

Jong-Hwan Kim

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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	SectorGSnet: Sector Learning for Efficient Ground Segmentation of Outdoor LiDAR Point Clouds. <i>IEEE Access</i> , 2022 , 10, 11938-11946	3.5	0
233	SimVODIS: Simultaneous Visual Odometry, Object Detection, and Instance Segmentation. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2022 , 44, 428-441	13.3	5
232	Field Friction Recognition and State Inference in AI Soccer. <i>Lecture Notes in Networks and Systems</i> , 2022 , 413-421	0.5	
231	End-to-End Real-Time Obstacle Detection Network for Safe Self-Driving via Multi-Task Learning. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2022 , 1-12	6.1	1
230	s-DRN: Stabilized Developmental Resonance Network. <i>Lecture Notes in Networks and Systems</i> , 2022 , 431-442	0.5	
229	Robust Lane Detection by Cascaded Deep Learning Network. <i>Lecture Notes in Networks and Systems</i> , 2022 , 303-312	0.5	
228	SimVODIS++: Neural Semantic Visual Odometry in Dynamic Environments. <i>IEEE Robotics and Automation Letters</i> , 2022 , 7, 4244-4251	4.2	0
227	ChangeSim: Towards End-to-End Online Scene Change Detection in Industrial Indoor Environments 2021 ,		3
226	Adaptive Developmental Resonance Network. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2021 , 32, 4347-4361	10.3	
225	I-Keyboard: Fully Imaginary Keyboard on Touch Devices Empowered by Deep Neural Decoder. <i>IEEE Transactions on Cybernetics</i> , 2021 , 51, 4528-4539	10.2	2
224	Convolutional Neural Network With Developmental Memory for Continual Learning. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2021 , 32, 2691-2705	10.3	0
223	Online incremental hierarchical classification resonance network. <i>Pattern Recognition</i> , 2021 , 111, 107672-77	7.7	2
222	Comparison of different energy response for lipolysis using a 1,060-nm laser: An animal study of three pigs. <i>Skin Research and Technology</i> , 2021 , 27, 5-14	1.9	0
221	Recurrent Reconstructive Network for Sequential Anomaly Detection. <i>IEEE Transactions on Cybernetics</i> , 2021 , 51, 1704-1715	10.2	3
220	SR-EM: Episodic Memory Aware of Semantic Relations Based on Hierarchical Clustering Resonance Network. <i>IEEE Transactions on Cybernetics</i> , 2021 , PP,	10.2	1
219	AI World Cup: Robot Soccer-Based Competitions. <i>IEEE Transactions on Games</i> , 2021 , 1-1	1.2	4
218	Bi-Directional Convolutional Recurrent Reconstructive Network for Welding Defect Detection. <i>IEEE Access</i> , 2021 , 1-1	3.5	2

