Robot Interaction. <i>IEEE Transactions on Cybernetics</i> , <b>2015</b> , 45, 1769-83	10.2	16
178	Deep ART Neural Model for Biologically Inspired Episodic Memory and Its Application to Task Performance of Robots. <i>IEEE Transactions on Cybernetics</i> , <b>2018</b> , 48, 1786-1799	10.2	16
177	Ad Hoc Network-Based Task Allocation With Resource-Aware Cost Generation for Multirobot Systems. <i>IEEE Transactions on Industrial Electronics</i> , <b>2014</b> , 61, 6871-6881	8.9	16
176	Incorporation of a Software Robot and a Mobile Robot Using a Middle Layer. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , <b>2007</b> , 37, 1342-1348		16
175	Evolutionary algorithm-based face verification. <i>Pattern Recognition Letters</i> , <b>2004</b> , 25, 1857-1865	4.7	15
174	The Degree of Consideration-Based Mechanism of Thought and Its Application to Artificial Creatures for Behavior Selection. <i>IEEE Computational Intelligence Magazine</i> , <b>2012</b> , 7, 49-63	5.6	14
173	Quantum-Inspired Evolutionary Algorithm-Based Face Verification. <i>Lecture Notes in Computer Science</i> , <b>2003</b> , 2147-2156	0.9	14
172	Fast and reliable minimal relative pose estimation under planar motion. <i>Image and Vision Computing</i> , <b>2018</b> , 69, 103-112	3.7	13
171	Experimental evolutionary programming-based high-precision control. <i>IEEE Control Systems</i> , <b>1997</b> , 17, 66-74	2.9	13
170	On the Analysis of the Quantum-inspired Evolutionary Algorithm with a Single Individual		13
169	Pitch Autopilot Design Using Model-Following Adaptive Sliding Mode Control. <i>Journal of Guidance, Control, and Dynamics</i> , <b>2002</b> , 25, 826-829	2.1	13
168	Context Generator and Behavior Translator in a Multilayer Architecture for a Modular Development Process of Cyber-Physical Robot Systems. <i>IEEE Transactions on Industrial Electronics</i> , <b>2014</b> , 61, 882-892	8.9	12
167	On setting the parameters of quantum-inspired evolutionary algorithm for practical application		12
166	Humanoid Robot HanSaRam: Recent Progress and Developments. <i>Journal of Advanced Computational Intelligence and Intelligent Informatics</i> , <b>2004</b> , 8, 45-55	0.4	12
165	Hierarchical emotional episodic memory for social human robot collaboration. <i>Autonomous Robots</i> , <b>2018</b> , 42, 1087-1102	3	12
164	24 GHz FMCW Radar System for Real-Time Hand Gesture Recognition Using LSTM <b>2018</b> ,		12

163	A Modular Implementation Scheme for Nonsingleton Type-2 Fuzzy Logic Systems With Input Uncertainties. <i>IEEE/ASME Transactions on Mechatronics</i> , <b>2015</b> , 20, 3182-3193	5.5	11
162	MarsNet: Multi-Label Classification Network for Images of Various Sizes. <i>IEEE Access</i> , <b>2020</b> , 8, 21832-21846	5.5	11
161	3-D Scene Graph: A Sparse and Semantic Representation of Physical Environments for Intelligent Agents. <i>IEEE Transactions on Cybernetics</i> , <b>2020</b> , 50, 4921-4933	10.2	11
160	On Setting the Parameters of QEA for Practical Applications: Some Guidelines Based on Empirical Evidence. <i>Lecture Notes in Computer Science</i> , <b>2003</b> , 427-428	0.9	11
159	Deep Adaptive Resonance Theory for learning biologically inspired episodic memory <b>2016</b> ,		10
158	Behavior Hierarchy-Based Affordance Map for Recognition of Human Intention and Its Application to Human-Robot Interaction. <i>IEEE Transactions on Human-Machine Systems</i> , <b>2016</b> , 46, 708-722	4.1	10
157	Locomotion generator for robotic fish using an evolutionary optimized central pattern generator <b>2010</b> ,		10
156	Development of a Fault-Tolerant Omnidirectional Wheeled Mobile Robot Using Nonholonomic Constraints. <i>International Journal of Robotics Research</i> , <b>2002</b> , 21, 527-539	5.7	10
155	Variable structure control of nonholonomic wheeled mobile robot		10
154	Realization of task intelligence for service robots in an unstructured environment. <i>Annual Reviews in Control</i> , <b>2017</b> , 44, 9-18	10.3	9
153	Particle swarm optimization-based central patter generator for robotic fish locomotion <b>2011</b> ,		9
