Tetsuya Ogata

List of Publications by Year
in descending order

282	3,210	279798	243625
papers	citations	23 h-index	44 g-index

288	288	288	2333
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	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
2	Multi-Fingered In-Hand Manipulation With Various Object Properties Using Graph Convolutional Networks and Distributed Tactile Sensors. IEEE Robotics and Automation Letters, 2022, 7, 2102-2109.	5.1	18
3	Curriculum-based Offline Network Training for Improvement of Peg-in-hole Task Performance for Holes in Concrete. , 2022, , .		4
4	Sensory-Motor Learning for Simultaneous Control of Motion and Force: Generating Rubbing Motion against Uneven Object. , 2022, , .		3
5	Efficient multitask learning with an embodied predictive model for door opening and entry with whole-body control. Science Robotics, 2022, 7, eaax8177.	17.6	32
6	Integrated Learning of Robot Motion and Sentences: Real-Time Prediction of Grasping Motion and Attention based on Language Instructions. , 2022, , .		5
7	Contact-Rich Manipulation of a Flexible Object based on Deep Predictive Learning using Vision and Tactility. , 2022, , .		9
8	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
9	Robot Task Learning With Motor Babbling Using Pseudo Rehearsal. IEEE Robotics and Automation Letters, 2022, 7, 8377-8382.	5.1	0
10	Linguistic and Behavioral Integrated Learning and Representations for Real Robots. Journal of the Robotics Society of Japan, 2021, 39, 417-420.	0.1	0
11	Comparison of Consolidation Methods for Predictive Learning of Time Series. Lecture Notes in Computer Science, 2021, , 113-120.	1.3	1
12	Viewpoint Planning Based onÂUncertainty Maps Created from the Generative Query Network. Advances in Intelligent Systems and Computing, 2021, , 37-48.	0.6	0
13	How to Select and Use Tools? : Active Perception of Target Objects Using Multimodal Deep Learning. IEEE Robotics and Automation Letters, 2021, 6, 2517-2524.	5.1	25
14	Embodying Pre-Trained Word Embeddings Through Robot Actions. IEEE Robotics and Automation Letters, 2021, 6, 4225-4232.	5.1	9
15	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
16	Development of a Basic Educational Kit for Robotic System with Deep Neural Networks. Sensors, 2021, 21, 3804.	3.8	5
17	From Anime To Reality: Embodying An Anime Character As A Humanoid Robot. , 2021, , .		0
18	Paradoxical sensory reactivity induced by functional disconnection in a robot model of neurodevelopmental disorder. Neural Networks, 2021, 138, 150-163.	5.9	11

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19	Tool-Use Model to Reproduce the Goal Situations Considering Relationship Among Tools, Objects, Actions and Effects Using Multimodal Deep Neural Networks. Frontiers in Robotics and AI, 2021, 8, 748716.	3.2	1
20	Leveraging Motor Babbling for Efficient Robot Learning. Journal of Robotics and Mechatronics, 2021, 33, 1063-1074.	1.0	2
21	Deep Learning-Based Manipulation of a Fabric Bag Zipper using Tactile Sensors. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2021, 2021, 1P3-D04.	0.0	1
22	In-air Knotting of Rope using Dual-Arm Robot based on Deep Learning. , 2021, , .		13
23	Binary Neural Network in Robotic Manipulation: Flexible Object Manipulation for Humanoid Robot Using Partially Binarized Auto-Encoder on FPGA. , 2021, , .		3
24	A Neurorobotics Simulation of Autistic Behavior Induced by Unusual Sensory Precision. Computational Psychiatry, 2020, 2, 164.	2.0	29
25	Transferable Task Execution from Pixels through Deep Planning Domain Learning. , 2020, , .		22
26	HATSUKI : An anime character like robot figure platform with anime-style expressions and imitation learning based action generation. , 2020, , .		5
27	Homogeneous Intrinsic Neuronal Excitability Induces Overfitting to Sensory Noise: A Robot Model of Neurodevelopmental Disorder. Frontiers in Psychiatry, 2020, 11, 762.	2.6	26
28	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
29	Development of a Basic Educational Kit for Robot Development Using Deep Neural Networks. , 2020, , .		0
30	Visualization of Focal Cues for Visuomotor Coordination by Gradient-based Methods: A Recurrent Neural Network Shifts The Attention Depending on Task Requirements. , 2020, , .		1
31	Effective Imitation Learning Robot Platform using Game Engine. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2020, 2020, 2A1-D04.	0.0	1
32	Collision-free Robot Path Planning under Multiple Obstacle Conditions with Latent Space of cGANs. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2020, 2020, 1P1-G04.	0.0	0
33	Reflection Motion Learning of Real Robot using Deep Neural Network. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2020, 2020, 2A1-A11.	0.0	0
34	Integrated Development Environment for the Seamless Development between Robot System and Deep Neural Network. Transactions of the Society of Instrument and Control Engineers, 2020, 56, 16-23.	0.2	0
35	Stable Deep Reinforcement Learning Method by Predicting Uncertainty in Rewards as a Subtask. Lecture Notes in Computer Science, 2020, , 651-662.	1.3	1
36	Robot Motion Generation by Deep Predictive Learning. Journal of the Robotics Society of Japan, 2020, 38, 516-520.	0.1	0

