

# Randall D Beer

## List of Publications by Year in descending order

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Version: 2024-02-01

35  
papers

3,206  
citations

394390

19  
h-index

395678

33  
g-index

38  
all docs

38  
docs citations

38  
times ranked

1805  
citing authors

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 1  | The brain has a body: adaptive behavior emerges from interactions of nervous system, body and environment. <i>Trends in Neurosciences</i> , 1997, 20, 553-557.   | 8.6 | 764       |
| 2  | A dynamical systems perspective on agent-environment interaction. <i>Artificial Intelligence</i> , 1995, 72, 173-215.  | 5.8 | 612       |
| 3  | Evolving Dynamical Neural Networks for Adaptive Behavior. <i>Adaptive Behavior</i> , 1992, 1, 91-122.  | 1.9 | 411       |
| 4  | On the Dynamics of Small Continuous-Time Recurrent Neural Networks. <i>Adaptive Behavior</i> , 1995, 3, 469-509.   | 1.9 | 280       |
| 5  | Sequential Behavior and Learning in Evolved Dynamical Neural Networks. <i>Adaptive Behavior</i> , 1994, 2, 219-246.  | 1.9 | 99        |
| 6  | Parameter Space Structure of Continuous-Time Recurrent Neural Networks. <i>Neural Computation</i> , 2006, 18, 3009-3051.   | 2.2 | 74        |
| 7  | Information Processing and Dynamics in Minimally Cognitive Agents. <i>Cognitive Science</i> , 2015, 39, 1-38.  | 1.7 | 72        |
| 8  | Autopoiesis and Cognition in the Game of Life. <i>Artificial Life</i> , 2004, 10, 309-326.   | 1.3 | 71        |
| 9  | Connecting a Connectome to Behavior: An Ensemble of Neuroanatomical Models of <i>C. elegans</i> Klinotaxis. <i>PLoS Computational Biology</i> , 2013, 9, e1002890.                                       | 3.2 | 62        |
| 10 | The Cognitive Domain of a Glider in the Game of Life. <i>Artificial Life</i> , 2014, 20, 183-206.  | 1.3 | 46        |
| 11 | Exploring the Space of Viable Configurations in a Model of Metabolismâ€“Boundary Co-construction. <i>Artificial Life</i> , 2016, 22, 153-171.  | 1.3 | 30        |
| 12 | From head to tail: a neuromechanical model of forward locomotion in <i>Caenorhabditis elegans</i> . <i>Philosophical Transactions of the Royal Society B: Biological Sciences</i> , 2018, 373, 20170374. | 4.0 | 30        |
| 13 | Associative Learning on a Continuum in Evolved Dynamical Neural Networks. <i>Adaptive Behavior</i> , 2008, 16, 361-384.  | 1.9 | 28        |
| 14 | The whole worm: brainâ€“bodyâ€“environment models of <i>C. elegans</i> . <i>Current Opinion in Neurobiology</i> , 2016, 40, 23-30.   | 4.2 | 27        |
| 15 | Beyond Control: The Dynamics of Brain-Body-Environment Interaction in Motor Systems. <i>Advances in Experimental Medicine and Biology</i> , 2009, 629, 7-24.   | 1.6 | 26        |
| 16 | The Dynamics of Associative Learning in Evolved Model Circuits. <i>Adaptive Behavior</i> , 2007, 15, 377-396.  | 1.9 | 24        |
| 17 | Characterizing Autopoiesis in the Game of Life. <i>Artificial Life</i> , 2015, 21, 1-19.   | 1.3 | 24        |
| 18 | Analysis of a distributed model of leg coordination. <i>Biological Cybernetics</i> , 2000, 82, 197-206.  | 1.3 | 21        |

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|----|--|-----|-----------|
| 19 | Potential role of a ventral nerve cord central pattern generator in forward and backward locomotion in <i>Caenorhabditis elegans</i> . <i>Network Neuroscience</i> , 2018, 2, 323-343.   | 2.6 | 20        |
| 20 | Information Flow through a Model of the <i>C. elegans</i> Klinotaxis Circuit. <i>PLoS ONE</i> , 2015, 10, e0140397.  | 2.5 | 19        |
| 21 | An Investigation into the Origin of Autopoiesis. <i>Artificial Life</i> , 2020, 26, 5-22.  | 1.3 | 16        |
| 22 | The evolution and analysis of action switching in embodied agents. <i>Adaptive Behavior</i> , 2014, 22, 3-20.  | 1.9 | 14        |
| 23 | The Structure of Ontogenies in a Model Protocell. <i>Artificial Life</i> , 2016, 22, 499-517.  | 1.3 | 7         |
| 24 | A Neuromechanical Model of Multiple Network Rhythmic Pattern Generators for Forward Locomotion in <i>C. elegans</i> . <i>Frontiers in Computational Neuroscience</i> , 2021, 15, 572339. | 2.1 | 7         |
| 25 | Environmental Feedback Drives Multiple Behaviors from the Same Neural Circuit. , 0, , .  |     | 6         |
| 26 | Bittorio revisited: structural coupling in the Game of Life. <i>Adaptive Behavior</i> , 2020, 28, 197-212.   | 1.9 | 5         |
| 27 | Evolutionary robotics techniques used to model information and control of visually guided braking. <i>Adaptive Behavior</i> , 2015, 23, 125-142.   | 1.9 | 4         |
| 28 | On the Origin of Gliders. , 2018, , .  |     | 4         |
| 29 | Some historical context for minimal cognition. <i>Adaptive Behavior</i> , 2021, 29, 89-92.   | 1.9 | 4         |
| 30 | Computing aggregate properties of preimages for 2D cellular automata. <i>Chaos</i> , 2017, 27, 111104.   | 2.5 | 3         |
| 31 | Lost in words. <i>Adaptive Behavior</i> , 2020, 28, 19-21.   | 1.9 | 3         |
| 32 | Control of visually guided braking using constant- $\tau$ and proportional rate. <i>Experimental Brain Research</i> , 2021, 239, 217-235.  | 1.5 | 3         |
| 33 | Codimension-2 parameter space structure of continuous-time recurrent neural networks. <i>Biological Cybernetics</i> , 2022, 116, 501-515.  | 1.3 | 2         |
| 34 | Structural coupling of a Potts model cell. , 2017, , .   |     | 1         |
| 35 | Computer Evolution of Chemotaxis in Model Nematodes. <i>Brain, Behavior and Evolution</i> , 2011, 77, 1-2.   | 1.7 | 0         |