152	Multi-Layer Architecture of Ubiquitous Robot System for Integrated Services. <i>International Journal of Social Robotics</i> , <b>2009</b> , 1, 19-28	4	9
151	Fuzzy integral-based composite facial expression generation for a robotic head <b>2011</b> ,		9
150	AN EVOLUTIONARY OPTIMIZED FOOTSTEP PLANNER FOR THE NAVIGATION OF HUMANOID ROBOTS. <i>International Journal of Humanoid Robotics</i> , <b>2012</b> , 09, 1250005	1.2	9
149	Two-Layered Confabulation Architecture for an Artificial Creature's Behavior Selection. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , <b>2008</b> , 38, 834-840		9
148	A simulation/experimental study of the noisy behavior of the time-domain passivity controller <b>2005</b> , 21, 733-741		9
147	Hybrid interior-lagrangian penalty based evolutionary optimization. <i>Lecture Notes in Computer Science</i> , <b>1998</b> , 85-94	0.9	9
146	The miniature omni-directional mobile robot OmniKity-I (OK-I)		9

145	A Stabilized Feedback Episodic Memory (SF-EM) and Home Service Provision Framework for Robot and IoT Collaboration. <i>IEEE Transactions on Cybernetics</i> , <b>2020</b> , 50, 2110-2123	10.2	9
144	<b>2009</b> ,		8
143	Evolutionary Generative Process for an Artificial Creature's Personality. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , <b>2009</b> , 39, 331-342		8
142	A Hybrid Control Structure for Vision Based Soccer Robot System. <i>Intelligent Automation and Soft Computing</i> , <b>2000</b> , 6, 89-101	2.6	8
141	Fast genetic on-line learning algorithm for neural network and its application to temperature control		8
140	Fuzzy Precompensation of PD Controllers For Systems with Deadzones. <i>Journal of Intelligent and Fuzzy Systems</i> , <b>1993</b> , 1, 125-133	1.6	8
139	Procedural Memory Learning from Demonstration for Task Performance <b>2015</b> ,		7
138	Ubiquitous Robot: Recent Progress and Development <b>2006</b> ,		7
137	Mobility augmentation of conventional wheeled bases for omnidirectional motion. <i>IEEE Transactions on Automation Science and Engineering</i> , <b>2002</b> , 18, 81-87		7
136	Omnidirectional mobile base OK-II		7
135	Constrained optimization using two-phase evolutionary programming		7
134	Developmental Resonance Network. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , <b>2019</b> , 30, 1278-1284	10.3	7
133	Incremental Class Learning for Hierarchical Classification. <i>IEEE Transactions on Cybernetics</i> , <b>2020</b> , 50, 178-189	10.2	7
132	Individualized AI Tutor Based on Developmental Learning Networks. <i>IEEE Access</i> , <b>2020</b> , 8, 27927-27937	3.5	6
131	User Preference-Based Dual-Memory Neural Model With Memory Consolidation Approach. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , <b>2018</b> , 29, 2294-2308	10.3	6
130	Evolutionary Fuzzy Integral-Based Gaze Control With Preference of Human Gaze. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , <b>2016</b> , 8, 186-200	3	6
129	Type-2 fuzzy airplane altitude control: A comparative study <b>2011</b> ,		6
128	Multi-objective particle swarm optimization with preference-based sorting <b>2011</b> ,		6

127	. <i>IEEE Transactions on Aerospace and Electronic Systems</i> , <b>2010</b> , 46, 1484-1491	3.7	6
126	Landing Force Controller for a Humanoid Robot: Time-Domain Passivity Approach <b>2006</b> ,		6
125	Recombinant Rule Selection in Evolutionary Algorithm for Fuzzy Path Planner of Robot Soccer <b>2006</b> , 317-330		6
124	Leveraging Localization Accuracy With Off-Centered GPS. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2020</b> , 21, 2277-2286	6.1	6
123	Online Incremental Classification Resonance Network and Its Application to Human-Robot Interaction. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , <b>2020</b> , 31, 1426-1436	10.3	6
122	Multi-objective evolutionary algorithm-based optimal posture control of humanoid robots <b>2012</b> ,		5
121	Human-robot interaction by reading human intention based on mirror-neuron system <b>2010</b> ,		5
