

# Itsuki Noda

## List of Publications by Year in descending order

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Version: 2024-02-01

82  
papers

1,434  
citations

759233

12  
h-index

526287

27  
g-index

87  
all docs

87  
docs citations

87  
times ranked

779  
citing authors

#	ARTICLE	IF	CITATIONS
1	Adjustment of the Number of Ride-Sharing Vehicles by Introducing the predeclaration on the expected time period of use. Transactions of the Japanese Society for Artificial Intelligence, 2021, 36, AG21-K_1-9.	0.1	0
2	Multi-agent Social Simulation for Social Service Design. Lecture Notes in Computer Science, 2019, , 66-80.	1.3	1
3	CARAVAN: A Framework for Comprehensive Simulations on Massive Parallel Machines. Lecture Notes in Computer Science, 2019, , 130-143.	1.3	5
4	Inverse Reinforcement Learning for Agents Behavior in a Crowd Simulator. Lecture Notes in Computer Science, 2019, , 81-95.	1.3	0
5	Roadmap and research issues of multiagent social simulation using high-performance computing. Journal of Computational Social Science, 2018, 1, 155-166.	2.4	8
6	Pedestrian simulator with flexible framework to enhance detailed behavior and environmental change. Artificial Life and Robotics, 2017, 22, 308-315.	1.2	2
7	Adaptation Method of the Exploration Ratio Based on the Orientation of Equilibrium in Multi-Agent Reinforcement Learning Under Non-Stationary Environments. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2017, 21, 939-947.	0.9	0
8	One Cycle of Smart Access Vehicle Service Development. , 2016, , 247-262.		6
9	Optimality and Equilibrium of Exploration Ratio for Multiagent Learning in Nonstationary Environments. Lecture Notes in Computer Science, 2016, , 159-172.	1.3	2
10	CONCEPT AND IMPLEMENTATION OF A NEW PUBLIC TRANSPORTATION SYSTEM THAT UNIFIES THE BUS AND TAXI SERVICES. Journal of Japan Society of Civil Engineers Ser D3 (Infrastructure Planning and) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50 377		10
11	Roadmap for Multiagent Social Simulation on HPC. , 2015, , .		5
12	Classification Method for Shared Information on Twitter Without Text Data. , 2015, , .		8
13	RoboCup Soccer Leagues. AI Magazine, 2014, 35, 77-85.	1.6	11
14	Exhaustive Analysis with a Pedestrian Simulation Environment for Assistant of Evacuation Planning. Transportation Research Procedia, 2014, 2, 264-272.	1.5	17
15	Multi-agent Information Diffusion Model for Twitter. , 2014, , .		6
16	SIR-Extended Information Diffusion Model of False Rumor and its Prevention Strategy for Twitter. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2014, 18, 598-607.	0.9	11
17	Collaborative Heterogeneous Integration of Disaster and Rescue Information (CHIDRI). Transactions of the Japanese Society for Artificial Intelligence, 2014, 29, 113-119.	0.1	1
18	Limitations of Simultaneous Multiagent Learning in Nonstationary Environments. , 2013, , .		2

