

Oliver Obst

List of Publications by Year in descending order

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35
papers

766
citations

759055

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580701

25
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42
all docs

42
docs citations

42
times ranked

738
citing authors

#	ARTICLE	IF	CITATIONS
1	RoboCupSimData: Software and Data for Machine Learning from RoboCup Simulation League. Lecture Notes in Computer Science, 2019, , 230-237.	1.0	2
2	Analysing Soccer Games with Clustering and Conceptors. Lecture Notes in Computer Science, 2018, , 120-131.	1.0	6
3	Quantifying Long-Range Interactions and Coherent Structure in Multi-Agent Dynamics. Artificial Life, 2017, 23, 34-57.	1.0	21
4	Image Classification to Support Emergency Situation Awareness. Frontiers in Robotics and AI, 2016, 3, .	2.0	30
5	Fisher transfer entropy: quantifying the gain in transient sensitivity. Proceedings of the Royal Society A: Mathematical, Physical and Engineering Sciences, 2015, 471, 20150610.	1.0	9
6	RoboCup Simulation Leagues: Enabling Replicable and Robust Investigation of Complex Robotic Systems. IEEE Robotics and Automation Magazine, 2015, 22, 140-146.	2.2	10
7	Simulation Leagues: Analysis of Competition Formats. Lecture Notes in Computer Science, 2015, , 183-194.	1.0	4
8	Kick Extraction for Reducing Uncertainty in RoboCup Logs. Lecture Notes in Computer Science, 2015, , 622-633.	1.0	4
9	Complex cells decrease errors for the MÃ¼ller-Lyer illusion in a model of the visual ventral stream. Frontiers in Computational Neuroscience, 2014, 8, 112.	1.2	4
10	Guided Self-Organization of Input-Driven Recurrent Neural Networks. Emergence, Complexity and Computation, 2014, , 319-340.	0.2	5
11	Distributed Fault Detection in Sensor Networks using a Recurrent Neural Network. Neural Processing Letters, 2014, 40, 261-273.	2.0	21
12	Towards Quantifying Interaction Networks in a Football Match. Lecture Notes in Computer Science, 2014, , 1-12.	1.0	11
13	Nano-scale reservoir computing. Nano Communication Networks, 2013, 4, 189-196.	1.6	13
14	Nano-scale reservoir computing. , 2013, , .		1
15	The MÃ¼ller-Lyer Illusion in a Computational Model of Biological Object Recognition. PLoS ONE, 2013, 8, e56126.	1.1	6
16	Taming the reservoir: Feedforward training for recurrent neural networks. , 2012, , .		2
17	Information processing in echo state networks at the edge of chaos. Theory in Biosciences, 2012, 131, 205-213.	0.6	205
18	Relating Fisher information to order parameters. Physical Review E, 2011, 84, 041116.	0.8	89

#	ARTICLE	IF	CITATIONS
19	Wireless Sensor Network Anomalies: Diagnosis and Detection Strategies. Intelligent Systems Reference Library, 2011, , 309-325.	1.0	55
20	Origins of Scaling in Genetic Code. Lecture Notes in Computer Science, 2011, , 85-93.	1.0	5
21	Phase transitions in least-effort communications. Journal of Statistical Mechanics: Theory and Experiment, 2010, 2010, P11025.	0.9	22
22	Improving Recurrent Neural Network Performance Using Transfer Entropy. Lecture Notes in Computer Science, 2010, , 193-200.	1.0	12
23	Initialization and self-organized optimization of recurrent neural network connectivity. HFSP Journal, 2009, 3, 340-349.	2.5	34
24	Using Echo State Networks for Anomaly Detection in Underground Coal Mines. , 2008, , .		15
25	Spatiotemporal Anomaly Detection in Gas Monitoring Sensor Networks. , 2008, , 90-105.		42
26	3D2Real: Simulation League Finals in Real Robots. Lecture Notes in Computer Science, 2007, , 25-34.	1.0	8
27	Using a Planner for Coordination of Multiagent Team Behavior. Lecture Notes in Computer Science, 2006, , 90-100.	1.0	6
28	Flexible Coordination of Multiagent Team Behavior Using HTN Planning. Lecture Notes in Computer Science, 2006, , 521-528.	1.0	9
29	Simulation League: The Next Generation. Lecture Notes in Computer Science, 2004, , 458-469.	1.0	9
30	Spark – A Generic Simulator for Physical Multi-agent Simulations. Lecture Notes in Computer Science, 2004, , 243-257.	1.0	22
31	RoboLog Koblenz 2001. Lecture Notes in Computer Science, 2002, , 526-530.	1.0	7
32	Qualitative Velocity and Ball Interception. Lecture Notes in Computer Science, 2002, , 283-298.	1.0	11
33	RoboLog Koblenz 2000. Lecture Notes in Computer Science, 2001, , 469-472.	1.0	2
34	Towards a Logical Approach for Soccer Agents Engineering. Lecture Notes in Computer Science, 2001, , 199-208.	1.0	11
35	Real-Time Inverse Dynamics Learning for Musculoskeletal Robots based on Echo State Gaussian Process Regression. , 0, , .		13