Shohei Kato

List of Publications by Year
in descending order

79 papers	241 citations	1684188 5 h-index	1474206 9 g-index
80 all docs	80 docs citations	80 times ranked	157 citing authors

#	Article	IF	Citations
1	Using sim-to-real transfer learning to close gaps between simulation and real environments through reinforcement learning. Artificial Life and Robotics, 2022, 27, 130-136.	1.2	3
2	Incorporating LÃ©vy Flight to Distribution-Based Discrete Particle Swarm Optimization. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2022, 34, 511-521.	0.0	0
3	A Dementia Classification Based on Speech Analysis of Casual Talk During a Clinical Interview. , 2022, , .		3
4	An Emotion Recognition Model Augmented a Small Amount of Individual EEG by Domain Adaptation. IEEJ Transactions on Electronics, Information and Systems, 2022, 142, 771-780.	0.2	0
5	Speech-Based Dementia Classification for FTLD Diagnosis Support. , 2021, , .		2
6	A Novel Sampling Method with LÃ©vy Flight for Distribution-Based Discrete Particle Swarm Optimization. , 2021, , .		1
7	Omnidirectional Mobile Robot Path Finding Using Deep Deterministic Policy Gradient for Real Robot Control. , 2021, , .		1
8	Reinforcement Learning that Emerges Teamwork in Heterogeneous Multi-Agent Environments. , 2021, , .		0
9	Acquisition of Lip-Sync Expressions Using Transfer Learning for Text-to-Speech Emotional Expression Agents. , 2021, , .		0
10	RNNPB-Trans for Rendering Emotions to Body Movements of Humanoid Robots. Transactions of Japan Society of Kansei Engineering, 2021, , .	0.1	0
11	Emotion Recognition with Domain Adaptation Based on Few-shot EEG Learning. , 2021, , .		0
12	Initialization Effects for PSO Based Storage Assignment Optimization. , 2021, , .		2
13	Evaluation of impression difference of a domestic mobile manipulator with autonomous and/or remote control in fetch-and-carry tasks. Advanced Robotics, 2020, 34, 1291-1308.	1.8	1
14	Improving Real-Time Brain State Classification of Motor Imagery Tasks During Neurofeedback Training. Frontiers in Neuroscience, 2020, 14, 623.	2.8	6
15	Mathematical Representation of Emotion Using Multimodal Recognition Model with Deep Multitask Learning. IEEJ Transactions on Electronics, Information and Systems, 2020, 140, 1343-1351.	0.2	0
16	Improving Distribution-Based Discrete Particle Swarm Optimization Using LÃ©vyÂFlight. Lecture Notes in Computer Science, 2020, , 189-200.	1.3	0
17	LÃ©vy Flight for Distribution-Based Discrete Particle Swarm Optimization. , 2020, , .		0
18	Correlation Analysis Between Tennis Swing Features and Tennis Skillfulness Using Six-Axis Sensor. , 2020, , .		0

