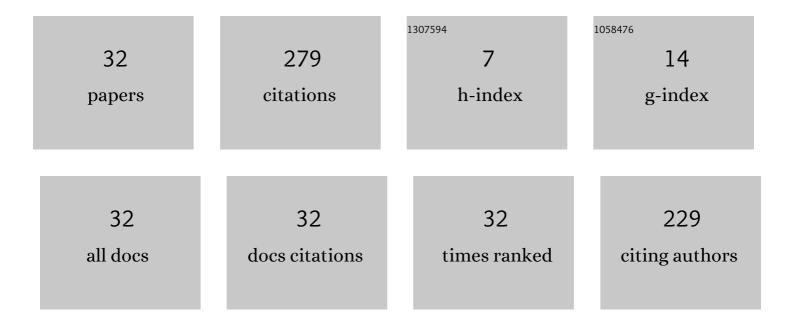
Masato Edahiro

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/8228738/publications.pdf Version: 2024-02-01



Μλέλτο Ερληιρο

#	Article	IF	CITATIONS
1	Practical use of Bucketing Techniques in Computational Geometry. Machine Intelligence and Pattern Recognition, 1985, 2, 153-195.	0.2	48
2	Traffic light recognition using high-definition map features. Robotics and Autonomous Systems, 2019, 111, 62-72.	5.1	35
3	Data Transfer Matters for GPU Computing. , 2013, , .		34
4	Monocular Vision-Based Localization Using ORB-SLAM with LIDAR-Aided Mapping in Real-World Robot Challenge. Journal of Robotics and Mechatronics, 2016, 28, 479-490.	1.0	28
5	Pure Pursuit Revisited: Field Testing of Autonomous Vehicles in Urban Areas. , 2016, , .		26
6	Comparison of Preemption Schemes for Partially Reconfigurable FPGAs. IEEE Embedded Systems Letters, 2012, 4, 45-48.	1.9	17
7	Relational Joins on GPUs: A Closer Look. IEEE Transactions on Parallel and Distributed Systems, 2017, 28, 2663-2673.	5.6	16
8	Localization based on multiple visual-metric maps. , 2017, , .		9
9	Fast Euclidean Cluster Extraction Using GPUs. Journal of Robotics and Mechatronics, 2020, 32, 548-560.	1.0	9
10	Robust and Accurate Monocular Vision-Based Localization in Outdoor Environments of Real-World Robot Challenge. Journal of Robotics and Mechatronics, 2017, 29, 685-696.	1.0	8
11	Accelerated Deformable Part Models on GPUs. IEEE Transactions on Parallel and Distributed Systems, 2016, 27, 1589-1602.	5.6	7
12	A bucketing algorithm for the orthogonal segment intersection search problem and its practical efficiency. Algorithmica, 1989, 4, 61-76.	1.3	5
13	Establishing a standard interface between multi-manycore and software tools - SHIM. , 2014, , .		5
14	System-level Design Method for Control Systems with Hardware-implemented Interrupt Handler. Journal of Information Processing, 2015, 23, 532-541.	0.4	4
15	Similarity Measure for Product Attribute Estimation. IEEE Access, 2020, 8, 179073-179082.	4.2	4
16	Multitasking Parallel Method for High-End Embedded Appliances. IEEE Micro, 2008, 28, 54-62.	1.8	3
17	Rainbow: An OS Extension for Hardware Multitasking on Dynamically Partially Reconfigurable FPGAs. , 2011, , .		3
18	Parallel design of control systems utilizing dead time for embedded multicore processors. , 2014, , .		3

MASATO EDAHIRO

#	Article	IF	CITATIONS
19	Automatic synthesis of inter-heterogeneous-processor communication implementation for programmable system-on-chip. , 2015, , .		2
20	A Scalability Analysis of Many Cores and On-Chip Mesh Networks on the TILE-Gx Platform. , 2016, , .		2
21	Analysis of Memory System of Tiled Many-Core Processors. IEEE Access, 2019, 7, 18964-18977.	4.2	2
22	Vision-Based Sensing Systems for Autonomous Driving: Centralized or Decentralized?. Journal of Robotics and Mechatronics, 2021, 33, 686-697.	1.0	2
23	Single-Shot Intrinsic Calibration for Autonomous Driving Applications. Sensors, 2022, 22, 2067.	3.8	2
24	Hardware multitasking in dynamically partially reconfigurable FPGA-based embedded systems. , 2011, , .		1
25	Efficient Algorithms for Extracting Pareto-optimal Hardware Configurations in DEPS Framework. IPSJ Transactions on System LSI Design Methodology, 2012, 5, 133-142.	0.8	1
26	Simple One-to-One Architecture for Parallel Execution of Embedded Control Systems. , 2014, , .		1
27	Switching Hybrid Method Based on User Similarity and Global Statistics for Collaborative Filtering. IEEE Access, 2020, 8, 213401-213415.	4.2	1
28	Mapping Method Usable with Clustered Many-core Platforms for Simulink Model. Journal of Information Processing, 2022, 30, 141-150.	0.4	1
29	Editor's Message to Special Issue of Embedded Systems Engineering. Journal of Information Processing, 2015, 23, 531-531.	0.4	Ο
30	Hexa Cam: An FPGA-Based Multi-view Camera System. , 2015, , .		0
31	Real-Time Visualization of Moving Objects. , 2015, , .		Ο
32	An Open Multi-Sensor Fusion Toolbox for Autonomous Vehicles. IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences, 2020, E103.A, 252-264.	0.3	0