Kenichi Matsumoto

List of Publications by Year
in descending order

99 papers	2,038 citations	623188 14 h-index	377514 34 g-index
104 all docs	104 docs citations	104 times ranked	1033 citing authors

#	Article	IF	Citations
1	An Empirical Comparison of Model Validation Techniques for Defect Prediction Models. IEEE Transactions on Software Engineering, 2017, 43, 1-18.	4.3	351
2	Automated parameter optimization of classification techniques for defect prediction models. , 2016, , .		219
3	The Impact of Automated Parameter Optimization on Defect Prediction Models. IEEE Transactions on Software Engineering, 2019, 45, 683-711.	4.3	211
4	The Impact of Class Rebalancing Techniques on the Performance and Interpretation of Defect Prediction Models. IEEE Transactions on Software Engineering, 2020, 46, 1200-1219.	4.3	160
5	Comments on â€œResearcher Bias: The Use of Machine Learning in Software Defect Predictionâ€. IEEE Transactions on Software Engineering, 2016, 42, 1092-1094.	4.3	58
6	Assessing the Cost Effectiveness of Fault Prediction in Acceptance Testing. IEEE Transactions on Software Engineering, 2013, 39, 1345-1357.	4.3	54
7	The Impact of Mislabelling on the Performance and Interpretation of Defect Prediction Models. , 2015, , .		53
8	Quantifying programmers' mental workload during program comprehension based on cerebral blood flow measurement: a controlled experiment. , 2014, , .		45
9	A Dataset of High Impact Bugs: Manually-Classified Issue Reports. , 2015, , .		43
10	SARS-CoV-2 infection initiates interleukin-17-enriched transcriptional response in different cells from multiple organs. Scientific Reports, 2021, 11, 16814.	1.6	43
11	Bug or Not? Bug Report Classification Using N-Gram IDF. , 2017, , .		40
12	Cross project defect prediction using class distribution estimation and oversampling. Information and Software Technology, 2018, 100, 87-102.	3.0	40
13	Predicting Defective Lines Using a Model-Agnostic Technique. IEEE Transactions on Software Engineering, 2022, 48, 1480-1496.	4.3	38
14	An empirical study of design discussions in code review. , 2018, , .		30
15	Meta-analysis of single-cell RNA-seq data reveals phenotypic switching of immune cells in severe COVID-19 patients. Computers in Biology and Medicine, 2021, 137, 104792.	3.9	25
16	Automatic Unsupervised Bug Report Categorization. , 2014, , .		24
17	A Study of Redundant Metrics in Defect Prediction Datasets. , 2016, , .		24
18	The review linkage graph for code review analytics: a recovery approach and empirical study. , 2019, , .		22

#	Article	IF	Citations
19	The impact of human factors on the participation decision of reviewers in modern code review. Empirical Software Engineering, 2019, 24, 973-1016.	3.0	22
20	Wait for it: identifying "On-Hold" self-admitted technical debt. Empirical Software Engineering, 2020, 25, 3770-3798.	3.0	22
21	Unsupervised Bug Report Categorization Using Clustering and Labeling Algorithm. International Journal of Software Engineering and Knowledge Engineering, 2016, 26, 1027-1053.	0.6	21
22	The impact of IR-based classifier configuration on the performance and the effort of method-level bug localization. Information and Software Technology, 2018, 102, 160-174.	3.0	21
23	Towards Smoother Library Migrations: A Look at Vulnerable Dependency Migrations at Function Level for npm JavaScript Packages. , 2018, , .		19
24	Sentiment Classification Using N-Gram Inverse Document Frequency and Automated Machine Learning. IEEE Software, 2019, 36, 65-70.	2.1	19
25	Characteristics of Sustainable OSS Projects: A Theoretical and Empirical Study. , 2015, , .		18
26	A stability assessment of solution adaptation techniques for analogy-based software effort estimation. Empirical Software Engineering, 2017, 22, 474-504.	3.0	18
27	Identifying Design and Requirement Self-Admitted Technical Debt Using N-gram IDF. , 2018, , .		17
28	Anti-patterns in Modern Code Review: Symptoms and Prevalence. , 2021, , .		17
29	Software development productivity of Japanese enterprise applications. Information Technology and Management, 2009, 10, 193-205.	1.4	13
30	Guilty or Not Guilty: Using Clone Metrics to Determine Open Source Licensing Violations. IEEE Software, 2011, 28, 42-47.	2.1	13
31	Are Donation Badges Appealing?: A Case Study of Developer Responses to Eclipse Bug Reports. IEEE Software, 2019, 36, 22-27.	2.1	13
32	Understanding shared links and their intentions to meet information needs in modern code review:. Empirical Software Engineering, 2021, 26, 1.	3.0	13
33	Source code comprehension strategies and metrics to predict comprehension effort in software maintenance and evolution tasks - an empirical study with industry practitioners. , 2011, , .		11
34	Kataribe: a hosting service of historage repositories. , 2014, , .		11
35	Understanding Key Features of High-Impact Bug Reports. , 2017, , .		11
36	Expert Programmers Have Fine-Tuned Cortical Representations of Source Code. ENeuro, 2021, 8, ENEURO.0405-20.2020.	0.9	11