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19	Information sharing on Twitter during the 2011 catastrophic earthquake. , 2013, , .		48
20	Regional analysis of user interactions on social media in times of disaster. , 2013, , .		8
21	Implementation of Simulation Environment for Exhaustive Analysis of Huge-Scale Pedestrian Flow. SICE Journal of Control Measurement and System Integration, 2013, 6, 137-146.	0.7	23
22	Possibility of Social Simulation on Post-Peta Computing. IEEJ Transactions on Electronics, Information and Systems, 2013, 133, 1628-1631.	0.2	0
23	Information sharing platform to assist rescue activities in huge disasters. Synthesiology, 2012, 5, 114-127.	0.2	1
24	Implementation of Demonstration of Information Linkage Supposing the Tokyo Metropolitan Near Field Earthquake Disaster. Journal of Disaster Research, 2012, 7, 160-172.	0.7	0
25	Integration of sensory data taken by multiple rescue robots using GIS. , 2011, , .		1
26	Multirobot exploration for search and rescue missions: A report on map building in RoboCupRescue 2009. Journal of Field Robotics, 2011, 28, 373-387.	6.0	36
27	Adaption of Step-size Parameter Using Newton's Method. Lecture Notes in Computer Science, 2011, , 349-360.	1.3	0
28	Social and Group Simulation Based on Real Data Analysis. Journal of Advanced Computational Intelligence and Intelligent Informatics, 2011, 15, 166-172.	0.9	0
29	A study on wearable behavior navigation system - Development of simple parasitic humanoid system -, 2010, , .		9
30	A study on wearable behavior navigation system (II) - a comparative study on remote behavior navigation systems for first-aid treatment. , 2010, , .		2
31	Recursive Adaptation of Step-size Parameter for Non-stationary Environments. Lecture Notes in Computer Science, 2010, , 74-90.	1.3	5
32	Evaluation of Time Delay of Coping Behaviors with Evacuation Simulator. Studies in Computational Intelligence, 2010, , 403-414.	0.9	2
33	Multi-Agent Social Simulation. , 2010, , 703-729.		0
34	Recursive Adaptation of Step-size Parameter for Non-stationary Environments. Lecture Notes in Computer Science, 2009, , 525-533.	1.3	3
35	Development on Web GIS-based Support System for Collecting and Sharing Information by Collaboration between Local Government and Residents. Journal of Japan Association for Earthquake Engineering, 2009, 9, 200-220.	0.3	2
36	An Overview of the DDT Project. , 2009, , 17-31.		2

#	ARTICLE	IF	CITATIONS
37	Information Sharing and Integration Framework Among Rescue Robots/Information Systems. , 2009, , 145-159.		1
38	Cooperation of Disaster Related Systems on Distributed System Architecture. Journal of Japan Association for Earthquake Engineering, 2009, 9, 61-72.	0.3	3
39	Earthquake Drill for Effective Emergency Response and Quick Collection of Damage Information by Collaboration between Local Government and Residents. Journal of Japan Association for Earthquake Engineering, 2009, 9, 130-147.	0.3	2
40	Information Infrastructure for Rescue Systems. , 2009, , 57-69.		0
41	Multi-agent Positioning Mechanism in the Dynamic Environment. Lecture Notes in Computer Science, 2008, , 377-384.	1.3	31
42	Triangulation Based Approximation Model for Agent Positioning Problem. Transactions of the Japanese Society for Artificial Intelligence, 2008, 23, 255-267.	0.1	0
43	Meta-level Control of Multiagent Learning in Dynamic Repeated Resource Sharing Problems. Lecture Notes in Computer Science, 2008, , 296-308.	1.3	1
44	Conceptual Framework to Maintain Multiple and Floating Relationship among Coordinate Reference Systems for Robotics. Lecture Notes in Computer Science, 2008, , 328-339.	1.3	1
45	IT Framework for Disaster Mitigation Information Sharing. Journal of Disaster Research, 2008, 3, 467-478.	0.7	3
46	Integrated Simulation and Information Sharing System for Disaster Mitigation. Lecture Notes in Computer Science, 2008, , 537-537.	1.3	0
47	Hybrid Radio Frequency Identification System for Use in Disaster Relief as Positioning Source and Emergency Message Boards. , 2007, , 85-94.		7
48	Rescue Infrastructure for Global Information Collection. , 2006, , .		11
49	Data Representation for Information Sharing and Integration among Rescue Robot and Simulation. , 2006, , .		1
50	Disaster Information Collection into Geographic Information System using Rescue Robots. , 2006, , .		11
51	Usability of dial-a-ride systems. , 2005, , .		6
52	Is Dial-a-Ride Bus Reasonable in Large Scale Towns? Evaluation of Usability of Dial-a-Ride Systems by Simulation. Lecture Notes in Computer Science, 2004, , 105-119.	1.3	13
53	Application of Parallel Scenario Description for RoboCupRescue Civilian Agent. Lecture Notes in Computer Science, 2004, , 628-636.	1.3	1
54	The RoboCup Soccer Server and CMUnited Clients: Implemented Infrastructure for MAS Research. Autonomous Agents and Multi-Agent Systems, 2003, 7, 101-120.	2.1	30