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19	Emotional Space by Combining Recognition and Unification Tasks Using Multimodal DNN. , 2020, , .		0
20	Policy Transfer from Simulation to Real World for Autonomous Control of an Omni Wheel Robot. , 2020, , .		1
21	Easy Detection of Rare Dementia Based on Speech Analysis. , 2020, , .		1
22	Examination of optimal cognitive task for Near-infrared spectroscopy-based brain-computer interfaces. , 2019, , .		0
23	Group Working Just Generation Gap with Problem Redivision. , 2019, , .		0
24	Discrimination of Brain Activity using Near-Infrared Spectroscopy Signal Change in Prefrontal Cortex During Mental Arithmetic Task. , 2019, , .		2
25	Dialogue Acts Classification via RNNs with One- Versus-All Layers Considering Rare Utterances. , 2019, , .		0
26	Extraction of useful features for stress detection using various biosignals doing mental arithmetic. , 2019, , .		3
27	Hierarchical Reinforcement Learning Introducing Genetic Algorithm for POMDPs Environments. , 2019, , .		1
28	Importance of Soft Tactility on Robot-Assisted Therapy. Transactions of Japan Society of Kansei Engineering, 2019, 18, 23-29.	0.1	2
29	A PSO based Approach to Assign Segments for Reducing Excavated Soil in Shield Tunneling. , 2019, , .		3
30	Application of PSO-Based Constrained Combinatorial Optimization to Segment Assignment in Shield Tunneling. Lecture Notes in Computer Science, 2019, , 166-182.	1.3	5
31	Constrained GA Based Segment Assignment in Shield Tunneling to Minimize the Amount of Excavated Soil. , 2018, , .		1
32	Improved Volitional Recall of Motor-Imagery-Related Brain Activation Patterns Using Real-Time Functional MRI-Based Neurofeedback. Frontiers in Human Neuroscience, 2018, 12, 158.	2.0	8
33	Easy Screening for Mild Alzheimer's Disease and Mild Cognitive Impairment from Elderly Speech. Current Alzheimer Research, 2018, 15, 104-110.	1.4	27
34	Influence of Subjective Sensory Weight for Stress Relief Effects. Transactions of the Society of Instrument and Control Engineers, 2018, 54, 39-45.	0.2	0
35	A Model of Classroom Based on the Socion Theory Introducing Classroom SNSs. IEEJ Transactions on Electronics, Information and Systems, 2018, 138, 1493-1499.	0.2	0
36	Emotion estimation for humanoid movements using Laban's features and random forests. , 2017, , .		2

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37	An evolutionary based approach to profit sharing for POMDP environments. , 2017, , .		1
38	Proposal of design policy of therapy robots system based on relaxation state. , 2017, , .		1
39	Hybrid Learning Using Profit Sharing and Genetic Algorithm under the POMDPs. IEEJ Transactions on Electronics, Information and Systems, 2017, 137, 1591-1599.	0.2	0
40	An Apriori-Based Approach to Product Placement in Order Picking. , 2016, , .		3
41	Standing Balance Switching Control Using the Stability Status of Humanoid Robot. , 2016, , .		0
42	Estimating Personality Impression from Speed Record Using Hidden Markov Models. Electronics and Communications in Japan, 2016, 99, 56-64.	0.5	0
43	Awareness motion and it's timing to induce user's action. , 2016, , .		0
44	Dynamic product placement method in order picking using correlation between products. , 2016, , .		1
45	Characterization of <I>KANSEI</I> Robot Reflecting the Tendency of Treatment from User. Transactions of Japan Society of Kansei Engineering, 2016, 15, 75-83.	0.1	1
46	A Ball Game Type Interaction Based on Anthropomorphic Agents Reflecting Userâ€™s Tendency of Giving Reward. Transactions of the Japanese Society for Artificial Intelligence, 2016, 31, AG-A_1-11.	0.1	0
47	Multi-task reinforcement learning with associative memory models considering the multiple distributions of MDPs. , 2015, , .		1
48	A friendship network model on Heider's balance theory considering Assertiveness and Empathy. , 2015, , .		0
49	CHOBONYAN: Soft-stuffed robot in palmtop size and light weight for therapy. , 2015, , .		4
50	Estimating Personality Impression from Speech Record Using Hidden Markov Models. IEEJ Transactions on Electronics, Information and Systems, 2015, 135, 1517-1523.	0.2	1
51	Emergence of Human Interaction by Dynamic Acquiring User's Evaluation Tendency. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 303-311.	0.2	0
52	Toward Personalized Cognitive Training for Elderly with Mild Cognitive Impairment: Cerebral Blood Flow Activation during Verbally-Based Cognitive Activities. , 2013, , .		0
53	Optimization in multi-modal continuous space with little globally convex using differential evolution on scattered parents. , 2012, , .		1
54	Dialogue Mood Estimation Focusing on Intervals of Utterance State. Transactions of the Japanese Society for Artificial Intelligence, 2012, 27, 16-21.	0.1	6

