

Joel Lehman

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.

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	First return, then explore. <i>Nature</i> , 2021 , 590, 580-586	50.4	23
30	The Surprising Creativity of Digital Evolution: A Collection of Anecdotes from the Evolutionary Computation and Artificial Life Research Communities. <i>Artificial Life</i> , 2020 , 26, 274-306	1.4	31
29	Evolvability ES 2019 ,		2
28	Tradeoffs in Neuroevolutionary Learning-Based Real-Time Robotic Task Design in the Imprecise Computation Framework. <i>ACM Transactions on Cyber-Physical Systems</i> , 2019 , 3, 1-29	2.3	3
27	POET 2019 ,		10
26	Designing neural networks through neuroevolution. <i>Nature Machine Intelligence</i> , 2019 , 1, 24-35	22.5	227
25	Safe mutations for deep and recurrent neural networks through output gradients 2018 ,		19
24	ES is more than just a traditional finite-difference approximator 2018 ,		14
23	The Surprising Creativity of Digital Evolution 2018 ,		24
22	Learning Behavior Characterizations for Novelty Search 2016 ,		16
21	Evolvability Search 2016 ,		7
20	On the Critical Role of Divergent Selection in Evolvability. <i>Frontiers in Robotics and AI</i> , 2016 , 3,	2.8	5
19	Enhancing Divergent Search through Extinction Events 2015 ,		7
18	Investigating Biological Assumptions through Radical Reimplementation. <i>Artificial Life</i> , 2015 , 21, 21-46	1.4	4
17	Why Greatness Cannot Be Planned 2015 ,		29
16	Tradeoffs in Real-Time Robotic Task Design with Neuroevolution Learning for Imprecise Computation 2015 ,		2
15	The Interesting and the Novel 2015 , 39-54		

14	Extinction events can accelerate evolution. <i>PLoS ONE</i> , 2015 , 10, e0132886	3.7	11
13	A Neuroevolution Approach to General Atari Game Playing. <i>IEEE Transactions on Games</i> , 2014 , 6, 355-366		64
12	Overcoming deception in evolution of cognitive behaviors 2014 ,		13
11	Grasping novel objects with a dexterous robotic hand through neuroevolution 2014 ,		10
10	Encouraging reactivity to create robust machines. <i>Adaptive Behavior</i> , 2013 , 21, 484-500	1.1	15
9	Evolvability is inevitable: increasing evolvability without the pressure to adapt. <i>PLoS ONE</i> , 2013 , 8, e62186	3.7	33
8	Boosting Interactive Evolution Using Human Computation Markets. <i>Lecture Notes in Computer Science</i> , 2013 , 1-18	0.9	1
7	Multirobot Behavior Synchronization through Direct Neural Network Communication. <i>Lecture Notes in Computer Science</i> , 2012 , 603-614	0.9	7
6	Abandoning objectives: evolution through the search for novelty alone. <i>Evolutionary Computation</i> , 2011 , 19, 189-223	4.3	400
5	Task switching in multirobot learning through indirect encoding 2011 ,		5
4	2011 ,		21
3	Evolving a diversity of virtual creatures through novelty search and local competition 2011 ,		140
2	Novelty Search and the Problem with Objectives. <i>Genetic and Evolutionary Computation</i> , 2011 , 37-56	0.8	27
1	Rewarding Reactivity to Evolve Robust Controllers without Multiple Trials or Noise		4