

Tetsuya Ogata

List of Publications by Year in descending order

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282
papers

3,210
citations

279798

23
h-index

243625

44
g-index

288
all docs

288
docs citations

288
times ranked

2333
citing authors

#	ARTICLE	IF	CITATIONS
1	Audio-visual speech recognition using deep learning. Applied Intelligence, 2015, 42, 722-737.	5.3	415
2	Multimodal integration learning of robot behavior using deep neural networks. Robotics and Autonomous Systems, 2014, 62, 721-736.	5.1	200
3	Repeatable Folding Task by Humanoid Robot Worker Using Deep Learning. IEEE Robotics and Automation Letters, 2017, 2, 397-403.	5.1	153
4	An Efficient Hybrid Music Recommender System Using an Incrementally Trainable Probabilistic Generative Model. IEEE Transactions on Audio Speech and Language Processing, 2008, 16, 435-447.	3.2	104
5	Symbol emergence in robotics: a survey. Advanced Robotics, 2016, 30, 706-728.	1.8	98
6	Sound Source Localization Using Deep Learning Models. Journal of Robotics and Mechatronics, 2017, 29, 37-48.	1.0	75
7	People Detection Based on Spatial Mapping of Friendliness and Floor Boundary Points for a Mobile Navigation Robot. Journal of Robotics, 2011, 2011, 1-10.	0.9	69
8	Tactile object recognition using deep learning and dropout. , 2014, , .		69
9	Paired Recurrent Autoencoders for Bidirectional Translation Between Robot Actions and Linguistic Descriptions. IEEE Robotics and Automation Letters, 2018, 3, 3441-3448.	5.1	49
10	Cheek to Chip: Dancing Robots and AI's Future. IEEE Intelligent Systems, 2008, 23, 74-84.	4.0	45
11	Two-way translation of compound sentences and arm motions by recurrent neural networks. , 2007, , .		44
12	Real-Time Robot Audition System That Recognizes Simultaneous Speech in The Real World. , 2006, , .		43
13	Instrument Identification in Polyphonic Music: Feature Weighting to Minimize Influence of Sound Overlaps. Eurasip Journal on Advances in Signal Processing, 2006, 2007, 1.	1.7	41
14	Learning to Perceive the World as Probabilistic or Deterministic via Interaction With Others: A Neuro-Robotics Experiment. IEEE Transactions on Neural Networks and Learning Systems, 2017, 28, 830-848.	11.3	36
15	Automatic Synchronization between Lyrics and Music CD Recordings Based on Viterbi Alignment of Segregated Vocal Signals. , 2006, , .		35
16	Emergence of hierarchical structure mirroring linguistic composition in a recurrent neural network. Neural Networks, 2011, 24, 311-320.	5.9	34
17	Inter-modality mapping in robot with recurrent neural network. Pattern Recognition Letters, 2010, 31, 1560-1569.	4.2	32
18	Tool-body assimilation model considering grasping motion through deep learning. Robotics and Autonomous Systems, 2017, 91, 115-127.	5.1	32