#	ARTICLE	IF	CITATIONS
55	Kansei Song Selection System Based on Music Fluctuation Features and Comparison of Song Selection Algorithm. Transactions of Japan Society of Kansei Engineering, 2012, 11, 223-231.	0.1	1
56	Facial emotion detection considering partial occlusion of face using Bayesian network. , 2011, , .		32
57	Relationships between emotional evaluation of music and acoustic fluctuation properties. , 2011, , .		7
58	Detecting emotion from voice using selective Bayesian pairwise classifiers. , 2011, , .		4
59	Communicative humanoid robot control system reflecting human body movement. , 2011, , .		2
60	Missing value imputation method using Bayesian network for decision-making on HCR. , 2011, , .		2
61	A Preliminary Study of Speech Prosody-Based Relationship with HDS-R Scores Toward Early Detection of Cognitive Impairment in Elderly Using Speech Prosody. Transactions of the Japanese Society for Artificial Intelligence, 2011, 26, 347-352.	0.1	5
62	A Method of Relating Sensibility Evaluation about Music with Acoustic Features Based on Fluctuation. Transactions of Japan Society of Kansei Engineering, 2011, 10, 341-348.	0.1	2
63	Title is missing!. Transactions of Japan Society of Kansei Engineering, 2011, 10, 295-303.	0.1	6
64	Motion rendering system for emotion expression of human form robots based on Laban movement analysis. , 2010, , .		40
65	Study of Relaxation Effect on Brain Waves During Sound Listening. Transactions of Japan Society of Kansei Engineering, 2010, 9, 293-299.	0.1	1
66	Generating locomotion for biped robots based on the dynamic passivization of joint control. , 2009, , .		4
67	Comparison of sensibilities of Japanese and Koreans in recognizing emotions from speech by using Bayesian networks. , 2009, , .		4
68	Evaluating a model for generating interactive facial expressions using simple recurrent network. , 2009, , .		6
69	Associative motion generation for humanoid robots based on analogy with indication. , 2009, , .		0
70	Mood-transition-based emotion generation model for the robot's personality. , 2009, , .		14
71	Three dimensional bipedal walking locomotion using dynamic passivization of joint control. , 2009, , .		1
72	Acquisition and modification of motion knowledge using continuous HMMs for motion imitation of humanoids. , 2009, , .		2

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73	BAYESIAN METHOD FOR DETECTING EMOTION FROM VOICE FOR <i>KANSEI</i> ROBOTS. KANSEI Engineering International, 2009, 8, 15-22.	0.2	4
74	ANALYSIS OF THE RELATIONSHIPS BETWEEN PULSES AND MUSICAL TEMPO, AND THEIR EFFECT ON RELAXATION. KANSEI Engineering International, 2009, 8, 91-98.	0.2	1
75	GIVING PERSONALITY TO SENSITIVE COMMUNICATION ROBOTS AND ITS PSYCHOLOGICAL EVALUATION. Transactions of Japan Society of Kansei Engineering, 2009, 8, 899-906.	0.1	2
76	THE COMPARISON OF <I>KANSEI</I> ON THE EMOTION RECOGNITION FROM TALKING VOICE BETWEEN JAPAN AND KOREA USING BAYESIAN APPROACH. Transactions of Japan Society of Kansei Engineering, 2009, 8, 913-919.	0.1	1
77	Bayesian-Based Inference of Dialogist's Emotion for Sensitivity Robots. , 2007, , .		3
78	A parallel cost-based abductive reasoning system on workstation cluster. Systems and Computers in Japan, 2006, 37, 80-89.	0.2	0
79	A Facial Control Method for Mixed Emotional Expressions of Robots. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2005, 17, 250-255.	0.0	1