217	Individualized AI Tutor Based on Developmental Learning Networks. <i>IEEE Access</i> , 2020 , 8, 27927-27937	3.5	6
216	MarsNet: Multi-Label Classification Network for Images of Various Sizes. <i>IEEE Access</i> , 2020 , 8, 21832-21846	3.5	11
215	Convolutional Recurrent Reconstructive Network for Spatiotemporal Anomaly Detection in Solder Paste Inspection. <i>IEEE Transactions on Cybernetics</i> , 2020 , PP,	10.2	5
214	3-D Scene Graph: A Sparse and Semantic Representation of Physical Environments for Intelligent Agents. <i>IEEE Transactions on Cybernetics</i> , 2020 , 50, 4921-4933	10.2	11
213	D3PointNet: Dual-Level Defect Detection PointNet for Solder Paste Printer in Surface Mount Technology. <i>IEEE Access</i> , 2020 , 8, 140310-140322	3.5	3
212	Incremental Class Learning for Hierarchical Classification. <i>IEEE Transactions on Cybernetics</i> , 2020 , 50, 178-189	10.2	7
211	A Stabilized Feedback Episodic Memory (SF-EM) and Home Service Provision Framework for Robot and IoT Collaboration. <i>IEEE Transactions on Cybernetics</i> , 2020 , 50, 2110-2123	10.2	9
210	Leveraging Localization Accuracy With Off-Centered GPS. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2020 , 21, 2277-2286	6.1	6
209	Online Incremental Classification Resonance Network and Its Application to Human-Robot Interaction. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2020 , 31, 1426-1436	10.3	6
208	ART neural network-based integration of episodic memory and semantic memory for task planning for robots. <i>Autonomous Robots</i> , 2019 , 43, 2163-2182	3	4
207	Human Robot Social Interaction Framework Based on Emotional Episodic Memory. <i>Communications in Computer and Information Science</i> , 2019 , 101-116	0.3	2
206	Short-Range Radar Based Real-Time Hand Gesture Recognition Using LSTM Encoder. <i>IEEE Access</i> , 2019 , 7, 33610-33618	3.5	40
205	Integration of Semantic and Episodic Memories for Task Intelligence. <i>Communications in Computer and Information Science</i> , 2019 , 85-100	0.3	
204	A Robust Client-Server Architecture for Map Information Processing and Transmission for Distributed Visual SLAM 2019 ,		1
203	Millimeter-Wave Radar and RGB-D Camera Sensor Fusion for Real-Time People Detection and Tracking 2019 ,		2
202	Developmental Resonance Network. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2019 , 30, 1278-1284	10.3	7
201	CHIP: Constraint Handling with Individual Penalty approach using a hybrid evolutionary algorithm. <i>Neural Computing and Applications</i> , 2019 , 31, 5255-5271	4.8	2
200	User Preference-Based Dual-Memory Neural Model With Memory Consolidation Approach. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2018 , 29, 2294-2308	10.3	6

199	Deep ART Neural Model for Biologically Inspired Episodic Memory and Its Application to Task Performance of Robots. <i>IEEE Transactions on Cybernetics</i> , 2018 , 48, 1786-1799	10.2	16
198	Fast and reliable minimal relative pose estimation under planar motion. <i>Image and Vision Computing</i> , 2018 , 69, 103-112	3.7	13
197	Feature-Based Hand Gesture Recognition Using an FMCW Radar and its Temporal Feature Analysis. <i>IEEE Sensors Journal</i> , 2018 , 18, 7593-7602	4	38
196	Hierarchical emotional episodic memory for social human robot collaboration. <i>Autonomous Robots</i> , 2018 , 42, 1087-1102	3	12
195	24 GHz FMCW Radar System for Real-Time Hand Gesture Recognition Using LSTM 2018 ,		12
194	Competency adjustment and workload balancing framework in multirobot task allocation. <i>International Journal of Advanced Robotic Systems</i> , 2018 , 15, 172988141881296	1.4	0
193	Task Intelligence of Robots: Neural Model-Based Mechanism of Thought and Online Motion Planning. <i>IEEE Transactions on Emerging Topics in Computational Intelligence</i> , 2017 , 1, 41-50	4.1	19
192	Realization of task intelligence for service robots in an unstructured environment. <i>Annual Reviews in Control</i> , 2017 , 44, 9-18	10.3	9
191	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> , 2017 , 26, 39-52	0.8	4
190	Online recurrent extreme learning machine and its application to time-series prediction 2017 ,		18
189	Fast-BIT*: Modified heuristic for sampling-based optimal planning with a faster first solution and convergence in implicit random geometric graphs 2017 ,		3
188	Gaze Control of Humanoid Robot for Learning from Demonstration. <i>Advances in Intelligent Systems and Computing</i> , 2017 , 263-270	0.4	0
187	Deep Adaptive Resonance Theory for learning biologically inspired episodic memory 2016 ,		10
186	Effective Background Model-Based RGB-D Dense Visual Odometry in a Dynamic Environment. <i>IEEE Transactions on Robotics</i> , 2016 , 32, 1565-1573	6.5	68
185	Interactive Human Intention Reading by Learning Hierarchical Behavior Knowledge Networks for Human-Robot Interaction. <i>ETRI Journal</i> , 2016 , 38, 1229-1239	1.4	4
184	Behavior Hierarchy-Based Affordance Map for Recognition of Human Intention and Its Application to HumanRobot Interaction. <i>IEEE Transactions on Human-Machine Systems</i> , 2016 , 46, 708-722	4.1	10
183	Evolutionary Fuzzy Integral-Based Gaze Control With Preference of Human Gaze. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2016 , 8, 186-200	3	6
182	Evolutionary dual rule-based fuzzy path planner for omnidirectional mobile robot 2016 ,		5

