

Koichi Anada

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7525138/publications.pdf>

Version: 2024-02-01

33
papers

112
citations

1937685

4
h-index

1588992

8
g-index

35
all docs

35
docs citations

35
times ranked

33
citing authors

#	ARTICLE	IF	CITATIONS
1	A numerical method of estimating blow-up rates for nonlinear evolution equations by using rescaling algorithm. Japan Journal of Industrial and Applied Mathematics, 2018, 35, 33-47.	0.9	6
2	Ridge line detection of terrain maps represented by homogeneous triangular dissections. , 2017, , .		0
3	Blow-up rates of solutions of initial-boundary value problems for a quasi-linear parabolic equation. Journal of Differential Equations, 2017, 262, 181-271.	2.2	10
4	Algorithms for ridge and valley detections in terrain maps. Journal of Computational Methods in Sciences and Engineering, 2017, 17, S95-S110.	0.2	0
5	Development of a Generator for the Research View. , 2017, , .		0
6	Formulations of patterns by a graph model for the game of Go. Journal of Computational Methods in Sciences and Engineering, 2017, 17, S111-S121.	0.2	2
7	Subdivision and homogenization of cells in heterogeneous rectangular dissections by an octal grid graph model. , 2016, , .		0
8	A mathematical formulation to efficiently determine "life status" in the game of Go. , 2016, , .		2
9	A mathematical formulation of the "shicho" in the game of Go. , 2016, , .		0
10	Attribute graph grammar method for research information collection and sharing. , 2016, , .		1
11	A rotation algorithm for multiple layer images by a hexadecimal grid graph model. , 2016, , .		1
12	A 40 degree grid model for multiple 3D objects. , 2016, , .		0
13	A multi-layer rectangular dissections and the list structures for the 16-ary grid graph. , 2016, , .		0
14	A Method of Ridge Detection in Triangular Dissections Generated by Homogeneous Rectangular Dissections. Studies in Computational Intelligence, 2016, , 131-142.	0.9	4
15	A model for the connectedness of stones in the game of Go. , 2015, , .		1
16	Formulation of "Nakate" by a Graph Model for the Game of Go. , 2015, , .		2
17	An Algorithm for Triangulations of Terrain Maps Represented by Homogeneous Raster Data. , 2015, , .		0
18	A comparison of ridge detections for terrain maps on homogeneous rectangular dissections. , 2015, , .		1

#	ARTICLE	IF	CITATIONS
19	A 64-Degree Grid Graph Model of the Time-Continuous 4D Objects. , 2015, , .		0
20	Graph Grammar for the Research Information Collection Method According to Research Activities. , 2015, , .		3
21	A data structure for triangular dissection of multi-resolution images. , 2014, , .		7
22	Translation and Projection Algorithms for Multiple Layer Images with a Hexadecimal Grid Graph Model. , 2014, , .		0
23	Reduction of resolution for binary images by an octal grid graph representation model. , 2013, , .		4
24	The Number of Cells in Regions Shifted on 2D Images Represented by Raster Data with Heterogeneous Parts. , 2013, , .		5
25	A resolution reduction method for multi-resolution terrain maps. , 2012, , .		7
26	A Comparison of Ridge Detection Methods for DEM Data. , 2012, , .		6
27	Row manipulation in the heterogeneous tabular forms with a hexadecimal grid graph model. , 2012, , .		3
28	A graph grammar model for syntaxes of financial statements. , 2011, , .		3
29	Row manipulation in the heterogenous tabular forms with an octal grid model. , 2011, , .		3
30	Tabular form editing with a hexadecimal grid graph model. , 2011, , .		5
31	Ridge Detection with the Steepest Ascent Method. Procedia Computer Science, 2011, 4, 216-221.	2.0	23
32	Stability of solutions of nonlinear parabolic equations for harmonic mean curvature flows. Nonlinear Analysis: Theory, Methods & Applications, 2002, 51, 305-319.	1.1	2
33	Contraction of surfaces by harmonic mean curvature flows and nonuniqueness of their self similar solutions. Calculus of Variations and Partial Differential Equations, 2001, 12, 109-116.	1.7	4