Naoto Ohsaka

Personal and Contact Information

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DBLP https://dblp.org/pid/81/10779.html

Education

March 2018 **Doctor of Information Science and Technology**

Graduate School of Information Science and Technology, the University of Tokyo, Japan

Title: Efficient and Effective Identification of Influential Vertices in Social Networks

March 2015 Master of Information Science and Technology

Graduate School of Information Science and Technology, the University of Tokyo, Japan

Title: Estimating and Maximizing the Spread of Influence in Social Networks: Pruned Monte-Carlo

Simulations and Fully-Dynamic Indices

March 2013 Bachelor of Engineering

Department of Computer Science, the University of Electro-Communications, Japan

Title: Study on Improving the Performance of a Streaming Algorithm for the k-means Problem

Professional Experience

April 2013-March 2016 Research assistant of the Complex Network and Map Graph Group, JST, ERATO, Kawarabayashi

Large Graph Project

April 2016–March 2018 Research Fellowship for Young Scientists (DC2)

April 2018-Present NEC

Publications

A Reinforcement Learning Method to Improve the Sweeping Efficiency for an Agent.

Naoto Ohsaka, Daisuke Kitakoshi, and Masato Suzuki.

Proceedings of the 2011 IEEE International Conference on Granular Computing (GrC), pp. 515-520, 2011.

doi.org/10.1109/GRC.2011.6122650

2. Fast and Accurate Influence Maximization on Large Networks with Pruned Monte-Carlo Simulations.

Naoto Ohsaka, Takuya Akiba, Yuichi Yoshida, and Ken-ichi Kawarabayashi.

Proceedings of the 28th AAAI Conference on Artificial Intelligence (AAAI), pp. 138–144, 2014.

http://www.aaai.org/ocs/index.php/AAAI/AAAI14/paper/view/8455

3. Efficient PageRank Tracking in Evolving Networks.

Naoto Ohsaka, Takanori Maehara, and Ken-ichi Kawarabayashi.

Proceedings of the 21st ACM SIGKDD International Conference on Knowledge Discovery and Data Mining (KDD), pp. 875–884, 2015.

doi.org/10.1145/2783258.2783297

4. Monotone *k*-Submodular Function Maximization with Size Constraints.

Naoto Ohsaka and Yuichi Yoshida.

Proceedings of the 29th Annual Conference on Neural Information Processing Systems (NIPS), pp. 694–702, 2015.

http://papers.nips.cc/paper/5709-monotone-k-submodular-function-maximization-with-size-constraints

5. Dynamic Influence Analysis in Evolving Networks.

Naoto Ohsaka, Takuya Akiba, Yuichi Yoshida, and Ken-ichi Kawarabayashi.

Proceedings of the VLDB Endowment, (PVLDB), 9(12), pp. 1077-1088, 2016.

http://www.vldb.org/pvldb/vol9/p1077-ohsaka.pdf

6. Maximizing Time-Decaying Influence in Social Networks.

Naoto Ohsaka, Yutaro Yamaguchi, Naonori Kakimura, and Ken-ichi Kawarabayashi.

Proceedings of the 15th European Conference on Machine Learning and Principles and Practice of Knowledge Discovery in Databases (ECML PKDD), pp. 132–147, 2016.

doi.org/10.1007/978-3-319-46128-1 9

7. Portfolio Optimization for Influence Spread.

Naoto Ohsaka and Yuichi Yoshida.

Proceedings of the 26th International Conference on World Wide Web (WWW), pp. 977–985, 2017.

doi.org/10.1145/3038912.3052628

8. Coarsening Massive Influence Networks for Scalable Diffusion Analysis.

Naoto Ohsaka, Tomohiro Sonobe, Sumio Fujita, and Ken-ichi Kawarabayashi.

Proceedings of the 2017 ACM SIGMOD International Conference on Management of Data (**SIGMOD**), pp. 635–650, 2017.

doi.org/10.1145/3035918.3064045

9. Yoichi Iwata, Tomoaki Ogasawara, and <u>Naoto Ohsaka</u>. On the Power of Tree-Depth for Fully Polynomial FPT Algorithms. Proceedings of the 35th International Symposium on Theoretical Aspects of Computer Science (STACS), pp. 41:1–41:14, 2018.

doi.org/10.4230/LIPIcs.STACS.2018.41

10. NoSingles: A Space-Efficient Algorithm for Influence Maximization.

Diana Popova, Naoto Ohsaka, Ken-ichi Kawarabayashi, and Alex Thomo.

Proceedings of the 30th International Conference on Scientific and Statistical Database Management (**SSDBM**), pp.

