Shinichi Shirakawa

List of Publications by Year
in descending order

17 papers	468 citations	1937685 4 h-index	1199594 12 g-index
18 all docs	18 docs citations	18 times ranked	416 citing authors

#	Article	IF	Citations
1	Evaluation of text-to-gesture generation model using convolutional neural network. Neural Networks, 2022, 151, 365-375.	5.9	4
2	Evolution of Deep Convolutional Neural Networks Using Cartesian Genetic Programming. Evolutionary Computation, 2020, 28, 141-163.	3.0	57
3	Finite-Sample Analysis of Information Geometric Optimization With Isotropic Gaussian Distribution on Convex Quadratic Functions. IEEE Transactions on Evolutionary Computation, 2020, 24, 1035-1049.	10.0	4
4	Optimization of an H0 photonic crystal nanocavity using machine learning. Optics Letters, 2020, 45, 319.	3.3	13
5	Reinforcement Learning-Based Redirection Controller for Efficient Redirected Walking in Virtual Maze Environment. Lecture Notes in Computer Science, 2020, , 33-45.	1.3	3
6	Designing Convolutional Neural Network Architectures Using Cartesian Genetic Programming. Natural Computing Series, 2020, , 185-208.	2.2	5
7	Embedded feature selection using probabilistic model-based optimization. , 2018, , .		5
8	A genetic programming approach to designing convolutional neural network architectures. , 2017, , .		321
9	Bag of local landscape features for fitness landscape analysis. Soft Computing, 2016, 20, 3787-3802.	3.6	17
10	Estimation of Gestures for Utterance Text Using Conditional Random Fields. IEEJ Transactions on Electronics, Information and Systems, 2016, 136, 308-317.	0.2	0
11	Local Landscape Patterns for Fitness Landscape Analysis. Lecture Notes in Computer Science, 2014, , 467-478.	1.3	3
12	Ensemble Image Classification Using Genetic Image Network as Weak Classifiers. IEEJ Transactions on Electronics, Information and Systems, 2011, 131, 958-965.	0.2	0
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14	Graph Structured Program Generation Using Evolutionary Algorithm Considering Program Size. IEEJ Transactions on Electronics, Information and Systems, 2010, 130, 57-65.	0.2	0
15	Dynamic ant programming for automatic construction of programs. IEEJ Transactions on Electrical and Electronic Engineering, 2008, 3, 540-548.	1.4	26
16	Automatic Generation of Programs using Graph Structured Program Evolution. IEEJ Transactions on Electronics, Information and Systems, 2008, 128, 370-380.	0.2	1
17	Action Control of Autonomous Agents in Continuous Valued Space Using RFCN. IEEJ Transactions on Electronics, Information and Systems, 2007, 127, 762-769.	0.2	4