

Kyung-Joong Kim

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6095722/publications.pdf>

Version: 2024-02-01

96
papers

1,013
citations

471477

17
h-index

552766

26
g-index

98
all docs

98
docs citations

98
times ranked

809
citing authors

#	ARTICLE	IF	CITATIONS
1	A Swapping Target Q-Value Technique for Data Augmentation in Offline Reinforcement Learning. IEEE Access, 2022, 10, 57369-57382.	4.2	1
2	Diversifying dynamic difficulty adjustment agent by integrating player state models into Monte-Carlo tree search. Expert Systems With Applications, 2022, 205, 117677.	7.6	6
3	Inference of Otherâ€™s Minds with Limited Information in Evolutionary Robotics. International Journal of Social Robotics, 2021, 13, 661-676.	4.6	0
4	A New Open-Source Off-Road Environment for Benchmark Generalization of Autonomous Driving. IEEE Access, 2021, 9, 136071-136082.	4.2	3
5	Visualization of Deep Reinforcement Learning using Grad-CAM: How AI Plays Atari Games?. , 2019, , .		26
6	Game Data Mining Competition on Churn Prediction and Survival Analysis Using Commercial Game Log Data. IEEE Transactions on Games, 2019, 11, 215-226.	1.4	26
7	StarCraft AI Competitions, Bots, and Tournament Manager Software. IEEE Transactions on Games, 2019, 11, 227-237.	1.4	18
8	Performance Evaluation Gaps in a Real-Time Strategy Game Between Human and Artificial Intelligence Players. IEEE Access, 2018, 6, 13575-13586.	4.2	23
9	Web-Based Interface for Data Labeling in StarCraft. , 2018, , .		1
10	Ensemble bayesian networks evolved with speciation for high-performance prediction in data mining. Soft Computing, 2017, 21, 1065-1080.	3.6	9
11	PM10 density forecast model using long short term memory. , 2017, , .		13
12	Playing real-time strategy games by imitating human playersâ€™ micromanagement skills based on spatial analysis. Expert Systems With Applications, 2017, 71, 192-205.	7.6	8
13	Opponent modeling based on action table for MCTS-based fighting game AI. , 2017, , .		21
14	Feature extraction of gameplays for similarity calculation in gameplay recommendation. , 2017, , .		2
15	Deep Q networks for visual fighting game AI. , 2017, , .		21
16	Learning to play visual doom using model-free episodic control. , 2017, , .		5
17	Active Player Modeling in the Iterated Prisonerâ€™s Dilemma. Computational Intelligence and Neuroscience, 2016, 2016, 1-13.	1.7	1
18	Deep Q-learning using redundant outputs in visual doom. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
19	Changing video game graphic styles using neural algorithms. , 2016, , .		2
20	Investigation of the Effect of "Fog of War" in the Prediction of StarCraft Strategy Using Machine Learning. Computers in Entertainment, 2016, 14, 1-16.	1.1	7
21	3D Game Model and Texture Generation Using Interactive Genetic Algorithm. Computers in Entertainment, 2016, 14, 1-16.	1.1	1
22	Tell Me What You Eat, and I Will Tell You Where You Come From: A Data Science Approach for Global Recipe Data on the Web. IEEE Access, 2016, 4, 8199-8211.	4.2	19
23	Evaluation of StarCraft Artificial Intelligence Competition Bots by Experienced Human Players. , 2016, , .		7
24	Generation of an arbitrary shaped large maze by assembling mazes. , 2015, , .		0
25	Recent Advances in General Game Playing. Scientific World Journal, The, 2015, 2015, 1-22.	2.1	28
26	Testing reliability of replay-based imitation for StarCraft. , 2015, , .		2
27	Game Player Modeling. , 2015, , 1-5.		3
28	MCTS with influence map for general video game playing. , 2015, , .		16
29	Inference of other's internal neural models from active observation. BioSystems, 2015, 128, 37-47.	2.0	9
30	Challenges and Opportunities in Game Artificial Intelligence Education Using Angry Birds. IEEE Access, 2015, 3, 793-804.	4.2	28
31	Optimization of Angry Birds AI controllers with distributed computing. , 2015, , .		1
32	Identification and trend analysis of homogeneous rainfall zones over the East Asia monsoon region. International Journal of Climatology, 2015, 35, 1422-1433.	3.5	36
33	Meta-classifiers for high-dimensional, small sample classification for gene expression analysis. Pattern Analysis and Applications, 2015, 18, 553-569.	4.6	10
34	Solving Geometry Friends using Monte-Carlo Tree Search with directed graph representation. , 2014, , .		2
35	Learning to play fighting game using massive play data. , 2014, , .		1
36	Learning to recommend game contents for real-time strategy gamers. , 2014, , .		4

