

# Eiji Uchibe

## List of Publications by Year in descending order

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Version: 2024-02-01

47  
papers

1,460  
citations

623734

14  
h-index

345221

36  
g-index

51  
all docs

51  
docs citations

51  
times ranked

897  
citing authors

#	ARTICLE	IF	CITATIONS
1	Sigmoid-weighted linear units for neural network function approximation in reinforcement learning. <i>Neural Networks</i> , 2018, 107, 3-11.	5.9	603
2	Cooperative behavior acquisition for mobile robots in dynamically changing real worlds via vision-based reinforcement learning and development. <i>Artificial Intelligence</i> , 1999, 110, 275-292.	5.8	120
3	Deep reinforcement learning with smooth policy update: Application to robotic cloth manipulation. <i>Robotics and Autonomous Systems</i> , 2019, 112, 72-83.	5.1	114
4	Deep learning, reinforcement learning, and world models. <i>Neural Networks</i> , 2022, 152, 267-275.	5.9	110
5	The Cyber Rodent Project: Exploration of Adaptive Mechanisms for Self-Preservation and Self-Reproduction. <i>Adaptive Behavior</i> , 2005, 13, 149-160.	1.9	58
6	Adaptive Baseline Enhances EM-Based Policy Search: Validation in a View-Based Positioning Task of a Smartphone Balancer. <i>Frontiers in Neurorobotics</i> , 2017, 11, 1.	2.8	42
7	Constrained Deep Q-Learning Gradually Approaching Ordinary Q-Learning. <i>Frontiers in Neurorobotics</i> , 2019, 13, 103.	2.8	35
8	Evolutionary Development of Hierarchical Learning Structures. <i>IEEE Transactions on Evolutionary Computation</i> , 2007, 11, 249-264.	10.0	34
9	Model-Free Deep Inverse Reinforcement Learning by Logistic Regression. <i>Neural Processing Letters</i> , 2018, 47, 891-905.	3.2	29
10	Modular deep reinforcement learning from reward and punishment for robot navigation. <i>Neural Networks</i> , 2021, 135, 115-126.	5.9	27
11	Incremental Coevolution With Competitive and Cooperative Tasks in a Multirobot Environment. <i>Proceedings of the IEEE</i> , 2006, 94, 1412-1424.	21.3	25
12	Constrained reinforcement learning from intrinsic and extrinsic rewards. , 2007, , .		20
13	Co-evolution of Shaping Rewards and Meta-Parameters in Reinforcement Learning. <i>Adaptive Behavior</i> , 2008, 16, 400-412.	1.9	20
14	Finding intrinsic rewards by embodied evolution and constrained reinforcement learning. <i>Neural Networks</i> , 2008, 21, 1447-1455.	5.9	17
15	Evaluation of linearly solvable Markov decision process with dynamic model learning in a mobile robot navigation task. <i>Frontiers in Neurorobotics</i> , 2013, 7, 7.	2.8	16
16	From free energy to expected energy: Improving energy-based value function approximation in reinforcement learning. <i>Neural Networks</i> , 2016, 84, 17-27.	5.9	16
17	Forward and inverse reinforcement learning sharing network weights and hyperparameters. <i>Neural Networks</i> , 2021, 144, 138-153.	5.9	13
18	Parallel and hierarchical neural mechanisms for adaptive and predictive behavioral control. <i>Neural Networks</i> , 2021, 144, 507-521.	5.9	13