181	Integrated adaptive resonance theory neural model for episodic memory with task memory for task performance of robots 2016 ,		4
180	. <i>IEEE Transactions on Industrial Electronics</i> , 2015 , 62, 5586-5597	8.9	20
179	A Modular Implementation Scheme for Nonsingleton Type-2 Fuzzy Logic Systems With Input Uncertainties. <i>IEEE/ASME Transactions on Mechatronics</i> , 2015 , 20, 3182-3193	5.5	11
178	Fuzzy Integral-Based Gaze Control of a Robotic Head for Human Robot Interaction. <i>IEEE Transactions on Cybernetics</i> , 2015 , 45, 1769-83	10.2	16
177	Intelligence Technology for Ubiquitous Robots. <i>Springer Tracts in Advanced Robotics</i> , 2015 , 275-295	0.5	1
176	Visual Odometry Algorithm Using an RGB-D Sensor and IMU in a Highly Dynamic Environment. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 11-26	0.4	24
175	Fuzzy gaze control-based navigational assistance system for visually impaired people in a dynamic indoor environment 2015 ,		1
174	Procedural Memory Learning from Demonstration for Task Performance 2015 ,		7
173	A Resource-Oriented, Decentralized Auction Algorithm for Multirobot Task Allocation. <i>IEEE Transactions on Automation Science and Engineering</i> , 2015 , 12, 1469-1481	4.9	23
172	Gaze Control-Based Navigation Architecture With a Situation-Specific Preference Approach for Humanoid Robots. <i>IEEE/ASME Transactions on Mechatronics</i> , 2015 , 20, 2425-2436	5.5	18
171	Arm Trajectory Generation Based on RRT* for Humanoid Robot. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 373-383	0.4	2
170	RRT*-Quick: A Motion Planning Algorithm with Faster Convergence Rate. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 67-76	0.4	5
169	Modifiable Walking Pattern Generator on Unknown Uneven Terrain. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 107-115	0.4	
168	Behavior Selection Method of Humanoid Robots to Perform Complex Tasks. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 127-133	0.4	
167	Gaze Control Factors for Natural Human Robot Interaction from Scanpath Comparisons. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 239-246	0.4	
166	Stable Modifiable Walking Pattern Generator with a Vertical Foot Motion by Evolutionary Optimized Central Pattern Generator. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 89-95	0.4	
165	Falling Prevention System from External Disturbances for Humanoid Robots. <i>Advances in Intelligent Systems and Computing</i> , 2015 , 97-105	0.4	1
164	Stable Bipedal Walking With a Vertical Center-of-Mass Motion by an Evolutionary Optimized Central Pattern Generator. <i>IEEE Transactions on Industrial Electronics</i> , 2014 , 61, 2346-2355	8.9	31

