

List of Publications by Citations

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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.

31 papers	1,174 citations	14 h-index	34 g-index
34 ext. papers	1,571 ext. citations	7 avg, IF	5.14 L-index

#	Paper	IF	Citations
31	Abandoning objectives: evolution through the search for novelty alone. <i>Evolutionary Computation</i> , <b>2011</b> , 19, 189-223	4.3	400
30	Designing neural networks through neuroevolution. <i>Nature Machine Intelligence</i> , <b>2019</b> , 1, 24-35	22.5	227
29	Evolving a diversity of virtual creatures through novelty search and local competition <b>2011</b> ,		140
28	A Neuroevolution Approach to General Atari Game Playing. <i>IEEE Transactions on Games</i> , <b>2014</b> , 6, 355-366		64
27	Evolvability is inevitable: increasing evolvability without the pressure to adapt. <i>PLoS ONE</i> , <b>2013</b> , 8, e62186	9.7	33
26	The Surprising Creativity of Digital Evolution: A Collection of Anecdotes from the Evolutionary Computation and Artificial Life Research Communities. <i>Artificial Life</i> , <b>2020</b> , 26, 274-306	1.4	31
25	Why Greatness Cannot Be Planned <b>2015</b> ,		29
24	Novelty Search and the Problem with Objectives. <i>Genetic and Evolutionary Computation</i> , <b>2011</b> , 37-56	0.8	27
23	The Surprising Creativity of Digital Evolution <b>2018</b> ,		24
22	First return, then explore. <i>Nature</i> , <b>2021</b> , 590, 580-586	50.4	23
21	<b>2011</b> ,		21
20	Safe mutations for deep and recurrent neural networks through output gradients <b>2018</b> ,		19
19	Learning Behavior Characterizations for Novelty Search <b>2016</b> ,		16
18	Encouraging reactivity to create robust machines. <i>Adaptive Behavior</i> , <b>2013</b> , 21, 484-500	1.1	15
17	ES is more than just a traditional finite-difference approximator <b>2018</b> ,		14
16	Overcoming deception in evolution of cognitive behaviors <b>2014</b> ,		13
15	Extinction events can accelerate evolution. <i>PLoS ONE</i> , <b>2015</b> , 10, e0132886	3.7	11

14	POET <b>2019</b> ,			10
13	Grasping novel objects with a dexterous robotic hand through neuroevolution <b>2014</b> ,			10
12	Enhancing Divergent Search through Extinction Events <b>2015</b> ,			7
11	Evolvability Search <b>2016</b> ,			7
10	Multirobot Behavior Synchronization through Direct Neural Network Communication. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 603-614	0.9		7
9	Task switching in multirobot learning through indirect encoding <b>2011</b> ,			5
8	On the Critical Role of Divergent Selection in Evolvability. <i>Frontiers in Robotics and AI</i> , <b>2016</b> , 3,	2.8		5
7	Investigating Biological Assumptions through Radical Reimplementation. <i>Artificial Life</i> , <b>2015</b> , 21, 21-46	1.4		4
6	Rewarding Reactivity to Evolve Robust Controllers without Multiple Trials or Noise			4
5	Tradeoffs in Neuroevolutionary Learning-Based Real-Time Robotic Task Design in the Imprecise Computation Framework. <i>ACM Transactions on Cyber-Physical Systems</i> , <b>2019</b> , 3, 1-29	2.3		3
4	Evolvability ES <b>2019</b> ,			2
3	Tradeoffs in Real-Time Robotic Task Design with Neuroevolution Learning for Imprecise Computation <b>2015</b> ,			2
2	Boosting Interactive Evolution Using Human Computation Markets. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 1-18	0.9		1
1	The Interesting and the Novel <b>2015</b> , 39-54			