#	ARTICLE	IF	CITATIONS
19	Efficient multitask learning with an embodied predictive model for door opening and entry with whole-body control. <i>Science Robotics</i> , 2022, 7, eaax8177.	17.6	32
20	Open-end human-robot interaction from the dynamical systems perspective: mutual adaptation and incremental learning. <i>Advanced Robotics</i> , 2005, 19, 651-670.	1.8	30
21	Tool-Body Assimilation of Humanoid Robot Using a Neurodynamical System. <i>IEEE Transactions on Autonomous Mental Development</i> , 2012, 4, 139-149.	1.6	30
22	Developmental Human-Robot Imitation Learning of Drawing with a Neuro Dynamical System. , 2013, , .		29
23	Dynamical Integration of Language and Behavior in a Recurrent Neural Network for Human-robot Interaction. <i>Frontiers in Neurorobotics</i> , 2016, 10, 5.	2.8	29
24	A Neurorobotics Simulation of Autistic Behavior Induced by Unusual Sensory Precision. <i>Computational Psychiatry</i> , 2020, 2, 164.	2.0	29
25	A biped robot that keeps steps in time with musical beats while listening to music with its own ears. , 2007, , .		28
26	Weakly-Supervised Deep Recurrent Neural Networks for Basic Dance Step Generation. , 2019, , .		28
27	Multi-domain spoken dialogue system with extensibility and robustness against speech recognition errors. , 2006, , .		28
28	Experience-based imitation using RNNPB. <i>Advanced Robotics</i> , 2007, 21, 1351-1367.	1.8	27
29	Homogeneous Intrinsic Neuronal Excitability Induces Overfitting to Sensory Noise: A Robot Model of Neurodevelopmental Disorder. <i>Frontiers in Psychiatry</i> , 2020, 11, 762.	2.6	26
30	Emotional Communication between Humans and the Autonomous Robot WAMOEB-2 (Waseda Amoeba) Which has the Emotion Model.. <i>JSME International Journal Series C-Mechanical Systems Machine Elements and Manufacturing</i> , 2000, 43, 568-574.	0.3	25
31	How to Select and Use Tools? : Active Perception of Target Objects Using Multimodal Deep Learning. <i>IEEE Robotics and Automation Letters</i> , 2021, 6, 2517-2524.	5.1	25
32	Visual motor integration of robot's drawing behavior using recurrent neural network. <i>Robotics and Autonomous Systems</i> , 2016, 86, 184-195.	5.1	24
33	Reduced behavioral flexibility by aberrant sensory precision in autism spectrum disorder: A neurorobotics experiment. , 2017, , .		23
34	Predicting Object Dynamics From Visual Images Through Active Sensing Experiences. <i>Advanced Robotics</i> , 2008, 22, 527-546.	1.8	22
35	Transferable Task Execution from Pixels through Deep Planning Domain Learning. , 2020, , .		22
36	Experience Based Imitation Using RNNPB. , 2006, , .		21

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37	Towards expressive musical robots: a cross-modal framework for emotional gesture, voice and music. <i>Eurasip Journal on Audio, Speech, and Music Processing</i> , 2012, 2012, .	2.1	21
38	Real-Time Audio-to-Score Alignment Using Particle Filter for Coplayer Music Robots. <i>Eurasip Journal on Advances in Signal Processing</i> , 2011, 2011, .	1.7	18
39	Motion Switching With Sensory and Instruction Signals by Designing Dynamical Systems Using Deep Neural Network. <i>IEEE Robotics and Automation Letters</i> , 2018, 3, 3481-3488.	5.1	18
40	Morphology-Specific Convolutional Neural Networks for Tactile Object Recognition with a Multi-Fingered Hand. , 2019, , .		18
41	Multi-Fingered In-Hand Manipulation With Various Object Properties Using Graph Convolutional Networks and Distributed Tactile Sensors. <i>IEEE Robotics and Automation Letters</i> , 2022, 7, 2102-2109.	5.1	18
42	Converting emotional voice to motion for robot telepresence. , 2011, , .		17
43	Human-Robot Cooperation using Quasi-symbols Generated by RNNPB Model. <i>Proceedings - IEEE International Conference on Robotics and Automation</i> , 2007, , .	0.0	16
44	Robot musical accompaniment: integrating audio and visual cues for real-time synchronization with a human flutist. , 2010, , .		16
45	Dynamic motion learning for multi-DOF flexible-joint robots using active"passive motor babbling through deep learning. <i>Advanced Robotics</i> , 2017, 31, 1002-1015.	1.8	16
46	Put-in-Box Task Generated from Multiple Discrete Tasks by a Humanoid Robot Using Deep Learning. , 2018, , .		16
47	Path following algorithm for skid-steering mobile robot based on adaptive discontinuous posture control. <i>Advanced Robotics</i> , 2019, 33, 439-453.	1.8	15
48	Sensorimotor input as a language generalisation tool: a neurorobotics model for generation and generalisation of noun-verb combinations with sensorimotor inputs. <i>Autonomous Robots</i> , 2019, 43, 1271-1290.	4.8	15
49	Integration and Adaptation of Harmonic and Inharmonic Models for Separating Polyphonic Musical Signals. , 2007, , .		14
50	Predicting Object Dynamics from Visual Images through Active Sensing Experiences. <i>Proceedings - IEEE International Conference on Robotics and Automation</i> , 2007, , .	0.0	13
51	Exploiting known sound source signals to improve ICA-based robot audition in speech separation and recognition. , 2007, , .		13
52	ICA-based efficient blind dereverberation and echo cancellation method for barge-in-able robot audition. , 2009, , .		13
53	Human Tracking System Integrating Sound and Face Localization Using an Expectation-Maximization Algorithm in Real Environments. <i>Advanced Robotics</i> , 2009, 23, 629-653.	1.8	13
54	Thereminist robot: Development of a robot theremin player with feedforward and feedback arm control based on a Theremin's pitch model. , 2009, , .		13

