

CURRICULUM VITAE

Name: Shinichi Honiden

Citizenship: Japan

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

Position: Professor and Deputy Director General, National Institute of Informatics (NII)
Professor, Department of Computer Science,
Graduate School of Information Science and Technology, University of Tokyo
Visiting Professor, UCL (University College London)

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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: 2006-2012, Director, Information Systems Architecture Research Division
National Institute of Informatics (NII)
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
1978-2000, Toshiba Corporation

Areas of Interest

Software Engineering, Autonomous Agents and Multiagent Systems, Pervasive Computing

Awards

1. The Commendation for Science and Technology by the Minister of Education, Culture, Sports, Science and Technology (2012)
2. Fellow (2007), Information Processing Society of Japan (IPSJ)
3. ACM Recognition of Service Award (2006), Association for Computing Machinery
4. Best paper Award (1986), Information Processing Society of Japan (IPSJ)

Professional Activities (Selected)

1. Science Council of Japan, Member, 2006-
2. IEEE Computer Society Japan Chapter, Chairperson, 2007-2008
3. ACM Japan Chapter, Treasurer, 2002-2012
4. Steering Committee Member of International Conference on Automated Software Engineering, 2006-2012
5. New Generation Computing, Area Editor, 2001-2012
6. General Chair of 21st IEEE/ACM International Conference on Automated Software Engineering, 2006

Selected Publications

1. Adrian Klein, Fuyuki Ishikawa and Shinichi Honiden: SanGA: A Self-adaptive Network-aware Approach to Service Composition, *IEEE Transactions on Services Computing*, 2013
2. Shinichi Honiden, Michael E. Houle, Christian Sommer, Martin Wolff: Approximate Shortest Path Queries in Graphs Using Voronoi Duals, *Transactions on Computational Science*, Vol.9, 28-53, September 2010
3. 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*, Vol.1(No.3), 266-294, 2007
4. Eric Platon, Nicolas Sabouret, Shinichi Honiden: An Architecture for Exception Management in Multi-Agent Systems, *International Journal of Agent-Oriented Software Engineering (IJAOSE)*, Vol.2(No.3), 267-289, 2008
5. 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

6. Paul Guyot and Shinichi Honiden, Agent-based Participatory Simulations: Merging Multi-Agent Systems and Role-Playing Games, *Journal of Artificial Societies and Social Simulations*, Vol. 9, No. 4, 2006
7. 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
8. 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.
9. 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
10. 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
11. 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
12. Y. Kishimoto, N. Kotaka, S. Honiden: Adapting Object-Communication Methods Dynamically, *IEEE Software*, Vol. 12, No.3, pp.65-74, 1995
13. 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
14. S. Honiden, N. Kotaka, Y. Kishimoto: Formalizing Specification Modeling in OOA, *IEEE Software*, Vol. 10, No.1, pp.54-66, 1993.1