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55	Hidden Markov Modeling of Multi-agent Systems and Its Learning Method. Lecture Notes in Computer Science, 2003, , 94-110.	1.3	2
56	Evaluation of Usability of Dial-a-Ride Systems by Social Simulation. Lecture Notes in Computer Science, 2003, , 167-181.	1.3	13
57	Language Design for Rescue Agents. Lecture Notes in Computer Science, 2002, , 164-172.	1.3	4
58	Research Issues on RoboCup Simulation League. Journal of the Robotics Society of Japan, 2002, 20, 7-10.	0.1	1
59	Language Design for Rescue Agents. Lecture Notes in Computer Science, 2002, , 371-383.	1.3	1
60	Segmentation of environments using hidden Markov modeling of other agents. , 2002, , .		2
61	RoboCup-Rescue Disaster Simulator Architecture. Lecture Notes in Computer Science, 2001, , 379-384.	1.3	12
62	Review: RoboCup through 2000. Lecture Notes in Computer Science, 2001, , 423-432.	1.3	0
63	RoboCup Soccer Server and CMUnited: Implemented Infrastructure for MAS Research. Lecture Notes in Computer Science, 2001, , 94-101.	1.3	7
64	<title>RoboCup-Rescue: an international cooperative research project of robotics and AI for the disaster mitigation problem</title>. , 2000, 4024, 303.		7
65	RoboCup Rescue project. Advanced Robotics, 2000, 14, 423-425.	1.8	6
66	Modular Simulator: A Draft of New Simulator for RoboCup. Lecture Notes in Computer Science, 2000, , 400-410.	1.3	3
67	Framework of Distributed Simulation System for Multi-agent Environment. Lecture Notes in Computer Science, 2000, , 811-811.	1.3	0
68	A Statistical Perspective on the RoboCup Simulator League: Progress and Prospects. Lecture Notes in Computer Science, 2000, , 114-127.	1.3	6
69	Kappa-II. Lecture Notes in Computer Science, 2000, , 584-587.	1.3	0
70	RoboCup: Today and tomorrowâ€™What we have learned. Artificial Intelligence, 1999, 110, 193-214.	5.8	78
71	Automatic Soccer Commentary and RoboCup. Lecture Notes in Computer Science, 1999, , 34-49.	1.3	16
72	RoboCup: robot world cup. IEEE Robotics and Automation Magazine, 1998, 5, 30-36.	2.0	76

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73	The RoboCup synthetic agent challenge 97. Lecture Notes in Computer Science, 1998, , 62-73.	1.3	122
74	RoboCup: A challenge problem for AI and robotics. Lecture Notes in Computer Science, 1998, , 1-19.	1.3	93
75	Soccer server: A tool for research on multiagent systems. Applied Artificial Intelligence, 1998, 12, 233-250.	3.2	158
76	Reactive content selection in the generation of real-time soccer commentary. , 1998, , .		20
77	Reactive content selection in the generation of real-time soccer commentary. , 1998, , .		5
78	Investigating the Complex with Virtual Soccer. Lecture Notes in Computer Science, 1998, , 241-253.	1.3	8
79	RoboCup. , 1997, , .		422
80	Robot Contests. Research Activity and Robot Contest (RoboCup).. Journal of the Robotics Society of Japan, 1997, 15, 13-16.	0.1	0
81	Emergence and Evolution in Robotics. Emergence in Robotic Soccer Play.. Journal of the Robotics Society of Japan, 1997, 15, 689-692.	0.1	0
82	A learning method for recurrent networks based on minimization of states of finite state machines. Systems and Computers in Japan, 1995, 26, 50-60.	0.2	0