#	ARTICLE	IF	CITATIONS
55	Compensation for Undefined Behaviors During Robot Task Execution by Switching Controllers Depending on Embedded Dynamics in RNN. IEEE Robotics and Automation Letters, 2021, 6, 3475-3482.	5.1	13
56	In-air Knotting of Rope using Dual-Arm Robot based on Deep Learning. , 2021, , .		13
57	Design and Implementation of 3D Auditory Scene Visualizer towards Auditory Awareness with Face Tracking. , 2008, , .		12
58	Environmental Sound Recognition for Robot Audition Using Matching-Pursuit. Lecture Notes in Computer Science, 2011, , 1-10.	1.3	12
59	Reinforcement learning of a continuous motor sequence with hidden states. Advanced Robotics, 2007, 21, 1215-1229.	1.8	11
60	Continuous vocal imitation with self-organized vowel spaces in Recurrent Neural Network. , 2009, , .		11
61	Special Issue on Cutting Edge of Robotics in Japan 2015. Advanced Robotics, 2015, 29, 1-1.	1.8	11
62	Learning to Achieve Different Levels of Adaptability for Human-Robot Collaboration Utilizing a Neuro-Dynamical System. IEEE Transactions on Cognitive and Developmental Systems, 2018, 10, 712-725.	3.8	11
63	Tool-Use Model Considering Tool Selection by a Robot Using Deep Learning. , 2018, , .		11
64	Paradoxical sensory reactivity induced by functional disconnection in a robot model of neurodevelopmental disorder. Neural Networks, 2021, 138, 150-163.	5.9	11
65	Distance-Based Dynamic Interaction of Humanoid Robot with Multiple People. Lecture Notes in Computer Science, 2005, , 111-120.	1.3	11
66	Effects of modelling within- and between-frame temporal variations in power spectra on non-verbal sound recognition. , 0, , .		11
67	Stable In-Grasp Manipulation with a Low-Cost Robot Hand by Using 3-Axis Tactile Sensors with a CNN. , 2020, , .		11
68	Auditory and visual integration based localization and tracking of humans in daily-life environments. , 2007, , .		10
69	A game-theoretic model of referential coherence and its empirical verification using large Japanese and English corpora. ACM Transactions on Speech and Language Processing, 2008, 5, 1-27.	0.9	10
70	Efficient Blind Dereverberation and Echo Cancellation Based on Independent Component Analysis for Actual Acoustic Signals. Neural Computation, 2012, 24, 234-272.	2.2	10
71	Insertion of pause in drawing from babbling for robot's developmental imitation learning. , 2014, , .		10
72	Tool-Body Assimilation Model Based on Body Babbling and Neurodynamical System. Mathematical Problems in Engineering, 2015, 2015, 1-15.	1.1	10