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37	GitHub repositories with links to academic papers: Public access, traceability, and evolution. Journal of Systems and Software, 2022, 183, 111117.	3.3	11
38	Automated Identification of On-hold Self-admitted Technical Debt. , 2020, , .		11
39	How we resolve conflict: an empirical study of method-level conflict resolution. , 2015, , .		10
40	Using High-Rising Cities to Visualize Performance in Real-Time. , 2017, , .		10
41	Evaluation of Non Functional Requirements in a Request for Proposal (RFP). , 2012, , .		9
42	Software population pyramids. , 2014, , .		9
43	Real-Time Monitoring of Neural State in Assessing and Improving Software Developers' Productivity. , 2015, , .		9
44	Investigating and Projecting Population Structures in Open Source Software Projects: A Case Study of Projects in GitHub. IEICE Transactions on Information and Systems, 2016, E99.D, 1304-1315.	0.4	9
45	Can we benchmark Code Review studies? A systematic mapping study of methodology, dataset, and metric. Journal of Systems and Software, 2021, 180, 111009.	3.3	9
46	Towards Building API Usage Example Metrics. , 2016, , .		8
47	Analysis of Donations in the Eclipse Project. , 2017, , .		8
48	Code Reviews With Divergent Review Scores: An Empirical Study of the OpenStack and Qt Communities. IEEE Transactions on Software Engineering, 2022, 48, 69-81.	4.3	8
49	Impact Analysis of Granularity Levels on Feature Location Technique. Communications in Computer and Information Science, 2014, , 135-149.	0.4	7
50	Code review participation. , 2016, , .		7
51	Automatic patch linkage detection in code review using textual content and file location features. Information and Software Technology, 2021, 139, 106637.	3.0	7
52	Case consistency. , 2015, , .		6
53	Benchmarking Software Maintenance Based on Working Time. , 2015, , .		6
54	Automatic Classifying Self-Admitted Technical Debt Using N-Gram IDF. , 2019, , .		6

