Kenji Ohmori

List of Publications by Year
in descending order

19 papers	**79** citations	1937685 **4** h-index	2272923 **4** g-index
19 all docs	**19** docs citations	**19** times ranked	**5** citing authors

#	Article	IF	Citations
1	Formalization of Kublai Khanâ€™s globalization using Kuniiâ€™s incrementally modular abstraction hierarchy. Visual Computer, 2021, 37, 2989-2997.	3.5	0
2	Development of Functional Reactive Programming Using an Incrementally Modular Abstraction Hierarchy. , 2015, , .		1
3	Clay Flower Creation Based on Homotopy Type Theory. , 2014, , .		0
4	A General Design Method Based on Algebraic Topology -- A Divide and Conquer Method. , 2013, , .		1
5	Three Dimensional Sketch for a Landscape Using Morse Theory and Reeb Graphs. , 2012, , .		2
6	A Design and Implementation Method for Embedded Systems Using Communicating Sequential Processes with an Event-Driven and Multi-Thread Processor. , 2012, , .		0
7	Visualization of Joinery Using Homotopy Theory and Attaching Maps. Lecture Notes in Computer Science, 2012, , 95-114.	1.3	4
8	Visualized Deformation of Joinery to Understand Jointing Process by Homotopy Theory and Attaching Maps. , 2011, , .		4
9	An autonomous vehicle using a multi-thread and event-driven processor. , 2011, , .		0
10	Designing and modeling cyberworlds using the incrementally modular abstraction hierarchy based on homotopy theory. Visual Computer, 2010, 26, 297-309.	3.5	15
11	A Formal Methodology for Developing Enterprise Systems Procedurally: Homotopy, Pi-Calculus and Event-Driven Programs. , 2010, , .		3
12	Mathematical Foundation for Designing and Modeling Cyberworlds. , 2009, , .		3
13	ENTERPRISE SYSTEM DEVELOPMENT WITH INVARIANT PRESERVING - A Mathematical Approach by the Homotopy Lifting and Extension Properties. , 2009, , .		0
14	Mathematical modeling of ubiquitous systems. , 2008, , .		2
15	Pi-Calculus Modeling for Cyberworlds Systems using the Fibration and Cofibration Duality. , 2008, , .		4
16	The Mathematical Structure of Cyberworlds. , 2007, , .		5
17	An Incrementally Modular Abstraction Hierarchy for Linear Software Development Methodology. , 2006, , .		8
18	Cyberworlds: architecture and modeling by an incrementally modular abstraction hierarchy. Visual Computer, 2006, 22, 949-964.	3.5	14

#	Article	IF	Citations
19	A kaleidoscope as a cyberworld and its animation: linear architecture and modeling based on an incrementally modular abstraction hierarchy. Computer Animation and Virtual Worlds, 2006, 17, 145-153.	1.2	13