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73	Representation Learning of Logic Words by an RNN: From Word Sequences to Robot Actions. <i>Frontiers in Neurorobotics</i> , 2017, 11, 70.	2.8	10
74	Automatic Sound-Imitation Word Recognition from Environmental Sounds Focusing on Ambiguity Problem in Determining Phonemes. <i>Lecture Notes in Computer Science</i> , 2004, , 909-918.	1.3	9
75	Dynamic Communication of Humanoid Robot with Multiple People Based on Interaction Distance. <i>Transactions of the Japanese Society for Artificial Intelligence</i> , 2005, 20, 209-219.	0.1	9
76	Missing-Feature based Speech Recognition for Two Simultaneous Speech Signals Separated by ICA with a pair of Humanoid Ears. , 2006, , .		9
77	Musical Instrument Recognizer "Instrogram" and Its Application to Music Retrieval Based on Instrumentation Similarity. , 2006, , .		9
78	A robot listens to music and counts its beats aloud by separating music from counting voice. , 2008, , .		9
79	Object dynamics prediction and motion generation based on reliable predictability. , 2008, , .		9
80	Incremental polyphonic audio to score alignment using beat tracking for singer robots. , 2009, , .		9
81	Polyphonic audio-to-score alignment based on Bayesian Latent Harmonic Allocation Hidden Markov Model. , 2011, , .		9
82	Simultaneous processing of sound source separation and musical instrument identification using Bayesian spectral modeling. , 2011, , .		9
83	Learning to generate proactive and reactive behavior using a dynamic neural network model with time-varying variance prediction mechanism. <i>Advanced Robotics</i> , 2014, 28, 1189-1203.	1.8	9
84	Sound source separation for robot audition using deep learning. , 2015, , .		9
85	Embodying Pre-Trained Word Embeddings Through Robot Actions. <i>IEEE Robotics and Automation Letters</i> , 2021, 6, 4225-4232.	5.1	9
86	Emergence of Robot Behavior Based on Self-Preservation. <i>Research Methodology and Embodiment of Mechanical System.. Journal of the Robotics Society of Japan</i> , 1997, 15, 710-721.	0.1	9
87	Contact-Rich Manipulation of a Flexible Object based on Deep Predictive Learning using Vision and Tactility. , 2022, , .		9
88	Acquisition of Motion Primitives of Robot in Human-Navigation Task: Towards Human-Robot Interaction based on "Quasi-Symbols". <i>Transactions of the Japanese Society for Artificial Intelligence</i> , 2005, 20, 188-196.	0.1	8
89	Computational Auditory Scene Analysis and Its Application to Robot Audition: Five Years Experience. , 2007, , .		8
90	Segmenting acoustic signal with articulatory movement using Recurrent Neural Network for phoneme acquisition. , 2008, , .		8

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91	Modeling tool-body assimilation using second-order Recurrent Neural Network. , 2009, , .		8
92	Changing timbre and phrase in existing musical performances as you like. , 2009, , .		8
93	Particle-filter based audio-visual beat-tracking for music robot ensemble with human guitarist. , 2011, , .		8
94	Handwriting prediction based character recognition using recurrent neural network. , 2011, , .		8
95	A Musical Robot that Synchronizes with a Coplayer Using Non-Verbal Cues. Advanced Robotics, 2012, 26, 363-381.	1.8	8
96	Learning Multiple Sensorimotor Units to Complete Compound Tasks using an RNN with Multiple Attractors. , 2019, , .		8
97	CNN-based Multichannel End-to-End Speech Recognition for Everyday Home Environments. , 2019, , .		8
98	Genetic Algorithm-Based Improvement of Robot Hearing Capabilities in Separating and Recognizing Simultaneous Speech Signals. Lecture Notes in Computer Science, 2006, , 207-217.	1.3	8
99	Wiping 3D-objects using Deep Learning Model based on Image/Force/Joint Information. , 2020, , .		8
100	Vocal imitation using physical vocal tract model. , 2007, , .		7
101	Discovery of other individuals by projecting a self-model through imitation. , 2007, , .		7
102	Target speech detection and separation for humanoid robots in sparse dialogue with noisy home environments. , 2008, , .		7
103	Prediction and imitation of other's motions by reusing own forward-inverse model in robots. , 2009, , .		7
104	Automated Violin Fingering Transcription Through Analysis of an Audio Recording. Computer Music Journal, 2012, 36, 57-72.	0.1	7
105	Effective motion learning for a flexible-joint robot using motor babbling. , 2015, , .		7
106	Emergence of interactive behaviors between two robots by prediction error minimization mechanism. , 2016, , .		7
107	Toward abstraction from multi-modal data: Empirical studies on multiple time-scale recurrent models. , 2017, , .		7
108	Understanding natural language sentences with word embedding and multi-modal interaction. , 2017, , .		7

