

# Shin-ichi Nakano

## List of Publications by Year in descending order

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29  
papers

314  
citations

1163117

8  
h-index

839539

18  
g-index

30  
all docs

30  
docs citations

30  
times ranked

112  
citing authors

#	ARTICLE	IF	CITATIONS
1	Discovering Frequent Substructures in Large Unordered Trees. Lecture Notes in Computer Science, 2003, , 47-61.	1.3	107
2	Efficient generation of plane trees. Information Processing Letters, 2002, 84, 167-172.	0.6	48
3	Constant Time Generation of Trees with Specified Diameter. Lecture Notes in Computer Science, 2004, , 33-45.	1.3	36
4	Efficient generation of triconnected plane triangulations. Computational Geometry: Theory and Applications, 2004, 27, 109-122.	0.5	24
5	A New Approach to Graph Recognition and Applications to Distance-Hereditary Graphs. Journal of Computer Science and Technology, 2009, 24, 517-533.	1.5	13
6	CONVEX GRID DRAWINGS OF FOUR-CONNECTED PLANE GRAPHS. International Journal of Foundations of Computer Science, 2006, 17, 1031-1060.	1.1	12
7	Exact Algorithms for the Max-Min Dispersion Problem. Lecture Notes in Computer Science, 2018, , 263-272.	1.3	12
8	Efficient enumeration of ordered trees with $k$ leaves. Theoretical Computer Science, 2012, 442, 22-27.	0.9	10
9	A compact encoding of plane triangulations with efficient query supports. Information Processing Letters, 2010, 110, 803-809.	0.6	9
10	A 4.31-approximation for the geometric unique coverage problem on unit disks. Theoretical Computer Science, 2014, 544, 14-31.	0.9	8
11	A polynomial-time approximation scheme for the geometric unique coverage problem on unit squares. Computational Geometry: Theory and Applications, 2016, 51, 25-39.	0.5	7
12	Listing All Plane Graphs. Journal of Graph Algorithms and Applications, 2009, 13, 5-18.	0.4	7
13	Listing all rectangular drawings with certain properties. Systems and Computers in Japan, 2004, 35, 1-8.	0.2	4
14	Max-min dispersion on a line. Journal of Combinatorial Optimization, 2020, , 1.	1.3	4
15	Max-Min Dispersion on a Line. Lecture Notes in Computer Science, 2018, , 672-678.	1.3	4
16	Anti-Slide. Journal of Information Processing, 2015, 23, 252-257.	0.4	2
17	Listing All st-Orientations. IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences, 2011, E94-A, 1965-1970.	0.3	2
18	Generating all realizers. Electronics and Communications in Japan, 2006, 89, 40-47.	0.2	1

#	ARTICLE	IF	CITATIONS
19	Guest Editorial: Selected Papers from ISAAC 2011. <i>Algorithmica</i> , 2013, 67, 1-2.	1.3	1
20	BOUNDING THE NUMBER OF REDUCED TREES, COGRAPHS, AND SERIES-PARALLEL GRAPHS BY COMPRESSION. <i>Discrete Mathematics, Algorithms and Applications</i> , 2013, 05, 1360001.	0.6	1
21	A Compact Encoding of Rectangular Drawings with Edge Lengths. <i>IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences</i> , 2013, E96.A, 1032-1035.	0.3	1
22	Enumerating All Rooted Trees Including $k$ Leaves. <i>IEICE Transactions on Information and Systems</i> , 2012, E95-D, 763-768.	0.7	0
23	Uniformly Random Generation of Floorplans. <i>IEICE Transactions on Information and Systems</i> , 2016, E99.D, 624-629.	0.7	0
24	A Simple Canonical Code for Fullerene Graphs. <i>IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences</i> , 2009, E92-A, 3398-3400.	0.3	0
25	Bounding the Number of Reduced Trees, Cographs, and Series-Parallel Graphs by Compression. <i>Lecture Notes in Computer Science</i> , 2012, , 5-16.	1.3	0
26	Efficient Enumeration of All Ladder Lotteries with $k$ Bars. <i>IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences</i> , 2014, E97.A, 1163-1170.	0.3	0
27	Another Optimal Binary Representation of Mosaic Floorplans. <i>IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences</i> , 2015, E98.A, 1223-1224.	0.3	0
28	Tree Enumeration. , 2016, , 2252-2254.		0
29	Efficient Algorithms for the Partial Sum Dispersion Problem. <i>IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences</i> , 2020, E103.A, 1206-1210.	0.3	0