#	ARTICLE	IF	CITATIONS
19	Behavior generation for a mobile robot based on the adaptive fitness function. Robotics and Autonomous Systems, 2002, 40, 69-77.	5.1	12
20	Combining learned controllers to achieve new goals based on linearly solvable MDPs. , 2014, , .		9
21	Online meta-learning by parallel algorithm competition. , 2018, , .		9
22	Scaled free-energy based reinforcement learning for robust and efficient learning in high-dimensional state spaces. Frontiers in Neurorobotics, 2013, 7, 3.	2.8	8
23	Learning how, what, and whether to communicate: emergence of protocommunication in reinforcement learning agents. Artificial Life and Robotics, 2008, 12, 70-74.	1.2	7
24	Derivatives of Logarithmic Stationary Distributions for Policy Gradient Reinforcement Learning. Neural Computation, 2010, 22, 342-376.	2.2	7
25	Inverse reinforcement learning using Dynamic Policy Programming. , 2014, , .		7
26	EM-based policy hyper parameter exploration: application to standing and balancing of a two-wheeled smartphone robot. Artificial Life and Robotics, 2016, 21, 125-131.	1.2	6
27	A New Natural Policy Gradient by Stationary Distribution Metric. Lecture Notes in Computer Science, 2008, , 82-97.	1.3	6
28	Robustness of linearly solvable Markov games employing inaccurate dynamics model. Artificial Life and Robotics, 2018, 23, 1-9.	1.2	5
29	Cooperative and Competitive Reinforcement and Imitation Learning for a Mixture of Heterogeneous Learning Modules. Frontiers in Neurorobotics, 2018, 12, 61.	2.8	5
30	An Application of Vision-Based Learning in RoboCup for a Real Robot with an Omnidirectional Vision System and the Team Description of Osaka University "Trackies". Lecture Notes in Computer Science, 1999, , 316-325.	1.3	5
31	State Space Construction for Cooperative Behavior Acquisition in the Environments Including Multiple Learning Robots.. Journal of the Robotics Society of Japan, 2002, 20, 281-289.	0.1	5
32	Vision Based State Space Construction for Learning Mobile Robots in Multi Agent Environments. Lecture Notes in Computer Science, 1998, , 62-78.	1.3	5
33	An Evolutionary Approach to Automatic Construction of the Structure in Hierarchical Reinforcement Learning. Lecture Notes in Computer Science, 2003, , 507-509.	1.3	4
34	Natural actor-critic with baseline adjustment for variance reduction. Artificial Life and Robotics, 2008, 13, 275-279.	1.2	3
35	Deep Inverse Reinforcement Learning by Logistic Regression. Lecture Notes in Computer Science, 2016, , 23-31.	1.3	2
36	Co-evolution of Rewards and Meta-parameters in Embodied Evolution. Lecture Notes in Computer Science, 2009, , 278-302.	1.3	2

#	ARTICLE	IF	CITATIONS
37	Randomized-to-Canonical Model Predictive Control for Real-World Visual Robotic Manipulation. IEEE Robotics and Automation Letters, 2022, 7, 8964-8971.	5.1	2
38	Efficient sample reuse in policy search by multiple importance sampling. , 2018, , .		1
39	NeuroEvolution Based on Reusable and Hierarchical Modular Representation. Lecture Notes in Computer Science, 2009, , 22-31.	1.3	1
40	Multiagent learning towards RoboCup. New Generation Computing, 2001, 19, 103-120.	3.3	0
41	Evolution of rewards and learning mechanisms in Cyber Rodents. , 0, , 109-128.		0
42	Generative Imitation Learning using Forward and Inverse Reinforcement Learning. Journal of the Robotics Society of Japan, 2021, 39, 617-620.	0.1	0
43	ã,µã,ãfãf¼ãfãf¼ãf¼ãf³ãf^ãf—ãfã,ã,ã,ãf. The Brain & Neural Networks, 2007, 14, 293-304.	0.1	0
44	Emergence of Different Mating Strategies in Artificial Embodied Evolution. Lecture Notes in Computer Science, 2009, , 638-647.	1.3	0
45	Forward and Inverse Reinforcement Learning Based on Linearly Solvable Markov Decision Processes. The Brain & Neural Networks, 2016, 23, 2-13.	0.1	0
46	Deterministic Policy Search Method for Real Robot Control. The Brain & Neural Networks, 2017, 24, 195-203.	0.1	0
47	Finding Exploratory Rewards by Embodied Evolution and Constrained Reinforcement Learning in the Cyber Rodents. Lecture Notes in Computer Science, 2007, , 167-176.	1.3	0