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109	Adaptive Drawing Behavior by Visuomotor Learning Using Recurrent Neural Networks. IEEE Transactions on Cognitive and Developmental Systems, 2019, 11, 119-128.	3.8	7
110	Music-Ensemble Robot That Is Capable of Playing the Theremin While Listening to the Accompanied Music. Lecture Notes in Computer Science, 2010, , 102-112.	1.3	7
111	Dynamic help generation by estimating user's mental model in spoken dialogue systems. , 0, , .		7
112	Variable In-Hand Manipulations for Tactile-Driven Robot Hand via CNN-LSTM. , 2020, , .		7
113	Managing out-of-grammar utterances by topic estimation with domain extensibility in multi-domain spoken dialogue systems. Speech Communication, 2008, 50, 863-870.	2.8	6
114	Query-by-Example Music Information Retrieval by Score-Informed Source Separation and Remixing Technologies. Eurasip Journal on Advances in Signal Processing, 2011, 2010, .	1.7	6
115	Integration of behaviors and languages with a hierarchical structure self-organized in a neuro-dynamical model. , 2013, , .		6
116	Neural network based model for visual-motor integration learning of robot's drawing behavior: Association of a drawing motion from a drawn image. , 2015, , .		6
117	Discontinuous Stabilizing Control of Skid-Steering Mobile Robot (SSMR). Journal of Intelligent and Robotic Systems: Theory and Applications, 2019, 95, 253-266.	3.4	6
118	Assembly Support Based on Human Model -Provision of Physical Support According to Implicit Desire for Support-. Journal of Robotics and Mechatronics, 2000, 12, 118-125.	1.0	6
119	Extracting Multimodal Dynamics of Objects Using RNNPB. Journal of Robotics and Mechatronics, 2005, 17, 681-688.	1.0	6
120	Phoneme acquisition model based on vowel imitation using Recurrent Neural Network. , 2009, , .		5
121	Step-size parameter adaptation of multi-channel semi-blind ICA with piecewise linear model for barge-in-able robot audition. , 2009, , .		5
122	Emergence of evolutionary interaction with voice and motion between two robots using RNN. , 2009, , .		5
123	Self-organization of Dynamic Object Features Based on Bidirectional Training. Advanced Robotics, 2009, 23, 2035-2057.	1.8	5
124	The interaction between a robot and multiple people based on spatially mapping of friendliness and motion parameters. Advanced Robotics, 2014, 28, 39-51.	1.8	5
125	Acquisition of viewpoint representation in imitative learning from own sensory-motor experiences. , 2015, , .		5
126	A Bi-directional Multiple Timescales LSTM Model for Grounding of Actions and Verbs. , 2019, , .		5

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127	HATSUKI : An anime character like robot figure platform with anime-style expressions and imitation learning based action generation. , 2020, , .		5
128	Development of a Basic Educational Kit for Robotic System with Deep Neural Networks. Sensors, 2021, 21, 3804.	3.8	5
129	Speech and Language in Humanoid Robots. , 2017, , 1-32.		5
130	Contextual constraints based on dialogue models in database search task for spoken dialogue systems. , 0, , .		5
131	SaliencyGraph: Visualizing Saliency Dynamics of Written Discourse by Using Reference Probability and PLSA. Lecture Notes in Computer Science, 2008, , 890-902.	1.3	5
132	Soft missing-feature mask generation for simultaneous speech recognition system in robots. , 0, , .		5
133	Utilization of Image/Force/Tactile Sensor Data for Object-Shape-Oriented Manipulation: Wiping Objects With Turning Back Motions and Occlusion. IEEE Robotics and Automation Letters, 2022, 7, 968-975.	5.1	5
134	Integrated Learning of Robot Motion and Sentences: Real-Time Prediction of Grasping Motion and Attention based on Language Instructions. , 2022, , .		5
135	Dynamic perception after visually guided grasping by a human-like autonomous robot. Advanced Robotics, 2006, 20, 233-254.	1.8	4
136	Missing-feature-theory-based robust simultaneous speech recognition system with non-clean speech acoustic model. , 2009, , .		4
137	Bowed String Sequence Estimation of a Violin Based on Adaptive Audio Signal Classification and Context-Dependent Error Correction. , 2009, , .		4
138	Improvement in listening capability for humanoid robot HRP-2. , 2010, , .		4
139	A musical mood trajectory estimation method using lyrics and acoustic features. , 2011, , .		4
140	Improvement of audio-visual score following in robot ensemble with human guitarist. , 2012, , .		4
141	Dynamical Linking of Positive and Negative Sentences to Goal-Oriented Robot Behavior by Hierarchical RNN. Lecture Notes in Computer Science, 2016, , 339-346.	1.3	4
142	Real-time Liquid Pouring Motion Generation: End-to-End Sensorimotor Coordination for Unknown Liquid Dynamics Trained with Deep Neural Networks. , 2019, , .		4
143	Large-scale Data Collection for Goal-directed Drawing Task with Self-report Psychiatric Symptom Questionnaires via Crowdsourcing. , 2019, , .		4
144	Tool-Body Assimilation Model Based on Body Babbling and a Neuro-Dynamical System for Motion Generation. Lecture Notes in Computer Science, 2014, , 363-370.	1.3	4