163	The Next Technological Wave: Intelligence Technology for Intelligence Super Agent [Research Frontier]. <i>IEEE Computational Intelligence Magazine</i> , 2014 , 9, 54-64	5.6	4
162	Evolutionary-Optimized Central Pattern Generator for Stable Modifiable Bipedal Walking. <i>IEEE/ASME Transactions on Mechatronics</i> , 2014 , 19, 1374-1383	5.5	19
161	Ad Hoc Network-Based Task Allocation With Resource-Aware Cost Generation for Multirobot Systems. <i>IEEE Transactions on Industrial Electronics</i> , 2014 , 61, 6871-6881	8.9	16
160	DMOPSO: Dual multi-objective particle swarm optimization 2014 ,		2
159	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> , 2014 , 61, 882-892	8.9	12
158	Scanpaths Analysis with Fixation Maps to Provide Factors for Natural Gaze Control. <i>Advances in Intelligent Systems and Computing</i> , 2014 , 361-368	0.4	3
157	An Evolutionary Feature Selection Algorithm for Classification of Human Activities. <i>Advances in Intelligent Systems and Computing</i> , 2014 , 593-600	0.4	2
156	Consideration about the Application of Dynamic Time Warping to Human Hands Behavior Recognition for Human-Robot Interaction. <i>Advances in Intelligent Systems and Computing</i> , 2014 , 269-277 ^{0.4}		1
155	Stable Modifiable Walking Pattern Generator with Arm Swing Motion Using Evolutionary Optimized Central Pattern Generator. <i>Advances in Intelligent Systems and Computing</i> , 2014 , 405-414	0.4	
154	Organization and Selection Methods of Composite Behaviors for Artificial Creatures Using the Degree of Consideration-Based Mechanism of Thought. <i>Advances in Intelligent Systems and Computing</i> , 2014 , 159-171	0.4	1
153	Intelligence Technology for Robots That Think [Application Notes]. <i>IEEE Computational Intelligence Magazine</i> , 2013 , 8, 70-84	5.6	24
152	Landmark-Based Particle Localization Algorithm for Mobile Robots With a Fish-Eye Vision System. <i>IEEE/ASME Transactions on Mechatronics</i> , 2013 , 18, 1745-1756	5.5	26
151	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> , 2013 , 17, 755-766	15.6	65
150	Gaze Control-Based Navigation Architecture for Humanoid Robots in a Dynamic Environment. <i>Studies in Computational Intelligence</i> , 2013 , 243-252	0.8	
149	Stable Modifiable Walking Pattern Algorithm with Constrained Optimized Central Pattern Generator. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 223-230	0.4	2
148	3-D Command State-Based Modifiable Bipedal Walking on Uneven Terrain. <i>IEEE/ASME Transactions on Mechatronics</i> , 2013 , 18, 657-663	5.5	33
147	Sway Motion Cancellation Scheme Using a RGB-D Camera-Based Vision System for Humanoid Robots. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 263-272	0.4	1
146	Image-Based ICP Algorithm for Visual Odometry Using a RGB-D Sensor in a Dynamic Environment. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 423-430	0.4	2

145	Market-Based Multiagent Framework for Balanced Task Allocation. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 549-559	0.4	3
144	Gaze Control-Based Navigation Architecture for Humanoid Robots in a Dynamic Environment. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 765-774	0.4	
143	Locomotion of Robotic Fish Using the Univector Field Method in a 3-D Space. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 273-282	0.4	
142	Development and Implementation of Break Falling System for a Biped Robot. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 315-325	0.4	
141	Obstacle Detection Using Fuzzy Integral-Based Gaze Control for Mobile Robot. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 23-31	0.4	
140	Automatic Color Detection for MiroSOT Using Quantum-Inspired Evolutionary Algorithm. <i>Communications in Computer and Information Science</i> , 2013 , 11-20	0.3	1
139	Walking Pattern Generation on Inclined and Uneven Terrains for Humanoid Robots. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 209-221	0.4	2
138	Context-Aware Decision Making for Maze Solving. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 589-597	0.4	
137	Behavior Selection Method for Entertainment Robots Using Intelligence Operating Architecture. <i>Advances in Intelligent Systems and Computing</i> , 2013 , 75-84	0.4	
136	Distributed Multiobjective Quantum-Inspired Evolutionary Algorithm (DMQEA). <i>Advances in Intelligent Systems and Computing</i> , 2013 , 663-670	0.4	0
135	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> , 2012 , 42, 125-39		24
134	The Degree of Consideration-Based Mechanism of Thought and Its Application to Artificial Creatures for Behavior Selection. <i>IEEE Computational Intelligence Magazine</i> , 2012 , 7, 49-63	5.6	14
133	Preference-Based Solution Selection Algorithm for Evolutionary Multiobjective Optimization. <i>IEEE Transactions on Evolutionary Computation</i> , 2012 , 16, 20-34	15.6	101
132	Laser-Based Kinematic Calibration of Robot Manipulator Using Differential Kinematics. <i>IEEE/ASME Transactions on Mechatronics</i> , 2012 , 17, 1059-1067	5.5	61
131	Multi-objective evolutionary algorithm-based optimal posture control of humanoid robots 2012 ,		5
130	AN EVOLUTIONARY OPTIMIZED FOOTSTEP PLANNER FOR THE NAVIGATION OF HUMANOID ROBOTS. <i>International Journal of Humanoid Robotics</i> , 2012 , 09, 1250005	1.2	9
129	Behavior Selection Algorithm for Personal Service Robots Using Intelligence Operating Architecture. <i>Lecture Notes in Computer Science</i> , 2012 , 422-423	0.9	
128	Multiobjective Quantum-Inspired Evolutionary Algorithm with Preference-Based Selection 2: Comparison Study. <i>Lecture Notes in Computer Science</i> , 2012 , 291-299	0.9	