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37	Tool-use Deep Learning Model for a Cooking Robot. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2020, 2020, 1P1-G03.	0.0	0
38	Undefined motion guarantee by using model-based controller and prediction of past motion trajectory from embedded dynamics in Recurrent Neural Network. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2020, 2020, 1P1-G02.	0.0	0
39	Stable In-Grasp Manipulation with a Low-Cost Robot Hand by Using 3-Axis Tactile Sensors with a CNN. , 2020, , .		11
40	Tactile-based curiosity maximizes tactile-rich object-oriented actions even without any extrinsic rewards. , 2020, , .		0
41	Variable In-Hand Manipulations for Tactile-Driven Robot Hand via CNN-LSTM. , 2020, , .		7
42	Wiping 3D-objects using Deep Learning Model based on Image/Force/Joint Information. , 2020, , .		8
43	Morphology-Specific Convolutional Neural Networks for Tactile Object Recognition with a Multi-Fingered Hand. , 2019, , .		18
44	Path following algorithm for skid-steering mobile robot based on adaptive discontinuous posture control. Advanced Robotics, 2019, 33, 439-453.	1.8	15
45	Real-time Liquid Pouring Motion Generation: End-to-End Sensorimotor Coordination for Unknown Liquid Dynamics Trained with Deep Neural Networks. , 2019, , .		4
46	Large-scale Data Collection for Goal-directed Drawing Task with Self-report Psychiatric Symptom Questionnaires via Crowdsourcing. , 2019, , .		4
47	A Bi-directional Multiple Timescales LSTM Model for Grounding of Actions and Verbs. , 2019, , .		5
48	Looking Back and Ahead: Adaptation and Planning by Gradient Descent. , 2019, , .		0
49	Disentanglement in conceptual space during sensorimotor interaction. Cognitive Computation and Systems, 2019, 1, 103-112.	1.4	2
50	Learning Multiple Sensorimotor Units to Complete Compound Tasks using an RNN with Multiple Attractors. , 2019, , .		8
51	Editorial: Machine Learning Methods for High-Level Cognitive Capabilities in Robotics. Frontiers in Neurorobotics, 2019, 13, 83.	2.8	1
52	Weakly-Supervised Deep Recurrent Neural Networks for Basic Dance Step Generation. , 2019, , .		28
53	CNN-based Multichannel End-to-End Speech Recognition for Everyday Home Environments. , 2019, , .		8
54	Adaptive Drawing Behavior by Visuomotor Learning Using Recurrent Neural Networks. IEEE Transactions on Cognitive and Developmental Systems, 2019, 11, 119-128.	3.8	7