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145	Violin Fingering Estimation Based on Violin Pedagogical Fingering Model Constrained by Bowed Sequence Estimation from Audio Input. Lecture Notes in Computer Science, 2010, , 249-259.	1.3	4
146	Autonomous Motion Generation Based on Reliable Predictability. Journal of Robotics and Mechatronics, 2009, 21, 478-488.	1.0	4
147	Curriculum-based Offline Network Training for Improvement of Peg-in-hole Task Performance for Holes in Concrete. , 2022, , .		4
148	Acquisition of internal representation in robots - toward human-robot communication using primitive language. Advanced Robotics, 2000, 14, 277-291.	1.8	3
149	Distance Estimation of Hidden Objects Based on Acoustical Holography by applying Acoustic Diffraction of Audible Sound. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	3
150	Robot Audition from the Viewpoint of Computational Auditory Scene Analysis. , 2008, , .		3
151	Design and evaluation of two-channel-based sound source localization over entire azimuth range for moving talkers. , 2008, , .		3
152	Voice quality manipulation for humanoid robots consistent with their head movements. , 2009, , .		3
153	Binaural active audition for humanoid robots to localise speech over entire azimuth range. Applied Bionics and Biomechanics, 2009, 6, 355-367.	1.1	3
154	Human-robot cooperation in arrangement of objects using confidence measure of neuro-dynamical system. , 2010, , .		3
155	Upper-limit evaluation of robot audition based on ICA-BSS in multi-source, barge-in and highly reverberant conditions. , 2010, , .		3
156	Classification of Known and Unknown Environmental Sounds Based on Self-Organized Space Using a Recurrent Neural Network. Advanced Robotics, 2011, 25, 2127-2141.	1.8	3
157	Initialization-robust multipitch estimation based on latent harmonic allocation using overtone corpus. , 2012, , .		3
158	A multimodal tempo and beat-tracking system based on audiovisual information from live guitar performances. Eurasip Journal on Audio, Speech, and Music Processing, 2012, 2012, .	2.1	3
159	Generation of sensory reflex behavior versus intentional proactive behavior in robot learning of cooperative interactions with others. , 2014, , .		3
160	Attractor representations of language-behavior structure in a recurrent neural network for human-robot interaction. , 2015, , .		3
161	Deep Learning and Manipulation. Journal of the Robotics Society of Japan, 2017, 35, 28-31.	0.1	3
162	Integrating Topic Estimation and Dialogue History for Domain Selection in Multi-domain Spoken Dialogue Systems. Lecture Notes in Computer Science, 2008, , 294-304.	1.3	3