127	Particle swarm optimization-based central patter generator for robotic fish locomotion 2011 ,		9
126	Type-2 fuzzy airplane altitude control: A comparative study 2011 ,		6
125	Evolutionary Multiobjective Footstep Planning for Humanoid Robots. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , 2011 , 41, 520-532		21
124	Multi-objective particle swarm optimization with preference-based sorting 2011 ,		6
123	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> , 2011 , 16, 783-789	5.5	35
122	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 ,		3
121	Target follwing with a vision sway compensation for robotic fish Fibo 2011 ,		2
120	3-D Command state-based modifiable walking of a humanoid robot on uneven terrain with different inclinations and heights 2011 ,		1
119	An evolutionary central pattern generator for stable bipedal walking by the increased double support time 2011 ,		2
118	Design of interval type-2 fuzzy logic controllers for flocking algorithm 2011 ,		2
117	Behavior selection method for intelligent artificial creatures using the degree of consideration-based mechanism of thought 2011 ,		4
116	Fuzzy integral-based composite facial expression generation for a robotic head 2011 ,		9
115	Full-body joint trajectory generation using an evolutionary central pattern generator for stable bipedal walking 2010 ,		3
114	. <i>IEEE Transactions on Aerospace and Electronic Systems</i> , 2010 , 46, 1484-1491	3.7	6
113	Navigation framework for humanoid robots integrating gaze control and modified-univector field method to avoid dynamic obstacles 2010 ,		1
112	Human-robot interaction by reading human intention based on mirror-neuron system 2010 ,		5
111	Multi-objective quantum-inspired evolutionary algorithm-based optimal control of two-link inverted pendulum 2010 ,		2
110	A framework for an interactive robot-based tutoring system and its application to ball-passing training 2010 ,		5

109	Locomotion generator for robotic fish using an evolutionary optimized central pattern generator 2010,		10
108	Animal-Robot Interaction for pet caring 2009,		3
107	2009,		8
106	Q-learning using fuzzified states and weighted actions and its application to omni-directional mobile robot control 2009,		4
105	Multiobjective quantum-inspired evolutionary algorithm for fuzzy path planning of mobile robot 2009,		17
104	Evolutionary multi-objective optimization in robot soccer system for education. <i>IEEE Computational Intelligence Magazine</i> , 2009 , 4, 31-41	5.6	41
103	Multi-Layer Architecture of Ubiquitous Robot System for Integrated Services. <i>International Journal of Social Robotics</i> , 2009 , 1, 19-28	4	9
102	Recent progress and development of the humanoid robot HanSaRam. <i>Robotics and Autonomous Systems</i> , 2009 , 57, 973-981	3.5	53
101	A multi-step heart rate prediction method based on physical activity using Adams-Bashforth technique 2009,		3
100	Evolutionary Generative Process for an Artificial Creature's Personality. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , 2009 , 39, 331-342		8
99	Evolutionary optimized footstep planning for humanoid robot 2009,		1
98	Footstep Planning Based on Univector Field Method for Humanoid Robot. <i>Lecture Notes in Computer Science</i> , 2009 , 125-134	0.9	1
97	Soty-Segment: Robust Color Patch Design to Lighting Condition Variation. <i>Communications in Computer and Information Science</i> , 2009 , 300-309	0.3	2
96	. <i>IEEE Computational Intelligence Magazine</i> , 2008 , 3, 43-53	5.6	20
95	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> , 2008 , 38, 834-840		9
94	Fast and Robust Face Detection Using Evolutionary Pruning. <i>IEEE Transactions on Evolutionary Computation</i> , 2008 , 12, 562-571	15.6	29
93	Modifiable Walking Pattern of a Humanoid Robot by Using Allowable ZMP Variation. <i>IEEE Transactions on Robotics</i> , 2008 , 24, 917-925	6.5	63
92	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> , 2008,	2	5