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55	Sensorimotor input as a language generalisation tool: a neurorobotics model for generation and generalisation of noun-verb combinations with sensorimotor inputs. Autonomous Robots, 2019, 43, 1271-1290.	4.8	15
56	Speech and Language in Humanoid Robots. , 2019, , 2261-2292.		2
57	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
58	Information selection model for formation of interaction. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2019, 2019, 1P2-A15.	0.0	0
59	Achieving Humanâ€“Robot Collaboration with Dynamic Goal Inference by Gradient Descent. Lecture Notes in Computer Science, 2019, , 579-590.	1.3	3
60	Generation of Peg Insert Motions by a Recurrent Neural Network Using Motor Joint Angles and Current Values. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2019, 2019, 1P2-A10.	0.0	0
61	Obstacle Avoidance for Robot Arm by Conditional Generative Adversarial Networks. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2019, 2019, 1P2-A14.	0.0	0
62	Multi-In-Hand Manipulation for 3D Tactile Based Robot Hand Using CNNLSTM. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2019, 2019, 1P2-C09.	0.0	0
63	Generalization to unknown goal images for collaborative robot using deep learning. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2019, 2019, 1P2-A16.	0.0	0
64	3D Tactile-Driven Two-Fingered In-Hand Manipulation with Finger-Specific CNN. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2019, 2019, 1P2-C12.	0.0	0
65	Learning to Achieve Different Levels of Adaptability for Humanâ€“Robot Collaboration Utilizing a Neuro-Dynamical System. IEEE Transactions on Cognitive and Developmental Systems, 2018, 10, 712-725.	3.8	11
66	AFA-PredNet: The Action Modulation Within Predictive Coding. , 2018, , .		2
67	Tool-Use Model Considering Tool Selection by a Robot Using Deep Learning. , 2018, , .		11
68	Dynamic Motion Generation by Flexible-Joint Robot based on Deep Learning using Images. , 2018, , .		1
69	Detecting Features of Tools, Objects, and Actions from Effects in a Robot using Deep Learning. , 2018, , .		2
70	Encoding Longer-term Contextual Sensorimotor Information in a Predictive Coding Model. , 2018, , .		2
71	End-to-End Visuomotor Learning of Drawing Sequences using Recurrent Neural Networks. , 2018, , .		2
72	Encoding Longer-Term Contextual Information with Predictive Coding and Ego-Motion. Complexity, 2018, 2018, 1-15.	1.6	2

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73	Put-in-Box Task Generated from Multiple Discrete Tasks by aHumanoid Robot Using Deep Learning. , 2018, , .		16
74	Deep 3D Pose Dictionary: 3D Human Pose Estimation from Single RGB Image Using Deep Convolutional Neural Network. Lecture Notes in Computer Science, 2018, , 310-320.	1.3	0
75	Paired Recurrent Autoencoders for Bidirectional Translation Between Robot Actions and Linguistic Descriptions. IEEE Robotics and Automation Letters, 2018, 3, 3441-3448.	5.1	49
76	Motion Switching With Sensory and Instruction Signals by Designing Dynamical Systems Using Deep Neural Network. IEEE Robotics and Automation Letters, 2018, 3, 3481-3488.	5.1	18
77	Acquisition of Viewpoint Transformation and Action Mappings via Sequence to Sequence Imitative Learning by Deep Neural Networks. Frontiers in Neurorobotics, 2018, 12, 46.	2.8	0
78	Effective input order of dynamics learning tree. Advanced Robotics, 2018, 32, 122-136.	1.8	2
79	Tool-use Model Considering Relationship between Tools and Objects by Deep Learning. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2018, 2018, 1A1-D07.	0.0	0
80	Development of Integration Method of Element Motions using Deep Learning. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2018, 2018, 1A1-D09.	0.0	1
81	Four-Part Harmonization: Comparison of a Bayesian Network and a Recurrent Neural Network. Lecture Notes in Computer Science, 2018, , 213-225.	1.3	0
82	Development of Bridging Tools between â€œR-envâ€•and OpenRTM-aist. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2018, 2018, 2A1-F10.	0.0	0
83	Human-Robot Collaborative Assembly with Hierarchical Goal Planning by LSTM-RNN. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2018, 2018, 1A1-F07.	0.0	0
84	Voice Speech Interfaces. , 2018, , 1-6.		0
85	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
86	Tool-body assimilation model considering grasping motion through deep learning. Robotics and Autonomous Systems, 2017, 91, 115-127.	5.1	32
87	Repeatable Folding Task by Humanoid Robot Worker Using Deep Learning. IEEE Robotics and Automation Letters, 2017, 2, 397-403.	5.1	153
88	Toward abstraction from multi-modal data: Empirical studies on multiple time-scale recurrent models. , 2017, , .		7
89	Dynamic motion learning for multi-DOF flexible-joint robots using activeâ€“passive motor babbling through deep learning. Advanced Robotics, 2017, 31, 1002-1015.	1.8	16
90	Deep Learning and Manipulation. Journal of the Robotics Society of Japan, 2017, 35, 28-31.	0.1	3