120	A framework for an interactive robot-based tutoring system and its application to ball-passing training <b>2010</b> ,		5
119	Evolian: Evolutionary optimization based on lagrangian with constraint scaling. <i>Lecture Notes in Computer Science</i> , <b>1997</b> , 177-187	0.9	5
118	Robust regression to varying data distribution and its application to landmark-based localization. <i>Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics</i> , <b>2008</b> ,	2	5
117	Compensation for the landing impact force of a humanoid robot by time domain passivity approach		5
116	Multi-robot cooperation-based mobile printer system. <i>Robotics and Autonomous Systems</i> , <b>2006</b> , 54, 193-204		5
115	Implementation of Internet-based personal robot with Internet control architecture		5
114	Convolutional Recurrent Reconstructive Network for Spatiotemporal Anomaly Detection in Solder Paste Inspection. <i>IEEE Transactions on Cybernetics</i> , <b>2020</b> , PP,	10.2	5
113	RRT*-Quick: A Motion Planning Algorithm with Faster Convergence Rate. <i>Advances in Intelligent Systems and Computing</i> , <b>2015</b> , 67-76	0.4	5
112	SimVODIS: Simultaneous Visual Odometry, Object Detection, and Instance Segmentation. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2022</b> , 44, 428-441	13.3	5
111	Evolutionary dual rule-based fuzzy path planner for omnidirectional mobile robot <b>2016</b> ,		5
110	ART neural network-based integration of episodic memory and semantic memory for task planning for robots. <i>Autonomous Robots</i> , <b>2019</b> , 43, 2163-2182	3	4



109	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 porcine study. <i>Laser Therapy</i> , <b>2017</b> , 26, 39-52	0.8	4
108	Interactive Human Intention Reading by Learning Hierarchical Behavior Knowledge Networks for Human-Robot Interaction. <i>ETRI Journal</i> , <b>2016</b> , 38, 1229-1239	1.4	4
107	The Next Technological Wave: Intelligence Technology for Intelligence Super Agent [Research Frontier]. <i>IEEE Computational Intelligence Magazine</i> , <b>2014</b> , 9, 54-64	5.6	4
106	Q-learning using fuzzified states and weighted actions and its application to omni-directional mobile robot control <b>2009</b> ,		4
105	Behavior selection method for intelligent artificial creatures using the degree of consideration-based mechanism of thought <b>2011</b> ,		4
104	Lagrangian-based evolutionary programming for constrained optimization. <i>Lecture Notes in Computer Science</i> , <b>1997</b> , 35-44	0.9	4
103	Evolutionary algorithm using feasibility-based grouping for numerical constrained optimization problems. <i>Applied Mathematics and Computation</i> , <b>2006</b> , 175, 1298-1319	2.7	4
102	Friction Identification Using Evolution Strategies and Robust Control of Positioning Tables. <i>Journal of Dynamic Systems, Measurement and Control, Transactions of the ASME</i> , <b>1999</b> , 121, 619-624	1.6	4
101	Evolutionary ordered neural network with a linked-list encoding scheme		4
100	Design of Direct Pole Placement PID Self-Tuners. <i>IEEE Transactions on Industrial Electronics</i> , <b>1987</b> , IE-34, 351-356	8.9	4
99	Integrated adaptive resonance theory neural model for episodic memory with task memory for task performance of robots <b>2016</b> ,		4
98	AI World Cup: Robot Soccer-Based Competitions. <i>IEEE Transactions on Games</i> , <b>2021</b> , 1-1	1.2	4
97	Fast-BIT*: Modified heuristic for sampling-based optimal planning with a faster first solution and convergence in implicit random geometric graphs <b>2017</b> ,		3
96	Full-body joint trajectory generation using an evolutionary central pattern generator for stable bipedal walking <b>2010</b> ,		3
95	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 <b>2011</b> ,		3
94	Animal-Robot Interaction for pet caring <b>2009</b> ,		3
93	A multi-step heart rate prediction method based on physical activity using Adams-Bashforth technique <b>2009</b> ,		3
92	Autonomous micro-robot $\text{R}_{\text{ity}}$ For maze contest. <i>Artificial Life and Robotics</i> , <b>1997</b> , 1, 137-140	0.6	3