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55	Analysis of the Relation between the Teaching Materials and Motivation in Programming Education. Conference on Software Engineering Education and Training, 2007, , .	0.0	5
56	Analyzing the transition of learners’ motivation to learn programming. , 2008, , .		5
57	Incorporating Expert Judgment into Regression Models of Software Effort Estimation. , 2012, , .		5
58	Towards understanding an open-source bounty: Analysis of Bountysource. , 2017, , .		5
59	Examining Software Engineering Beliefs about System Testing Defects. IT Professional, 2017, 19, 58-64.	1.4	5
60	Extracting Insights from the Topology of the JavaScript Package Ecosystem. , 2017, , .		5
61	How are project-specific forums utilized? A study of participation, content, and sentiment in the Eclipse ecosystem. Empirical Software Engineering, 2021, 26, 1.	3.0	5
62	Understanding When to Adopt a Library: A Case Study on ASF Projects. IFIP Advances in Information and Communication Technology, 2017, , 128-138.	0.5	5
63	EyeNav. , 2016, , .		4
64	How Do Gamification Rules and Personal Preferences Affect Coding?. , 2018, , .		4
65	Do Review Feedbacks Influence to a Contributor's Time Spent on OSS Projects?. , 2018, , .		4
66	Maintaining third-party libraries through domain-specific category recommendations. , 2018, , .		4
67	An Empirical Study of README contents for JavaScript Packages. IEICE Transactions on Information and Systems, 2019, E102.D, 280-288.	0.4	4
68	Comparative analysis of 2D games and artwork as the motivation to learn programming. , 2009, , .		3
69	Analysis of the motivation of learners in the in-house training of programming in Japanese ICT industries. , 2011, , .		3
70	Identifying Services in Procedural Programs for Migrating Legacy System to Service Oriented Architecture. International Journal of Information Systems in the Service Sector, 2011, 3, 54-72.	0.2	3
71	Analysis of Attributes Relating to Custom Software Price. , 2012, , .		3
72	Bugarium: 3d interaction for supporting large-scale bug repositories analysis. , 2014, , .		3

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73	Project IS^3: Incentive-Based Intelligent Intervention for Smart and Sustainable Society. , 2016, , .		3
74	Influence of outliers on analogy based software development effort estimation. , 2016, , .		3
75	Which review feedback did long-term contributors get on OSS projects?. , 2017, , .		3
76	Benchmarking IT operations cost based on working time and unit cost. Science of Computer Programming, 2017, 135, 75-87.	1.5	3
77	How is IF Statement Fixed Through Code Review? A Case Study of Qt Project. , 2017, , .		3
78	Towards Generation of Visual Attention Map for Source Code. , 2019, , .		3
79	The Transition of the Motivation of the Students in the Art Faculty to Learn Programming. , 2008, , .		2
80	Bug report recommendation for code inspection. , 2015, , .		2
81	ROCAT on KATARIBE: Code Visualization for Communities. , 2016, , .		2
82	An Analysis of Library Rollbacks: A Case Study of Java Libraries. , 2017, , .		2
83	How are IF-Conditional Statements Fixed Through Peer CodeReview?. IEICE Transactions on Information and Systems, 2018, E101.D, 2720-2729.	0.4	2
84	Mining Source Code Improvement Patterns from Similar Code Review Works. , 2019, , .		2
85	Analysis of Work Efficiency and Quality of Software Maintenance Using Cross-Company Dataset. IEICE Transactions on Information and Systems, 2021, E104.D, 76-90.	0.4	2
86	An Authentication Method Based on Spatiotemporal Information and Actions. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2011, 23, 874-881.	0.0	2
87	An Exploratory Study on the Impact of Usage of Screenshot in Software Inspection Recording Activity. , 2011, , .		1
88	Fault-Prone Module Prediction Using a Prediction Model and Manual Inspection. , 2013, , .		1
89	A hosting service of multi-language historage repositories. , 2016, , .		1
90	An Exploratory Study to Identify Similar Patches: A Case Study in Modern Code Review. , 2018, , .		1

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91	GitHub sponsors. , 2022, , .		1
92	Nine Years Challenge of In-process Measurement Platform for Software Development Project: Distribution of a New Generation Platform and a Collaborative Research Proposal. , 2012, , .		0
93	An Authentication Method with Spatiotemporal Interval and Partial Matching. , 2013, , .		0
94	Analysis of information system operation cost based on working time and unit cost. , 2016, , .		0
95	LSA-X: Exploiting Productivity Factors in Linear Size Adaptation for Analogy-Based Software Effort Estimation. IEICE Transactions on Information and Systems, 2016, E99.D, 151-162.	0.4	0
96	Catalogen: Generating Catalogs of Code Examples Collected from OSS. , 2018, , .		0
97	Analyzing Software Maintenance Cost Based on Work Efficiency and Unit Cost. , 2018, , .		0
98	Extraction of Library Update History Using Source Code Reuse Detection. IEICE Transactions on Information and Systems, 2018, E101.D, 799-802.	0.4	0
99	Conceptual Framework for Next-Generation Software Ecosystems. , 2021, , .		0