#	ARTICLE	IF	CITATIONS
37	Proactive News Article Summarization Service Using Personal Intention Models. Evolutionary and Institutional Economics Review, 2014, 11, 105-120.	0.6	0
38	Imitation learning for combat system in RTS games with application to starcraft. , 2014, , .		1
39	The Automated Fault-recovery for Four-legged Robots using Parallel Genetic Algorithm. Procedia Computer Science, 2013, 24, 158-166.	2.0	0
40	Interactive Evolution of 3D Models based on Direct Manipulation for Video Games. Procedia Computer Science, 2013, 24, 137-142.	2.0	3
41	Learning to Predict the Need of Summarization on News Articles. Procedia Computer Science, 2013, 24, 274-279.	2.0	2
42	Game AI Competitions: An Open Platform for Computational Intelligence Education [Educational Forum]. IEEE Computational Intelligence Magazine, 2013, 8, 64-68.	3.2	9
43	Replay-based strategy prediction and build order adaptation for StarCraft AI bots. , 2013, , .		24
44	Evolutionary conditions for the emergence of robotic theory of mind with multiple goals. , 2013, , .		2
45	Comparison of human and AI bots in StarCraft with replay data mining. , 2013, , .		0
46	Evolution of Neural Controllers for Simulated and Real Quadruped Robots. , 2013, , .		3
47	Hybrid of Rule-based Systems Using Genetic Algorithm to Improve Platform Game Performance. Procedia Computer Science, 2013, 24, 114-120.	2.0	4
48	Design of a visual perception model with edge-adaptive Gabor filter and support vector machine for traffic sign detection. Expert Systems With Applications, 2013, 40, 3679-3687.	7.6	48
49	Opponent modeling with incremental active learning: A case study of Iterative Prisoner's Dilemma. , 2013, , .		0
50	Comparison of scoring methods for interactive evolutionary computation based image retouching system. , 2012, , .		2
51	Automatic python programming using stack-based genetic programming. , 2012, , .		0
52	3D game model and texture generation using interactive genetic algorithm. , 2012, , .		7
53	Optimization of an Autonomous Car Controller Using a Self-Adaptive Evolutionary Strategy. International Journal of Advanced Robotic Systems, 2012, 9, 73.	2.1	21
54	Prediction of early stage opponents strategy for StarCraft AI using scouting and machine learning. , 2012, , .		18

#	ARTICLE	IF	CITATIONS
55	A method for feature extraction of traffic sign detection and the system for real world scene. , 2012, , .		5
56	Automated synthesis of multiple analog circuits using evolutionary computation for redundancy-based fault-tolerance. Applied Soft Computing Journal, 2012, 12, 1309-1321.	7.2	23
57	Generalization of TORCS car racing controllers with artificial neural networks and linear regression analysis. Neurocomputing, 2012, 88, 87-99.	5.9	17
58	2011 IEEE Conference on Computational Intelligence and Games [Conference Reports]. IEEE Computational Intelligence Magazine, 2012, 7, 15-18.	3.2	2
59	Evolutionary neural networks for practical applications. Journal of Intelligent and Fuzzy Systems, 2011, 22, 53-55.	1.4	2
60	Correlation analysis and performance evaluation of distance measures for evolutionary neural networks. Journal of Intelligent and Fuzzy Systems, 2011, 22, 83-92.	1.4	4
61	Automated synthesis of resilient and tamper-evident analog circuits without a single point of failure. Genetic Programming and Evolvable Machines, 2010, 11, 35-59.	2.2	26
62	Exploring Features and Classifiers to Classify MicroRNA Expression Profiles of Human Cancer. Lecture Notes in Computer Science, 2010, , 234-241.	1.3	6
63	Evolution of Analog Circuit Models of Ion Channels. Lecture Notes in Computer Science, 2010, , 157-168.	1.3	1
64	Towards a simple robotic theory of mind. , 2009, , .		8
65	Combining Multiple Evolved Analog Circuits for Robust Evolvable Hardware. Lecture Notes in Computer Science, 2009, , 359-367.	1.3	9
66	Evaluation of Distance Measures for Speciated Evolutionary Neural Networks in Pattern Classification Problems. Lecture Notes in Computer Science, 2009, , 630-637.	1.3	3
67	Evolutionary ensemble of diverse artificial neural networks using speciation. Neurocomputing, 2008, 71, 1604-1618.	5.9	21
68	An Evolutionary Algorithm Approach to Optimal Ensemble Classifiers for DNA Microarray Data Analysis. IEEE Transactions on Evolutionary Computation, 2008, 12, 377-388.	10.0	57
69	Ensemble approaches in evolutionary game strategies: A case study in Othello. , 2008, , .		1
70	Integrated Model for Informal Inference Based on Neural Networks. Lecture Notes in Computer Science, 2008, , 950-959.	1.3	0
71	Hybrid of Evolution and Reinforcement Learning for Othello Players. , 2007, , .		15
72	AniDiary: Daily Cartoon-Style Diary Exploits Bayesian Networks. IEEE Pervasive Computing, 2007, 6, 66-75.	1.3	37

