

Yuji Sato

List of Publications by Year in descending order

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76
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76
times ranked

125
citing authors

#	ARTICLE	IF	CITATIONS
1	A twinning bare bones particle swarm optimization algorithm. PLoS ONE, 2022, 17, e0267197.	2.5	5
2	Mutated Specification-Based Test Data Generation with a Genetic Algorithm. Mathematics, 2021, 9, 331.	2.2	6
3	Hybrid Multiobjective Evolutionary Algorithms for Unsupervised QPSO, BBPSO and Fuzzy clustering. , 2021, , .		0
4	Inconstant Update of Reference Point Value for Parallel and Distributed MOEA/D. , 2021, , .		2
5	SIT-SE: A Specification-Based Incremental Testing Method With Symbolic Execution. IEEE Transactions on Reliability, 2021, 70, 1053-1070.	4.6	9
6	An Empirical Study of Cluster-Based MOEA/D Bare Bones PSO for Data Clustering â€. Algorithms, 2021, 14, 338.	2.1	3
7	A Confrontational Bare Bones Particle Swarm Optimization Algorithm. , 2021, , .		1
8	Semi-supervised data clustering using particle swarm optimisation. Soft Computing, 2020, 24, 3499-3510.	3.6	11
9	Lightweight Multi-objective Voice Adaptation for Real-time Speech Interaction Applied in Games. , 2020, , .		1
10	Parallel and Distributed MOEA/D with Exclusively Evaluated Mating and Migration. , 2020, , .		5
11	Specification-based Test Case Generation with Constrained Genetic Programming. , 2020, , .		4
12	Multi-task Learning Using Online Fine-Tuning Considering the Importance of Each Filter. Proceedings in Adaptation, Learning and Optimization, 2020, , 106-117.	1.6	0
13	Using Dominated Solutions to the Uniformity of Non-dominated Solution Distributions in NSGA-II. , 2020, , .		1
14	A Fault Localization Approach Derived From Testing-based Formal Verification. , 2020, , .		1
15	Distributed NSGA-II Sharing Extreme Non-dominated Solutions for Improving Accuracy and Achieving Speed-up. , 2019, , .		5
16	Specification-based Test Case Generation with Genetic Algorithm. , 2019, , .		4
17	A Study for Parallelization of Multi-Objective Evolutionary Algorithm Based on Decomposition and Directed Mating. , 2019, , .		1
18	A fission-fusion hybrid bare bones particle swarm optimization algorithm for single-objective optimization problems. Applied Intelligence, 2019, 49, 3641-3651.	5.3	13

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19	Distributed Multi-objective Particle Swarm Optimization using Time-delayed Virtual Global Best Method. , 2019, , .		0
20	A Dynamic Reconstruction Bare Bones Particle Swarm Optimization Algorithm. , 2018, , .		2
21	Distributed NSGA-II Sharing Extreme Non-Dominated Solutions for Constrained Knapsack Problems. , 2018, , .		1
22	Effects of Duplication Operator in Evolutionary Simultaneous Design Optimization of Multiple Cars. , 2018, , .		0
23	Voice Adaptation from Mean Dataset Voice Profile with Dynamic Power. , 2018, , .		2
24	Directed mating in decomposition-based MOEA for constrained many-objective optimization. , 2018, , .		4
25	Distributed NSGA-II sharing extreme non-dominated solutions. , 2018, , .		1
26	A dynamic allocation bare bones particle swarm optimization algorithm and its application. Artificial Life and Robotics, 2018, 23, 353-358.	1.2	9
27	Swarm Intelligence Algorithm Based on Competitive Predators with Dynamic Virtual Teams. Journal of Artificial Intelligence and Soft Computing Research, 2017, 7, 87-101.	4.3	9
28	Distributed NSGA-II with migration using compensation on many-core processors for improving performance and accuracy. , 2017, , .		2
29	A pair-wise bare bones particle swarm optimization algorithm. , 2017, , .		7
30	Distributed NSGA-II using the divide-and-conquer method and migration for compensation on many-core processors. , 2017, , .		6
31	A hierarchical bare bones particle swarm optimization algorithm. , 2017, , .		11
32	A Bare Bones Particle Swarm Optimization Algorithm with Dynamic Local Search. Lecture Notes in Computer Science, 2017, , 158-165.	1.3	9
33	Dynamic Heterogeneous Particle Swarm Optimization. IEICE Transactions on Information and Systems, 2017, E100.D, 247-255.	0.7	2
34	A Pair-wise Bare Bones Particle Swarm Optimization Algorithm for Nonlinear Functions. International Journal of Networked and Distributed Computing, 2017, 5, 143.	1.9	15
35	Polynomial Mean-Centric Crossover for Directed Mating in Evolutionary Constrained Multi-Objective Continuous Optimization. , 2017, , .		0
36	Real-time voice adaptation with abstract normalization and sound-indexed based search. , 2016, , .		3

