

(3) 論文リスト/List of my paper (末續鴻輝/Koki Suetsugu)

・ 査読付き学術誌掲載論文 (Peer-reviewed journal paper)

- [1] Koki Suetsugu: Achievement Games on a One-dimensional Board, *Journal of Information Processing*, 25, pp.678-681, (August 2017).
- [2] Koki Suetsugu: Multiplayer games as extension of misère games, *International Journal of Game Theory*, 48(3), pp. 781-796 (September 2019).
- [3] Tomoaki Abuku, Masanori Fukui, Ko Sakai, Koki Suetsugu: On a Combination of the Cyclic Nimhoff and Subtraction Games, *Tsukuba Journal of Mathematics*, 43(2), pp.241-249, (December 2019).
- [4] Kai Hirokawa, Ryohei Miyadera, Yusuke Sakamoto, Koki Suetsugu: Variant of Wythoff's Game-Corner Two Rooks, *Journal of Information Processing*, 28, pp.970-975, (December 2020).
- [5] Takashi Horiyama, Shin-ichi Nakano, Toshiki Saitoh, Koki Suetsugu, Akira Suzuki, Ryuhei Uehara, Takeaki Uno, Kunihiro Wasa: Max-Min 3-dispersion Problems, *IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences*, Vol. E104.A(9) pp. 1101-1107, (September 2021).
- [6] Tomoaki Abuku, Koki Suetsugu: Delete Nim, *Journal of Mathematics, Tokushima University*, 55, pp.75-81 (2021).
- [7] Kunihiro Wasa, Shin Nishio, Koki Suetsugu, Michael Hanks, Ashley Stephens, Yu Yokoi, Kae Nemoto: Hardness of braided quantum circuit optimization in the surface code IEEE *Transactions on Quantum Engineering*, 4, pp. 1-7, (March 2023).
- [8] Koki Suetsugu, Playing Impartial Games on a Simplicial Complex as an Extension of the Emperor Sum Theory, *Thai Journal of Mathematics*, 21(4), pp. 769-774 (December 2023).
- [9] Koki Suetsugu: Emperor nim and emperor sum: a new sum of impartial games, *International Journal of Game Theory*, 53(4), pp. 1385-1406 (December 2024).
- [10] Tesshu Hanaka, Hironori Kiya, Hirotaka Ono, Koki Suetsugu, Kanae Yoshiwatari: Computational complexity of Turning Tiles. *International Journal of Game Theory* 53(4), pp. 1211-1222 (December 2024).
- [11] Tomoaki Abuku, Hikaru Manabe, Richard J. Nowakowski, Carlos P. Santos, Koki Suetsugu: A complete solution for the partisan chocolate game. *International Journal of Game Theory* 53(4), pp. 1369-1384 (December 2024).
- [12] Koki Suetsugu: Universal partisan rulesets and a universal partisan dicotic ruleset. *International Journal of Game Theory* 53(4), pp. 1385-1406 (December 2024).
- [13] Tomoaki Abuku, Shun-ichi Kimura, Hironori Kiya, Urban Larsson, Indrajit Saha, Koki Suetsugu, Takahiro Yamashita: Enforce and selective operators of combinatorial games.

*Internatinal Journal of Game Theory* 53(4), pp. 1249–1273 (December 2024).

[14] Koki Suetsugu: Improving upper and lower bounds of the number of games born by day 4, in *Games of No Chance 6*, edited by Urban Larsson, Cambridge University Press (May 2025).

・ 査読付き国際会議論文 (Peer-reviewed conference paper)

[15] Takashi Horiyama, Shin-ichi Nakano, Toshiki Saitoh, Koki Suetsugu, Akira Suzuki, Ryuhei Uehara, Takeaki Uno, Kunihiro Wasa: Max-Min 3-Dispersion Problems, In: Du DZ., Duan Z., Tian C. (eds) *Computing and Combinatorics. COCOON 2019. Lecture Notes in Computer Science*, vol 11653. Springer, Cham.

[16] Yasuaki Kobayashi, Koki Suetsugu, Hideki Tsuiki, Ryuhei Uehara: On the complexity of lattice puzzles. In *Proc of ISAAC 2019, LIPICS*, vol. 149, 32:1-32:12, 2019.