

Masato Edahiro

List of Publications by Year in descending order

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Version: 2024-02-01

32
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32
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229
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Mapping Method Usable with Clustered Many-core Platforms for Simulink Model. Journal of Information Processing, 2022, 30, 141-150. | 0.4 | 1 |
| 2 | Single-Shot Intrinsic Calibration for Autonomous Driving Applications. Sensors, 2022, 22, 2067. | 3.8 | 2 |
| 3 | Vision-Based Sensing Systems for Autonomous Driving: Centralized or Decentralized?. Journal of Robotics and Mechatronics, 2021, 33, 686-697. | 1.0 | 2 |
| 4 | Similarity Measure for Product Attribute Estimation. IEEE Access, 2020, 8, 179073-179082. | 4.2 | 4 |
| 5 | Switching Hybrid Method Based on User Similarity and Global Statistics for Collaborative Filtering. IEEE Access, 2020, 8, 213401-213415. | 4.2 | 1 |
| 6 | Fast Euclidean Cluster Extraction Using GPUs. Journal of Robotics and Mechatronics, 2020, 32, 548-560. | 1.0 | 9 |
| 7 | 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 |
| 8 | Analysis of Memory System of Tiled Many-Core Processors. IEEE Access, 2019, 7, 18964-18977. | 4.2 | 2 |
| 9 | Traffic light recognition using high-definition map features. Robotics and Autonomous Systems, 2019, 111, 62-72. | 5.1 | 35 |
| 10 | Relational Joins on GPUs: A Closer Look. IEEE Transactions on Parallel and Distributed Systems, 2017, 28, 2663-2673. | 5.6 | 16 |
| 11 | Localization based on multiple visual-metric maps. , 2017, , . | | 9 |
| 12 | 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 |
| 13 | A Scalability Analysis of Many Cores and On-Chip Mesh Networks on the TILE-Gx Platform. , 2016, , . | | 2 |
| 14 | Pure Pursuit Revisited: Field Testing of Autonomous Vehicles in Urban Areas. , 2016, , . | | 26 |
| 15 | Accelerated Deformable Part Models on GPUs. IEEE Transactions on Parallel and Distributed Systems, 2016, 27, 1589-1602. | 5.6 | 7 |
| 16 | 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 |
| 17 | Editor's Message to Special Issue of Embedded Systems Engineering. Journal of Information Processing, 2015, 23, 531-531. | 0.4 | 0 |
| 18 | System-level Design Method for Control Systems with Hardware-implemented Interrupt Handler. Journal of Information Processing, 2015, 23, 532-541. | 0.4 | 4 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Hexa Cam: An FPGA-Based Multi-view Camera System. , 2015, , . | | 0 |
| 20 | Automatic synthesis of inter-heterogeneous-processor communication implementation for programmable system-on-chip. , 2015, , . | | 2 |
| 21 | Real-Time Visualization of Moving Objects. , 2015, , . | | 0 |
| 22 | Simple One-to-One Architecture for Parallel Execution of Embedded Control Systems. , 2014, , . | | 1 |
| 23 | Parallel design of control systems utilizing dead time for embedded multicore processors. , 2014, , . | | 3 |
| 24 | Establishing a standard interface between multi-manycore and software tools - SHIM. , 2014, , . | | 5 |
| 25 | Data Transfer Matters for GPU Computing. , 2013, , . | | 34 |
| 26 | 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 |
| 27 | Comparison of Preemption Schemes for Partially Reconfigurable FPGAs. IEEE Embedded Systems Letters, 2012, 4, 45-48. | 1.9 | 17 |
| 28 | Hardware multitasking in dynamically partially reconfigurable FPGA-based embedded systems. , 2011, , . | | 1 |
| 29 | Rainbow: An OS Extension for Hardware Multitasking on Dynamically Partially Reconfigurable FPGAs. , 2011, , . | | 3 |
| 30 | Multitasking Parallel Method for High-End Embedded Appliances. IEEE Micro, 2008, 28, 54-62. | 1.8 | 3 |
| 31 | A bucketing algorithm for the orthogonal segment intersection search problem and its practical efficiency. Algorithmica, 1989, 4, 61-76. | 1.3 | 5 |
| 32 | Practical use of Bucketing Techniques in Computational Geometry. Machine Intelligence and Pattern Recognition, 1985, 2, 153-195. | 0.2 | 48 |