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91	Understanding natural language sentences with word embedding and multi-modal interaction. , 2017, , .		7
92	Representation Learning of Logic Words by an RNN: From Word Sequences to Robot Actions. Frontiers in Neurorobotics, 2017, 11, 70.	2.8	10
93	Neural Network and Interaction Communication. Journal of the Robotics Society of Japan, 2017, 35, 195-198.	0.1	0
94	Reduced behavioral flexibility by aberrant sensory precision in autism spectrum disorder: A neurorobotics experiment. , 2017, , .		23
95	Mixing Actual and Predicted Sensory States Based on Uncertainty Estimation for Flexible and Robust Robot Behavior. Lecture Notes in Computer Science, 2017, , 11-18.	1.3	1
96	Speech and Language in Humanoid Robots. , 2017, , 1-32.		5
97	Sound Source Localization Using Deep Learning Models. Journal of Robotics and Mechatronics, 2017, 29, 37-48.	1.0	75
98	Put-In-Box task generated from multiple discrete tasks by humanoid robot using deep learning. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2017, 2017, 1P2-N07.	0.0	1
99	Learning of Labeling Room Space for Mobile Robots Based on Visual Motor Experience. Lecture Notes in Computer Science, 2017, , 35-42.	1.3	0
100	Soft Robotics and Embodied Intelligence. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2017, 29, 160-172.	0.0	0
101	Dynamical Integration of Language and Behavior in a Recurrent Neural Network for Humanâ€“Robot Interaction. Frontiers in Neurorobotics, 2016, 10, 5.	2.8	29
102	Emergence of interactive behaviors between two robots by prediction error minimization mechanism. , 2016, , .		7
103	Analysis of imitative interactions between humans and a robot with a neuro-dynamical system. , 2016, , .		1
104	A reusability-based hierarchical fault-detection architecture for robot middleware and its implementation in an autonomous mobile robot system. , 2016, , .		2
105	Symbol emergence in robotics: a survey. Advanced Robotics, 2016, 30, 706-728.	1.8	98
106	Visual motor integration of robotâ€™s drawing behavior using recurrent neural network. Robotics and Autonomous Systems, 2016, 86, 184-195.	5.1	24
107	Body Model Transition by Tool Grasping During Motor Babbling Using Deep Learning and RNN. Lecture Notes in Computer Science, 2016, , 166-174.	1.3	0
108	Classification of Photo and Sketch Images Using Convolutional Neural Networks. Lecture Notes in Computer Science, 2016, , 283-290.	1.3	2

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109	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
110	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
111	Attractor representations of language-behavior structure in a recurrent neural network for human-robot interaction. , 2015, , .		3
112	Predictive learning with uncertainty estimation for modeling infants' cognitive development with caregivers: A neurorobotics experiment. , 2015, , .		1
113	Tool-Body Assimilation Model Based on Body Babbling and Neurodynamical System. Mathematical Problems in Engineering, 2015, 2015, 1-15.	1.1	10
114	Sound source separation for robot audition using deep learning. , 2015, , .		9
115	Acquisition of viewpoint representation in imitative learning from own sensory-motor experiences. , 2015, , .		5
116	Effective motion learning for a flexible-joint robot using motor babbling. , 2015, , .		7
117	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
118	Special Issue on Cutting Edge of Robotics in Japan 2015. Advanced Robotics, 2015, 29, 1-1.	1.8	11
119	Preferential training of neurodynamical model based on predictability of target dynamics. Advanced Robotics, 2015, 29, 587-596.	1.8	1
120	Audio-visual speech recognition using deep learning. Applied Intelligence, 2015, 42, 722-737.	5.3	415
121	Efficient Motor Babbling Using Variance Predictions from a Recurrent Neural Network. Lecture Notes in Computer Science, 2015, , 26-33.	1.3	2
122	Applying intrinsic motivation for visuomotor learning of robot arm motion. , 2014, , .		0
123	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
124	Insertion of pause in drawing from babbling for robot's developmental imitation learning. , 2014, , .		10
125	Tactile object recognition using deep learning and dropout. , 2014, , .		69
126	Multimodal integration learning of robot behavior using deep neural networks. Robotics and Autonomous Systems, 2014, 62, 721-736.	5.1	200