July 19, 2021

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Curriculum Vitae

18:1-18:12, 2018.

doi.org/10.1145/3221269.3221291

11. Boosting PageRank Scores by Optimizing Internal Link Structure.

Naoto Ohsaka, Tomohiro Sonobe, Naonori Kakimura, Takuro Fukunaga, Sumio Fujita, and Ken-ichi Kawarabayashi.

Proceedings of the 29th International Conference on Database and Expert Systems Applications (**DEXA**), pp. 424–439, 2018.

doi.org/10.1007/978-3-319-98809-2 26

12. A Predictive Optimization Framework for Hierarchical Demand Matching.

Naoto Ohsaka, Tomoya Sakai, and Akihiro Yabe.

Proceedings of the 2020 SIAM International Conference on Data Mining (SDM), pp. 172-180, 2020.

doi.org/10.1137/1.9781611976236.20

13. The Solution Distribution of Influence Maximization: A High-level Experimental Study on Three Algorithmic Approaches.

Naoto Ohsaka.

Proceedings of the 2020 ACM SIGMOD International Conference on Management of Data (**SIGMOD**), pp. 2151–2166, 2020.

doi.org/10.1145/3318464.3380564

14. On the (In)tractability of Computing Normalizing Constants for the Product of Determinantal Point Processes.

Naoto Ohsaka and Tatsuya Matsuoka.

Proceedings of the 37th International Conference on Machine Learning (ICML), pp. 7414-7423, 2020.

http://proceedings.mlr.press/v119/ohsaka20a.html

15. Predictive Optimization with Zero-Shot Domain Adaptation.

Tomoya Sakai and Naoto Ohsaka.

Proceedings of the 2021 SIAM International Conference on Data Mining (SDM), pp. 369–377, 2021.

doi.org/10.1137/1.9781611976700.42

16. Unconstrained MAP Inference, Exponentiated Determinantal Point Processes, and Exponential Inapproximability.

Naoto Ohsaka.

Proceedings of the 24th International Conference on Artificial Intelligence and Statistics (AISTATS), pp. 154–162, 2021.

http://proceedings.mlr.press/v130/ohsaka21a.html

17. Tracking Regret Bounds for Online Submodular Optimization

Tatsuya Matsuoka, Shinji Ito, and Naoto Ohsaka.

Proceedings of the 24th International Conference on Artificial Intelligence and Statistics (AISTATS), pp. 3421–3429, 2021.

http://proceedings.mlr.press/v130/matsuoka21a.html

18. Spanning Tree Constrained Determinantal Point Processes are Hard to (Approximately) Evaluate.

Tatsuya Matsuoka and Naoto Ohsaka.

Operations Research Letters, 49(3), pp. 304–309, 2021.

doi.org/10.1016/j.orl.2021.02.004

19. A Fully Polynomial Parameterized Algorithm for Counting the Number of Reachable Vertices in a Digraph.

Naoto Ohsaka.

Information Processing Letters, 171, pp. 106137, 2021.

doi.org/10.1016/j.ipl.2021.106137

20. Approximation Algorithm for Submodular Maximization under Submodular Cover.

Naoto Ohsaka and Tatsuya Matsuoka.

Proceedings of the 37th Conference on Uncertainty in Artificial Intelligence (UAI), 2021, to appear.

Presentations

November 2011 Oral presentation of Publication 1 in Kaohsiung, Taiwan

July 2014 Oral and poster presentation of Publication 2 in Québec, Canada

August 2015 Oral and poster presentation of Publication 3 in Sydney, Australia

December 2015 Poster presentation of Publication 4 in Montréal, Canada

September 2016 Oral and poster presentation of Publication 5 in New Delhi, India
September 2016 Oral and poster presentation of Publication 6 in Riva del Garda, Italy

April 2017 Oral presentation of Publication 7 in Perth, Australia

May 2017 Oral and poster presentation of Publication 8 in Chicago, USA

September 2018 Oral presentation of Publication 11 in Regensburg, Germany

June 2020 Online video presentation of Publication 13

July 2020 Online video presentation of Publication 14

April 2021 Online video presentation of Publication 16

Awards and Honors

November 2012 3rd Place (with Izuru Matsuura and Masafumi Yabu), ACM International Collegiate Programming

Contest Asia Regional Contest 2012 in Tokyo, Tokyo, Japan

July 2013 14th Place (with Izuru Matsuura and Masafumi Yabu), ACM International Collegiate Programming

Contest World Finals 2013, St. Petersburg, Russia

March 2021 DBSJ Kambayashi Young Researcher Award

Referee

1. Conference referee: AAAI'16 (subreviewer), NeurIPS'19, ICML'20, NeurIPS'20, AAAI'21, AISTATS'21, ICML'21

2. Journal reviewer: IEICE Transactions on Information and Systems (2015, 2018), IEEE Access (2019), PLOS ONE (2020), The VLDB Journal (2021)

Skills

Programming languages (C/C++, Java, Ruby, Python)