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163	A GMM Sound Source Model for Blind Speech Separation in Under-determined Conditions. Lecture Notes in Computer Science, 2012, , 446-453.	1.3	3
164	A Game-Theoretic Model of Referential Coherence and Its Statistical Verification Based on Large Japanese and English Corpora. Journal of Natural Language Processing, 2007, 14, 199-239.	0.2	3
165	Robot Audition using an Adaptive Filter Based on Independent Component Analysis. Journal of the Robotics Society of Japan, 2008, 26, 529-536.	0.1	3
166	Achieving Human-Robot Collaboration with Dynamic Goal Inference by Gradient Descent. Lecture Notes in Computer Science, 2019, , 579-590.	1.3	3
167	Binary Neural Network in Robotic Manipulation: Flexible Object Manipulation for Humanoid Robot Using Partially Binarized Auto-Encoder on FPGA. , 2021, , .		3
168	Sensory-Motor Learning for Simultaneous Control of Motion and Force: Generating Rubbing Motion against Uneven Object. , 2022, , .		3
169	Deep Active Visual Attention for Real-Time Robot Motion Generation: Emergence of Tool-Body Assimilation and Adaptive Tool-Use. IEEE Robotics and Automation Letters, 2022, 7, 8550-8557.	5.1	3
170	3D Auditory Scene Visualizer with Face Tracking: Design and Implementation for Auditory Awareness Compensation. , 2008, , .		2
171	Evaluation of Two-Channel-Based Sound Source Localization Using 3D Moving Sound Creation Tool. , 2008, , .		2
172	Structural Feature Extraction Based on Active Sensing Experiences. , 2008, , .		2
173	Two-channel-based voice activity detection for humanoid robots in noisy home environments. , 2008, , .		2
174	Development of User-Adaptive Value System of Learning Function using Interactive EC. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2008, 41, 9156-9161.	0.4	2
175	Automatic estimation of reverberation time with robot speech to improve ICA-based robot audition. , 2009, , .		2
176	Voice-awareness control for a humanoid robot consistent with its body posture and movements. Paladyn, 2010, 1, 80-88.	2.7	2
177	An improvement in automatic speech recognition using soft missing feature masks for robot audition. , 2010, , .		2
178	Phoneme Acquisition based on Vowel Imitation Model using Recurrent Neural Network and Physical Vocal Tract Model. Journal of the Robotics Society of Japan, 2011, 27, 802-813.	0.1	2
179	Who is the leader in a multiperson ensemble? Multiperson human-robot ensemble model with leaderness. , 2012, , .		2
180	Incremental probabilistic geometry estimation for robot scene understanding. , 2012, , .		2

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181	Tool-body assimilation model using a neuro-dynamical system for acquiring representation of tool function and motion. , 2014, , .		2
182	A reusability-based hierarchical fault-detection architecture for robot middleware and its implementation in an autonomous mobile robot system. , 2016, , .		2
183	Classification of Photo and Sketch Images Using Convolutional Neural Networks. Lecture Notes in Computer Science, 2016, , 283-290.	1.3	2
184	AFA-PredNet: The Action Modulation Within Predictive Coding. , 2018, , .		2
185	Detecting Features of Tools, Objects, and Actions from Effects in a Robot using Deep Learning. , 2018, , .		2
186	Encoding Longer-term Contextual Sensorimotor Information in a Predictive Coding Model. , 2018, , .		2
187	End-to-End Visuomotor Learning of Drawing Sequences using Recurrent Neural Networks. , 2018, , .		2
188	Encoding Longer-Term Contextual Information with Predictive Coding and Ego-Motion. Complexity, 2018, 2018, 1-15.	1.6	2
189	Effective input order of dynamics learning tree. Advanced Robotics, 2018, 32, 122-136.	1.8	2
190	Disentanglement in conceptual space during sensorimotor interaction. Cognitive Computation and Systems, 2019, 1, 103-112.	1.4	2
191	Speech and Language in Humanoid Robots. , 2019, , 2261-2292.		2
192	Evaluation of Generalization Performance of Visuo-Motor Learning by Analyzing Internal State Structured from Robot Motion. New Generation Computing, 2020, 38, 7-22.	3.3	2
193	Efficient Motor Babbling Using Variance Predictions from a Recurrent Neural Network. Lecture Notes in Computer Science, 2015, , 26-33.	1.3	2
194	Sound-Imitation Word Recognition for Environmental Sounds: Disambiguation in Determining Phonemes of Sound-Imitation Words. Transactions of the Japanese Society for Artificial Intelligence, 2005, 20, 229-236.	0.1	2
195	Leveraging Motor Babbling for Efficient Robot Learning. Journal of Robotics and Mechatronics, 2021, 33, 1063-1074.	1.0	2
196	Topic estimation with domain extensibility for guiding user's out-of-grammar utterances in multi-domain spoken dialogue systems. , 0, , .		2
197	Visualization-Based Approaches to Support Context Sharing towards Public Involvement Support System. Studies in Computational Intelligence, 2009, , 111-117.	0.9	2
198	Use of a Sparse Structure to Improve Learning Performance of Recurrent Neural Networks. Lecture Notes in Computer Science, 2011, , 323-331.	1.3	2

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199	Self and Non-self Discrimination Mechanism Based on Predictive Learning with Estimation of Uncertainty. Lecture Notes in Computer Science, 2016, , 228-235.	1.3	2
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