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127	Tool-body assimilation model using a neuro-dynamical system for acquiring representation of tool function and motion. , 2014, , .		2
128	Learning to generate proactive and reactive behavior using a dynamic neural network model with time-varying variance prediction mechanism. Advanced Robotics, 2014, 28, 1189-1203.	1.8	9
129	Generation of sensory reflex behavior versus intentional proactive behavior in robot learning of cooperative interactions with others. , 2014, , .		3
130	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
131	Integration of behaviors and languages with a hierarchal structure self-organized in a neuro-dynamical model. , 2013, , .		6
132	Developmental Human-Robot Imitation Learning of Drawing with a Neuro Dynamical System. , 2013, , .		29
133	Learning and association of synaesthesia phenomenon using deep neural networks. , 2013, , .		0
134	Robust Multipitch Analyzer against Initialization based on Latent Harmonic Allocation using Overtone Corpus. Journal of Information Processing, 2013, 21, 246-255.	0.4	0
135	Efficient Blind Dereverberation and Echo Cancellation Based on Independent Component Analysis for Actual Acoustic Signals. Neural Computation, 2012, 24, 234-272.	2.2	10
136	Automated Violin Fingering Transcription Through Analysis of an Audio Recording. Computer Music Journal, 2012, 36, 57-72.	0.1	7
137	Initialization-robust multipitch estimation based on latent harmonic allocation using overtone corpus. , 2012, , .		3
138	Sound sources selection system by using onomatopoeic querries from multiple sound sources. , 2012, , .		1
139	A Musical Robot that Synchronizes with a Coplayer Using Non-Verbal Cues. Advanced Robotics, 2012, 26, 363-381.	1.8	8
140	Who is the leader in a multiperson ensemble? — Multiperson human-robot ensemble model with leaderness —. , 2012, , .		2
141	Incremental probabilistic geometry estimation for robot scene understanding. , 2012, , .		2
142	Rhythm-based adaptive localization in incomplete RFID landmark environments. , 2012, , .		0
143	Automatic Allocation of Training Data for Speech Understanding Based on Multiple Model Combinations. IEICE Transactions on Information and Systems, 2012, E95.D, 2298-2307.	0.7	0
144	Toolâ€“Body Assimilation of Humanoid Robot Using a Neurodynamical System. IEEE Transactions on Autonomous Mental Development, 2012, 4, 139-149.	1.6	30

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145	Improvement of audio-visual score following in robot ensemble with human guitarist. , 2012, , .		4
146	Body area segmentation from visual scene based on predictability of neuro-dynamical system. , 2012, , .		0
147	Self-organization of object features representing motion using Multiple Timescales Recurrent Neural Network. , 2012, , .		1
148	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
149	Towards expressive musical robots: a cross-modal framework for emotional gesture, voice and music. Eurasip Journal on Audio, Speech, and Music Processing, 2012, 2012, .	2.1	21
150	A GMM Sound Source Model for Blind Speech Separation in Under-determined Conditions. Lecture Notes in Computer Science, 2012, , 446-453.	1.3	3
151	Automatic Chord Recognition Based on Probabilistic Integration of Acoustic Features, Bass Sounds, and Chord Transition. Lecture Notes in Computer Science, 2012, , 58-67.	1.3	0
152	Adaptive Pitch Control for Robot Thereminist Using Unscented Kalman Filter. Studies in Computational Intelligence, 2012, , 19-24.	0.9	0
153	Converting emotional voice to motion for robot telepresence. , 2011, , .		17
154	Polyphonic audio-to-score alignment based on Bayesian Latent Harmonic Allocation Hidden Markov Model. , 2011, , .		9
155	Exploring movable space using rhythmical active touch in disordered obstacle environment. , 2011, , .		0
156	Predicting listener back-channels for human-agent interaction using neuro-dynamical model. , 2011, , .		1
157	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
158	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
159	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
160	Real-Time Audio-to-Score Alignment Using Particle Filter for Coplayer Music Robots. Eurasip Journal on Advances in Signal Processing, 2011, 2011, .	1.7	18
161	Simultaneous processing of sound source separation and musical instrument identification using Bayesian spectral modeling. , 2011, , .		9
162	Emergence of hierarchical structure mirroring linguistic composition in a recurrent neural network. Neural Networks, 2011, 24, 311-320.	5.9	34