91	Accelerated Q-learning for fail state and action spaces. <i>Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics</i> , 2008 ,	2	1
90	Multi-layered architecture of middleware for ubiquitous robot. <i>Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics</i> , 2008 ,	2	1
89	Humanoid Robot System, HanSaRam-VII for RoboMarathon in HuroCup. <i>IFAC Postprint Volumes IPPV / International Federation of Automatic Control</i> , 2008 , 41, 3042-3047		1
88	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> , 2008 , 41, 9151-9155		2
87	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> , 2007 , 37, 1342-1348		16
86	A population ecology inspired parent selection strategy for numerical constrained optimization problems. <i>Applied Mathematics and Computation</i> , 2007 , 190, 292-304	2.7	1
85	Software Robot in a PDA for Human Interaction and Seamless Service 2007 ,		3
84	Generating Performance Motions of Humanoid Robot for Entertainment 2007 ,		1
83	Ubiquitous Robot: A New Paradigm for Integrated Services. <i>Proceedings - IEEE International Conference on Robotics and Automation</i> , 2007 ,		28
82	Unscented Filtering in a Unit Quaternion Space for Spacecraft Attitude Estimation 2007 ,		22
81	Landing Force Control for Humanoid Robot by Time-Domain Passivity Approach. <i>IEEE Transactions on Robotics</i> , 2007 , 23, 1294-1301	6.5	31
80	ZMP Analysis for Realisation of Humanoid Motion on Complex Topologies 2006 ,		1
79	Hybrid Architecture for Kick Motion of Small-sized Humanoid Robot, HanSaRam-VI 2006 ,		2
78	Ubiquitous Robot: Recent Progress and Development 2006 ,		7
77	Landing Force Controller for a Humanoid Robot: Time-Domain Passivity Approach 2006 ,		6
76	Evolutionary algorithm using feasibility-based grouping for numerical constrained optimization problems. <i>Applied Mathematics and Computation</i> , 2006 , 175, 1298-1319	2.7	4
75	Multi-robot cooperation-based mobile printer system. <i>Robotics and Autonomous Systems</i> , 2006 , 54, 193-204	3.5	5
74	A Selection Scheme for Excluding Defective Rules of Evolutionary Fuzzy Path Planning. <i>Lecture Notes in Computer Science</i> , 2006 , 747-756	0.9	2

