CURRICULUM VITAE

Name: Shinichi Honiden

Citizenship: Japan

Born: Tokyo, Japan, on June 27th, 1953

Position: Professor and Director,
Information Systems Architecture Research Division
National Institute of Informatics (NII)

Professor,
Department of Computer Science,
Graduate School of Information Science and Technology,
University of Tokyo

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Degree: PhD, Waseda University, Tokyo, Japan (1986)

Education: 1976-1978, Waseda University, Tokyo, Japan
Master of Engineering: Graduate School of Electrical Engineering
1972-1976, Waseda University, Tokyo, Japan
Bachelor of Engineering: Department of Electrical Engineering

Employment:

2006-present
Director, Information Systems Architecture Research Division
National Institute of Informatics (NII)

2007-present
Visiting Professor, UCL

2006-present
Visiting Professor, Waseda University

2005-2006
Invited Professor, Le Laboratoire d'Informatique de Paris 6,
Pierre et Marie Curie

2002-2003
Visiting Researcher, UCL and Imperial College

2001-present
Professor, University of Tokyo

2000-present
Professor, National Institute of Informatics (NII)

1978-2000,
Toshiba Corporation

Areas of Interest

1. Software Engineering
2. Autonomous Agents and Multiagent Systems
3. Pervasive Computing
4. Contents Distribution
5. Distributed Computing

Awards

Fellow (2007)
Information Processing Society of Japan (IPSJ)

ACM Recognition of Service Award (2006)
Association for Computing Machinery

Best paper Award (1986)
Information Processing Society of Japan (IPSJ)

Professional Activities (Selected)

1. General Chair of 21st IEEE/ACM International Conference on Automated Software Engineering, 2006
2. Steering Committee Member of International Conference on Automated Software Engineering, 2006-
3. New Generation Computing, Area Editor, 2001-
4. ACM Japan Chapter, Treasurer, 2002-
5. IEEE Computer Society Japan Chapter, Chairperson, 2007-
6. Information Processing Society of Japan, Board of Directors, 2005-2006

Selected Publications

1. Shinichi Honiden, Yasuyuki Tahara, Nobukazu Yoshioka, Kenji Taguchi:
   "Top SE: Education Program of Japan to Produce Superarchitects Who Can Apply Software Engineering Tools to Practical Development,"
   the 29th Int. Conference on Software Engineering (ICSE 2007).
2. Takuo Doi, Shinichi Honiden:
   "IOM/T: Interaction Oriented Model by Textual Notation,"
   Special Issue of International Journal of Agent-Oriented Software Engineering (IJAOSE) on Programming Multi-Agent Systems (to appear).
3. Eric Platon, Nicolas Sabouret, Shinichi Honiden:
   "An Architecture for Exception Management in Multu-Agent Systems ,"
   International Journal of Agent-Oriented Software Engineering (IJAOSE) (to appear)
4. Eric Platon, Marco Mamei, Nicolas Sabouret, Shinichi Honiden, H. Van Dyke Parunak: Mechanisms for environments in multi-agent systems: Survey and opportunities. Autonomous Agents and Multi-Agent Systems 14(1): 31-47 (2007)
5. Paul Guyot and Shinichi Honiden:
   "Agent-based Participatory Simulations: Merging Multi-Agent Systems and Role-Playing Games, " Journal of Artificial Societies and Social Simulations. 2006. Vol. 9, No. 4.
6. Nobukazu Yoshioka, Shinichi Honiden, Anthony Finkelstein: Security Patterns: A Method for Constructing Secure and Efficient Inter-Company Coordination Systems. EDOC 2004: 84-97

7. Y. Tahara, A. Ohsuga, and S. Honiden, Mobile Agent Security with the IPEditor, Development Tool and the Mobile UNITY Language, Agents 2001, 2001
8. Y. Tahara, A. Ohsuga, and S. Honiden, Agent System Development Method based on Agent Patterns, The 21st International Conference on Software Engineering (ICSE 99), 1999
9. A. Ohsuga, Y. Nagai, Y. Irie, M. Hattori, S. Honiden：Plangent: An Approach to Making Mobile Agents Intelligent IEEE Internet Computing, Vol. 1., No. 4, pp.50-57, 1997
10. N. Uchihira, S. Honiden, T. Seki：Hypersequential Programming-A New Paradigm for Concurrent Program Development -IEEE Concurrency, Vol. 5, No. 3, pp.44-54, 1997.
11. S. Matsuura, H. Kuruma, S. Honiden: EVA: A Flexible Programming Method for Evolving Systems, IEEE Trans. on Software Engineering, Vol. 23, No. 5, pp. 296-313, 1997
12. S. Honiden, A. Ohsuga, N. Uchihira: MENDELS ZONE: A Parallel Program Development System based on Formal Specifications, Information and Software Technology, Vol. 38, No. 3, pp. 181-189, 1996.3
13. N. Uchihira and S. Honiden: Compositional Adjustment of Concurrent Programs to Satisfy Temporal Logic Constraints in MENDELS ZONE, Journal of Systems and Software, Vol. 33, No. 3, pp.207-221, 1996
14. J. Yamamoto, A. Ohsuga, S. Honiden: COOAD: A Case Tool for Object-Oriented Analysis and Design, International Journal of Software Engineering and Knowledge Engineering, Vol. 5, No. 3, pp.367-389, World Scientific, 1995(33)
15. Y. Kishimoto, N. Kotaka, S. Honiden: Adapting Object-Communication Methods Dynamically, IEEE Software, Vol. 12, No.3, pp.65-74, 1995
16. S. Honiden, K. Nishimura, N. Uchihira, K. Itoh: An Application of Artificial Intelligence to Object-Oriented Performance Design for Real-Time Systems, IEEE Trans. on Software Engineering, Vol. 20, No. 11, pp.849-867, 1994.11
17. S. Honiden, N. Kotaka, Y. Kishimoto.: Formalizing Specification Modeling in OOA, IEEE Software, Vol. 10, No.1, pp.54-66, 1993.1
18. K. Itoh, Y. Tamura, S. Honiden: TransObj: Software Prototyping Environment for Real-Time Transaction-Based Software System Applications, International Journal of Software Engineering and Knowledge Engineering, Vol. 2, No. 1, World Scientific, pp. 5-29, 1992.3