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163	A musical mood trajectory estimation method using lyrics and acoustic features. , 2011, , .		4
164	Particle-filter based audio-visual beat-tracking for music robot ensemble with human guitarist. , 2011, , .		8
165	Identification of self-body based on dynamic predictability using neuro-dynamical system. , 2011, , .		0
166	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
167	Handwriting prediction based character recognition using recurrent neural network. , 2011, , .		8
168	Environmental Sound Recognition for Robot Audition Using Matching-Pursuit. Lecture Notes in Computer Science, 2011, , 1-10.	1.3	12
169	Robot with Two Ears Listens to More than Two Simultaneous Utterances by Exploiting Harmonic Structures. Lecture Notes in Computer Science, 2011, , 348-358.	1.3	0
170	Use of a Sparse Structure to Improve Learning Performance of Recurrent Neural Networks. Lecture Notes in Computer Science, 2011, , 323-331.	1.3	2
171	Particle-filter based audio-visual beat-tracking for music robot ensemble with human guitarist. , 2011, , .		0
172	Selecting Help Messages by Using Robust Grammar Verification for Handling Out-of-Grammar Utterances in Spoken Dialogue Systems. IEICE Transactions on Information and Systems, 2010, E93-D, 3359-3367.	0.7	1
173	Soft missing-feature mask generation for Robot Audition. Paladyn, 2010, 1, 37-47.	2.7	0
174	Voice-awareness control for a humanoid robot consistent with its body posture and movements. Paladyn, 2010, 1, 80-88.	2.7	2
175	Inter-modality mapping in robot with recurrent neural network. Pattern Recognition Letters, 2010, 31, 1560-1569.	4.2	32
176	Motion generation based on reliable predictability using self-organized object features. , 2010, , .		1
177	Robot musical accompaniment: integrating audio and visual cues for real-time synchronization with a human flutist. , 2010, , .		16
178	Exploiting harmonic structures to improve separating simultaneous speech in under-determined conditions. , 2010, , .		0
179	An improvement in automatic speech recognition using soft missing feature masks for robot audition. , 2010, , .		2
180	Human-robot cooperation in arrangement of objects using confidence measure of neuro-dynamical system. , 2010, , .		3

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181	Improvement in listening capability for humanoid robot HRP-2. , 2010, , .		4
182	Speedup and performance improvement of ICA-based robot audition by parallel and resampling-based block-wise processing. , 2010, , .		1
183	Upper-limit evaluation of robot audition based on ICA-BSS in multi-source, barge-in and highly reverberant conditions. , 2010, , .		3
184	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
185	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
186	Recognition and Generation of Sentences through Self-organizing Linguistic Hierarchy Using MTRNN. Lecture Notes in Computer Science, 2010, , 42-51.	1.3	1
187	Improving Identification Accuracy by Extending Acceptable Utterances in Spoken Dialogue System Using Barge-in Timing. Lecture Notes in Computer Science, 2010, , 585-594.	1.3	0
188	Modeling tool-body assimilation using second-order Recurrent Neural Network. , 2009, , .		8
189	Incremental polyphonic audio to score alignment using beat tracking for singer robots. , 2009, , .		9
190	ICA-based efficient blind dereverberation and echo cancellation method for barge-in-able robot audition. , 2009, , .		13
191	Missing-feature-theory-based robust simultaneous speech recognition system with non-clean speech acoustic model. , 2009, , .		4
192	Continuous vocal imitation with self-organized vowel spaces in Recurrent Neural Network. , 2009, , .		11
193	Phoneme acquisition model based on vowel imitation using Recurrent Neural Network. , 2009, , .		5
194	Voice quality manipulation for humanoid robots consistent with their head movements. , 2009, , .		3
195	Human Tracking System Integrating Sound and Face Localization Using an Expectation-Maximization Algorithm in Real Environments. Advanced Robotics, 2009, 23, 629-653.	1.8	13
196	Step-size parameter adaptation of multi-channel semi-blind ICA with piecewise linear model for barge-in-able robot audition. , 2009, , .		5
197	Emergence of evolutionary interaction with voice and motion between two robots using RNN. , 2009, , .		5
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