73	Recombinant Rule Selection in Evolutionary Algorithm for Fuzzy Path Planner of Robot Soccer 2006 , 317-330		6
72	A simulation/experimental study of the noisy behavior of the time-domain passivity controller 2005 , 21, 733-741		9
71	Evolutionary algorithm-based face verification. <i>Pattern Recognition Letters</i> , 2004 , 25, 1857-1865	4.7	15
70	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> , 2004 , 8, 156-169	15.6	335
69	Humanoid Robot HanSaRam: Recent Progress and Developments. <i>Journal of Advanced Computational Intelligence and Intelligent Informatics</i> , 2004 , 8, 45-55	0.4	12
68	A real-time limit-cycle navigation method for fast mobile robots and its application to robot soccer. <i>Robotics and Autonomous Systems</i> , 2003 , 42, 17-30	3.5	75
67	On Setting the Parameters of QEA for Practical Applications: Some Guidelines Based on Empirical Evidence. <i>Lecture Notes in Computer Science</i> , 2003 , 427-428	0.9	11
66	Quantum-Inspired Evolutionary Algorithm-Based Face Verification. <i>Lecture Notes in Computer Science</i> , 2003 , 2147-2156	0.9	14
65	Pitch Autopilot Design Using Model-Following Adaptive Sliding Mode Control. <i>Journal of Guidance, Control, and Dynamics</i> , 2002 , 25, 826-829	2.1	13
64	Development of a Fault-Tolerant Omnidirectional Wheeled Mobile Robot Using Nonholonomic Constraints. <i>International Journal of Robotics Research</i> , 2002 , 21, 527-539	5.7	10
63	Quantum-inspired evolutionary algorithm for a class of combinatorial optimization. <i>IEEE Transactions on Evolutionary Computation</i> , 2002 , 6, 580-593	15.6	895
62	Mobility augmentation of conventional wheeled bases for omnidirectional motion. <i>IEEE Transactions on Automation Science and Engineering</i> , 2002 , 18, 81-87		7
61	A two-step circle detection algorithm from the intersecting chords. <i>Pattern Recognition Letters</i> , 2001 , 22, 787-798	4.7	58
60	Modular Q-learning based multi-agent cooperation for robot soccer. <i>Robotics and Autonomous Systems</i> , 2001 , 35, 109-122	3.5	64
59	Internet Control Architecture for Internet-Based Personal Robot. <i>Autonomous Robots</i> , 2001 , 10, 135-147		47
58	Adaptive fuzzy-network-based C-measure map-matching algorithm for car navigation system. <i>IEEE Transactions on Industrial Electronics</i> , 2001 , 48, 432-441	8.9	65
57	Evolutionary programming-based univector field navigation method for past mobile robots. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2001 , 31, 450-8		31
56	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> , 2000 , 6, 75-87	2.6	20

55	International Journal of Intelligent Automation and Soft Computing. <i>Intelligent Automation and Soft Computing</i> , 2000 , 6, 1-2	2.6	2
54	A fault tolerant gait for a hexapod robot over uneven terrain. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2000 , 30, 172-80		30
53	A Hybrid Control Structure for Vision Based Soccer Robot System. <i>Intelligent Automation and Soft Computing</i> , 2000 , 6, 89-101	2.6	8
52	Multi-Agent Systems: A Survey from the Robot-Soccer Perspective. <i>Intelligent Automation and Soft Computing</i> , 2000 , 6, 3-17	2.6	23
51	Friction Identification Using Evolution Strategies and Robust Control of Positioning Tables. <i>Journal of Dynamic Systems, Measurement and Control, Transactions of the ASME</i> , 1999 , 121, 619-624	1.6	4
50	Q-factor map matching method using adaptive fuzzy network 1999 ,		3
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20	Evolutionary Pruning for Fast and Robust Face Detection		2

19	Genetic Representation for Evolvable Artificial Creature	1
18	Compensation for the landing impact force of a humanoid robot by time domain passivity approach	5
17	On setting the parameters of quantum-inspired evolutionary algorithm for practical application	12
16	Hybrid parallel, evolutionary algorithms for constrained optimization utilizing PC clustering	2
15	Implementation of Internet-based personal robot with Internet control architecture	5
14	Topology and migration policy of fine-grained parallel evolutionary algorithms for numerical optimization	3
13	Genetic quantum algorithm and its application to combinatorial optimization problem	124
12	Omnidirectional mobile base OK-II	7
11	Parallel quantum-inspired genetic algorithm for combinatorial optimization problem	22
10	Fault tolerant control strategy for OmniKity-III	3
9	The miniature omni-directional mobile robot OmniKity-I (OK-I)	9
8	Variable structure control of nonholonomic wheeled mobile robot	10
7	Robust control of non-holonomic wheeled mobile robot based on evolutionary programming for optimal motion	1
6	Low velocity friction identification and compensation using accelerated evolutionary programming	2
5	Constrained optimization using two-phase evolutionary programming	7
4	Fast genetic on-line learning algorithm for neural network and its application to temperature control	8
3	Evolutionary ordered neural network with a linked-list encoding scheme	4
2	Internet control of personal robot between KAIST and UC Davis	2