#	ARTICLE	IF	CITATIONS
73	KeyGraph-based chance discovery for mobile contents management system. International Journal of Knowledge-Based and Intelligent Engineering Systems, 2007, 11, 313-320.	1.0	12
74	Personalized mining of web documents using link structures and fuzzy concept networks. Applied Soft Computing Journal, 2007, 7, 398-410.	7.2	38
75	Diverse Evolutionary Neural Networks Based on Information Theory. Lecture Notes in Computer Science, 2007, , 1007-1016.	1.3	1
76	Evolutionary Algorithms for Board Game Players with Domain Knowledge. Studies in Computational Intelligence, 2007, , 71-89.	0.9	1
77	A Comprehensive Overview of the Applications of Artificial Life. Artificial Life, 2006, 12, 153-182.	1.3	41
78	A unified architecture for agent behaviors with selection of evolved neural network modules. Applied Intelligence, 2006, 25, 253-268.	5.3	5
79	Evolved neural networks based on cellular automata for sensory-motor controller. Neurocomputing, 2006, 69, 2193-2207.	5.9	13
80	Ensemble classifiers based on correlation analysis for DNA microarray classification. Neurocomputing, 2006, 70, 187-199.	5.9	49
81	Uncertainty Reasoning and Chance Discovery. Studies in Computational Intelligence, 2006, , 83-100.	0.9	1
82	Robust Inference of Bayesian Networks Using Speciated Evolution and Ensemble. Lecture Notes in Computer Science, 2005, , 92-101.	1.3	5
83	Systematically Incorporating Domain-Specific Knowledge Into Evolutionary Speciated Checkers Players. IEEE Transactions on Evolutionary Computation, 2005, 9, 615-627.	10.0	17
84	DNA Gene Expression Classification with Ensemble Classifiers Optimized by Speciated Genetic Algorithm. Lecture Notes in Computer Science, 2005, , 649-653.	1.3	6
85	Prediction of colon cancer using an evolutionary neural network. Neurocomputing, 2004, 61, 361-379.	5.9	41
86	Fuzzy integration of structure adaptive SOMs for web content mining. Fuzzy Sets and Systems, 2004, 148, 43-60.	2.7	10
87	A personalized Web search engine using fuzzy concept network with link structure. , 0, , .		9
88	Coordination of multiple behavior modules evolved on CAM-Brain. , 0, , .		0
89	Dynamic selection of evolved neural controllers for higher behaviors of mobile robot. , 0, , .		1
90	Evolving speciated checkers players with crowding algorithm. , 0, , .		4

#	ARTICLE	IF	CITATIONS
91	Evolving artificial neural networks for dna microarray analysis. , 0, , .		4
92	Fusion of structure adaptive self-organizing maps using fuzzy integral. , 0, , .		1
93	Behavior selection architecture for tangible agent. , 0, , .		1
94	Generating optimal behaviors of mobile robot using behavior network with planning capability. , 0, , .		2
95	Evolutionary Aggregation and Refinement of Bayesian Networks. , 0, , .		1
96	Evolutionary Othello Players Boosted by Opening Knowledge. , 0, , .		1