

Randall D Beer

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

34
papers

2,489
citations

17
h-index

38
g-index

38
ext. papers

2,901
ext. citations

2.6
avg, IF

5.57
L-index

#	Paper	IF	Citations
34	Some historical context for minimal cognition. <i>Adaptive Behavior</i> , 2021 , 29, 89-92	1.1	1
33	Control of visually guided braking using constant-[Formula: see text] and proportional rate. <i>Experimental Brain Research</i> , 2021 , 239, 217-235	2.3	1
32	A Neuromechanical Model of Multiple Network Rhythmic Pattern Generators for Forward Locomotion in. <i>Frontiers in Computational Neuroscience</i> , 2021 , 15, 572339	3.5	1
31	An Investigation into the Origin of Autopoiesis. <i>Artificial Life</i> , 2020 , 26, 5-22	1.4	6
30	Lost in words. <i>Adaptive Behavior</i> , 2020 , 28, 19-21	1.1	2
29	Bittorio revisited: structural coupling in the Game of Life. <i>Adaptive Behavior</i> , 2020 , 28, 197-212	1.1	1
28	On the Origin of Gliders 2018 ,		3
27	Potential role of a ventral nerve cord central pattern generator in forward and backward locomotion in. <i>Network Neuroscience</i> , 2018 , 2, 323-343	5.6	14
26	From head to tail: a neuromechanical model of forward locomotion in \square <i>Philosophical Transactions of the Royal Society B: Biological Sciences</i> , 2018 , 373,	5.8	13
25	Computing aggregate properties of preimages for 2D cellular automata. <i>Chaos</i> , 2017 , 27, 111104	3.3	2
24	The Structure of Ontogenies in a Model Protocell. <i>Artificial Life</i> , 2016 , 22, 499-517	1.4	4
23	The whole worm: brain-body-environment models of C. elegans. <i>Current Opinion in Neurobiology</i> , 2016 , 40, 23-30	7.6	21
22	Exploring the Space of Viable Configurations in a Model of Metabolism-Boundary Co-construction. <i>Artificial Life</i> , 2016 , 22, 153-71	1.4	23
21	Evolutionary robotics techniques used to model information and control of visually guided braking. <i>Adaptive Behavior</i> , 2015 , 23, 125-142	1.1	2
20	Characterizing autopoiesis in the game of life. <i>Artificial Life</i> , 2015 , 21, 1-19	1.4	14
19	Information processing and dynamics in minimally cognitive agents. <i>Cognitive Science</i> , 2015 , 39, 1-38	2.2	57
18	Information Flow through a Model of the C. elegans Klinotaxis Circuit. <i>PLoS ONE</i> , 2015 , 10, e0140397	3.7	14

17	The cognitive domain of a glider in the game of life. <i>Artificial Life</i> , 2014 , 20, 183-206	1.4	32
16	The evolution and analysis of action switching in embodied agents. <i>Adaptive Behavior</i> , 2014 , 22, 3-20	1.1	10
15	Connecting a connectome to behavior: an ensemble of neuroanatomical models of <i>C. elegans</i> klinotaxis. <i>PLoS Computational Biology</i> , 2013 , 9, e1002890	5	54
14	Computer evolution of chemotaxis in model nematodes. <i>Brain, Behavior and Evolution</i> , 2011 , 77, 1-2	1.5	
13	Beyond control: the dynamics of brain-body-environment interaction in motor systems. <i>Advances in Experimental Medicine and Biology</i> , 2009 , 629, 7-24	3.6	22
12	Associative Learning on a Continuum in Evolved Dynamical Neural Networks. <i>Adaptive Behavior</i> , 2008 , 16, 361-384	1.1	19
11	The Dynamics of Associative Learning in Evolved Model Circuits. <i>Adaptive Behavior</i> , 2007 , 15, 377-396	1.1	22
10	Parameter space structure of continuous-time recurrent neural networks. <i>Neural Computation</i> , 2006 , 18, 3009-51	2.9	65
9	Autopoiesis and cognition in the game of life. <i>Artificial Life</i> , 2004 , 10, 309-26	1.4	55
8	Analysis of a distributed model of leg coordination. I. Individual coordination mechanisms. <i>Biological Cybernetics</i> , 2000 , 82, 197-206	2.8	17
7	The brain has a body: adaptive behavior emerges from interactions of nervous system, body and environment. <i>Trends in Neurosciences</i> , 1997 , 20, 553-7	13.3	619
6	On the Dynamics of Small Continuous-Time Recurrent Neural Networks. <i>Adaptive Behavior</i> , 1995 , 3, 469-509		213
5	A dynamical systems perspective on agent-environment interaction. <i>Artificial Intelligence</i> , 1995 , 72, 173-215	3.65	466
4	Sequential Behavior and Learning in Evolved Dynamical Neural Networks. <i>Adaptive Behavior</i> , 1994 , 2, 219-246	1.1	77
3	Evolving Dynamical Neural Networks for Adaptive Behavior. <i>Adaptive Behavior</i> , 1992 , 1, 91-122	1.1	325
2	Environmental Feedback Drives Multiple Behaviors from the Same Neural Circuit		5
1	A neuromechanical model of multiple network rhythmic pattern generators for forward locomotion in <i>C. elegans</i>		2