91	Software Robot in a PDA for Human Interaction and Seamless Service <b>2007</b> ,		3
90	Topology and migration policy of fine-grained parallel evolutionary algorithms for numerical optimization		3
89	Fault tolerant control strategy for OmniKity-III		3
88	Q-factor map matching method using adaptive fuzzy network <b>1999</b> ,		3
87	Multicriteria Fuzzy Control. <i>Journal of Intelligent and Fuzzy Systems</i> , <b>1994</b> , 2, 279-288	1.6	3
86	. <i>IEEE Transactions on Automatic Control</i> , <b>1989</b> , 34, 229-231	5.9	3
85	ChangeSim: Towards End-to-End Online Scene Change Detection in Industrial Indoor Environments <b>2021</b> ,		3
84	Scanpaths Analysis with Fixation Maps to Provide Factors for Natural Gaze Control. <i>Advances in Intelligent Systems and Computing</i> , <b>2014</b> , 361-368	0.4	3
83	Market-Based Multiagent Framework for Balanced Task Allocation. <i>Advances in Intelligent Systems and Computing</i> , <b>2013</b> , 549-559	0.4	3
82	D3PointNet: Dual-Level Defect Detection PointNet for Solder Paste Printer in Surface Mount Technology. <i>IEEE Access</i> , <b>2020</b> , 8, 140310-140322	3.5	3
81	Recurrent Reconstructive Network for Sequential Anomaly Detection. <i>IEEE Transactions on Cybernetics</i> , <b>2021</b> , 51, 1704-1715	10.2	3
80	Human Robot Social Interaction Framework Based on Emotional Episodic Memory. <i>Communications in Computer and Information Science</i> , <b>2019</b> , 101-116	0.3	2
79	DMOPSO: Dual multi-objective particle swarm optimization <b>2014</b> ,		2
78	Stable Modifiable Walking Pattern Algorithm with Constrained Optimized Central Pattern Generator. <i>Advances in Intelligent Systems and Computing</i> , <b>2013</b> , 223-230	0.4	2
77	Multi-objective quantum-inspired evolutionary algorithm-based optimal control of two-link inverted pendulum <b>2010</b> ,		2
76	Target following with a vision sway compensation for robotic fish Fibo <b>2011</b> ,		2
75	An evolutionary central pattern generator for stable bipedal walking by the increased double support time <b>2011</b> ,		2
74	Design of interval type-2 fuzzy logic controllers for flocking algorithm <b>2011</b> ,		2

73	Interactive Genetic Algorithm for Designing the Appearance of Software Robot using Homologous Chromosome Representation. <i>IFAC Postprint Volumes IPPV / International Federation of Automatic Control</i> , <b>2008</b> , 41, 9151-9155		2
72	Evolutionary Pruning for Fast and Robust Face Detection		2
71	Hybrid Architecture for Kick Motion of Small-sized Humanoid Robot, HanSaRam-VI <b>2006</b> ,		2
70	Hybrid parallel, evolutionary algorithms for constrained optimization utilizing PC clustering		2
69	International Journal of Intelligent Automation and Soft Computing. <i>Intelligent Automation and Soft Computing</i> , <b>2000</b> , 6, 1-2	2.6	2
68	Multiple Lagrange Multiplier Method for Constrained Evolutionary Optimization. <i>Lecture Notes in Computer Science</i> , <b>1999</b> , 2-9	0.9	2
67	Low velocity friction identification and compensation using accelerated evolutionary programming		2
66	A Selection Scheme for Excluding Defective Rules of Evolutionary Fuzzy Path Planning. <i>Lecture Notes in Computer Science</i> , <b>2006</b> , 747-756	0.9	2
65	An Evolutionary Feature Selection Algorithm for Classification of Human Activities. <i>Advances in Intelligent Systems and Computing</i> , <b>2014</b> , 593-600	0.4	2
64	Arm Trajectory Generation Based on RRT* for Humanoid Robot. <i>Advances in Intelligent Systems and Computing</i> , <b>2015</b> , 373-383	0.4	2
63	Image-Based ICP Algorithm for Visual Odometry Using a RGB-D Sensor in a Dynamic Environment. <i>Advances in Intelligent Systems and Computing</i> , <b>2013</b> , 423-430	0.4	2
62	Internet control of personal robot between KAIST and UC Davis		2
61			2
60	Soty-Segment: Robust Color Patch Design to Lighting Condition Variation. <i>Communications in Computer and Information Science</i> , <b>2009</b> , 300-309	0.3	2
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