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37	Modified bare bones particle swarm optimization with differential evolution for large scale problem. , 2016, , .		9
38	Automatic Generation of Specification-Based Test Cases by Applying Genetic Algorithms in Reinforcement Learning. Lecture Notes in Computer Science, 2016, , 59-71.	1.3	2
39	Paralleled fitness predator optimizer with modified dynamic virtual team for multimodal problems. , 2015, , .		0
40	Applying GA with local search by taking hamming distances into consideration to credit erasure processing problems. , 2014, , .		1
41	First results of performance comparisons on many-core processors in solving QAP with ACO. , 2014, , .		7
42	Fitness Predator Optimizer to avoid premature convergence for multimodal problems. , 2014, , .		4
43	Parallelization and sustainability of distributed genetic algorithms on many-core processors. International Journal of Intelligent Computing and Cybernetics, 2014, 7, 2-23.	2.7	1
44	Fuzzy Clustering with Fitness Predator Optimizer for Multivariate Data Problems. Lecture Notes in Computer Science, 2014, , 155-166.	1.3	0
45	Fault-tolerance of distributed genetic algorithms on many-core processors. , 2013, , .		0
46	Parallelization and fault-tolerance of evolutionary computation on many-core processors. , 2013, , .		1
47	Parallelization of Genetic Algorithms and Sustainability on Many-core Processors. Advances in Intelligent Systems and Computing, 2013, , 175-187.	0.6	2
48	Parallelization of genetic operations that takes building-block linkage into account. Artificial Life and Robotics, 2012, 17, 17-23.	1.2	0
49	Acceleration of genetic algorithms for sudoku solution on many-core processors. , 2011, , .		7
50	Acceleration experiment of genetic computations for sudoku solution on multi-core processors. , 2011, , .		0
51	GPU acceleration for Sudoku solution with genetic operations. , 2011, , .		11
52	Genetic operations to solve sudoku puzzles. , 2010, , .		1
53	Proposal of a multi-core processor architecture for effective evolutionary computation. , 2010, , .		0
54	Solving Sudoku with genetic operations that preserve building blocks. , 2010, , .		26

#	ARTICLE	IF	CITATIONS
55	Proposal of a multi-core processor from the viewpoint of evolutionary computation. , 2010, , .		5
56	Viral infection + tropism for improving small population performance under noisy environment. , 2009, , .		0
57	Launch of AIST journal Synthesiology. Synthesiology, 2009, 1, 209-215.	0.2	0
58	Formation dependency in event-driven hybrid learning classifier systems for soccer video games. , 2008, , .		0
59	Applying GA for reward allotment in an event-driven hybrid learning classifier system for soccer video games. , 2008, , .		2
60	Dependencies on player formation in event-driven hybrid learning classifier systems for soccer video games. , 2008, , .		0
61	Improving small population performance under noise with viral infection + tropism. , 2008, , .		1
62	Reward Allotment Considered Roles for Learning Classifier System For Soccer Video Games. , 2007, , .		2
63	Analysis of noisy time-series signals with GA involving viral infection with tropism. , 2007, , .		2
64	Applying GA to self-allotment of rewards in event-driven hybrid learning classifier systems. , 2007, , .		3
65	The Motion Analysis of a Moving Object in Sea by Analyzing Doppler Effects of Sound with Genetic Algorithms. , 2006, , .		2
66	Reward allotment in an event-driven hybrid learning classifier system for online soccer games. , 2006, , .		8
67	Voice quality conversion using interactive evolution of prosodic control. Applied Soft Computing Journal, 2005, 5, 181-192.	7.2	17
68	Event-driven learning classifier systems for online soccer games. , 2005, , .		1
69	Achieving Shorter Search Times in Voice Conversion Using Interactive Evolution. Lecture Notes in Computer Science, 2004, , 1328-1329.	1.3	0
70	Verification of Text Transcription History by Using Evolutionary Algorithms. Lecture Notes in Computer Science, 2001, , 444-453.	1.3	0
71	Coevolution in recurrent neural networks using genetic algorithms. Systems and Computers in Japan, 1996, 27, 64-73.	0.2	2
72	A uniform network for VLSI massively parallel computers. Systems and Computers in Japan, 1993, 24, 22-31.	0.2	0

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73	Experimental results on the error detection capability of a concurrent test architecture for massively-parallel computers. <i>Parallel Computing</i> , 1992, 18, 1079-1103.	2.1	2
74	Voice adaptation by color-encoded frame matching as a multi-objective optimization problem for future games. <i>Complex & Intelligent Systems</i> , 0, , 1.	6.5	0