

# Romain Brette

## List of Publications by Year in Descending Order

**Source:** <https://exaly.com/author-pdf/7233581/romain-brette-publications-by-year.pdf>

**Version:** 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

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

88  
papers

4,337  
citations

34  
h-index

65  
g-index

105  
ext. papers

5,625  
ext. citations

4.1  
avg, IF

6.26  
L-index

#	Paper	IF	Citations
88	Does the present moment depend on the moments not lived?. <i>Behavioral and Brain Sciences</i> , <b>2022</b> , 45, e43	0.9	1
87	Brian Spiking Neural Network Simulator <b>2022</b> , 580-582		
86	Integrative Neuroscience of a "Swimming Neuron". <i>ENeuro</i> , <b>2021</b> , 8,	3.9	4
85	Electrical match between initial segment and somatodendritic compartment for action potential backpropagation in retinal ganglion cells. <i>Journal of Neurophysiology</i> , <b>2021</b> , 126, 28-46	3.2	0
84	A simple device to immobilize protists for electrophysiology and microinjection. <i>Journal of Experimental Biology</i> , <b>2020</b> , 223,	3	2
83	Axonal Na channels detect and transmit levels of input synchrony in local brain circuits. <i>Science Advances</i> , <b>2020</b> , 6, eaay4313	14.3	5
82	Theoretical relation between axon initial segment geometry and excitability. <i>ELife</i> , <b>2020</b> , 9,	8.9	16
81	Postural adjustments in anticipation of predictable perturbations allow elderly fallers to achieve a balance recovery performance equivalent to elderly non-fallers. <i>Gait and Posture</i> , <b>2019</b> , 71, 131-137	2.6	7
80	Modeling Neuron-Glia Interactions with the Brian 2 Simulator. <i>Springer Series in Computational Neuroscience</i> , <b>2019</b> , 471-505	1.1	5
79	Brian 2, an intuitive and efficient neural simulator. <i>ELife</i> , <b>2019</b> , 8,	8.9	132
78	Author response: Brian 2, an intuitive and efficient neural simulator <b>2019</b> ,		2
77	Neural coding: The bureaucratic model of the brain. <i>Behavioral and Brain Sciences</i> , <b>2019</b> , 42, e243	0.9	12
76	Anticipatory coadaptation of ankle stiffness and sensorimotor gain for standing balance. <i>PLoS Computational Biology</i> , <b>2019</b> , 15, e1007463	5	12
75	Is coding a relevant metaphor for the brain?. <i>Behavioral and Brain Sciences</i> , <b>2018</b> , 42, e215	0.9	40
74	The electrical significance of axon location diversity. <i>Current Opinion in Neurobiology</i> , <b>2018</b> , 51, 52-59	7.6	27
73	Contribution of the Axon Initial Segment to Action Potentials Recorded Extracellularly. <i>ENeuro</i> , <b>2018</b> , 5,	3.9	4
72	The world is complex, not just noisy. <i>Behavioral and Brain Sciences</i> , <b>2018</b> , 41, e227	0.9	

71	Code Generation in Computational Neuroscience: A Review of Tools and Techniques. <i>Frontiers in Neuroinformatics</i> , <b>2018</b> , 12, 68	3.9	15
70	On the relation between pitch and level. <i>Hearing Research</i> , <b>2017</b> , 348, 63-69	3.9	4
69	26th Annual Computational Neuroscience Meeting (CNS*2017): Part 1. <i>BMC Neuroscience</i> , <b>2017</b> , 18,	3.2	78
68	Mobility as the Purpose of Postural Control. <i>Frontiers in Computational Neuroscience</i> , <b>2017</b> , 11, 67	3.5	17
67	The basis of sharp spike onset in standard biophysical models. <i>PLoS ONE</i> , <b>2017</b> , 12, e0175362	3.7	10
66	Slow feature analysis with spiking neurons and its application to audio stimuli. <i>Journal of Computational Neuroscience</i> , <b>2016</b> , 40, 317-29	1.4	1
65	Covariation of axon initial segment location and dendritic tree normalizes the somatic action potential. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , <b>2016</b> , 113, 14841-14846	11.5	58
64	On the variation of interaural time differences with frequency. <i>Journal of the Acoustical Society of America</i> , <b>2016</b> , 139, 1810	2.2	17
63	What is the most realistic single-compartment model of spike initiation?. <i>PLoS Computational Biology</i> , <b>2015</b> , 11, e1004114	5	38
62	Fast Learning with Weak Synaptic Plasticity. <i>Journal of Neuroscience</i> , <b>2015</b> , 35, 13351-62	6.6	14
61	Origin of the kink of somatic action potentials. <i>BMC Neuroscience</i> , <b>2015</b> , 16,	3.2	78
60	Multi-compartmental modeling in Brian 2. <i>BMC Neuroscience</i> , <b>2015</b> , 16,	3.2	78
59	Philosophy of the Spike: Rate-Based vs. Spike-Based Theories of the Brain. <i>Frontiers in Systems Neuroscience</i> , <b>2015</b> , 9, 151	3.5	106
58	Neural tuning matches frequency-dependent time differences between the ears. <i>ELife</i> , <b>2015</b> , 4,	8.9	12
57	Brian 2: neural simulations on a variety of computational hardware. <i>BMC Neuroscience</i> , <b>2014</b> , 15, P199	3.2	12
56	A Structural Theory of Pitch(1,2,3). <i>ENeuro</i> , <b>2014</b> , 1,	3.9	10
55	Equation-oriented specification of neural models for simulations. <i>Frontiers in Neuroinformatics</i> , <b>2014</b> , 8, 6	3.9	96
54	Estimation of the low-frequency components of the head-related transfer functions of animals from photographs. <i>Journal of the Acoustical Society of America</i> , <b>2014</b> , 135, 2534-44	2.2	6

53	Spike-threshold adaptation predicted by membrane potential dynamics in vivo. <i>PLoS Computational Biology</i> , <b>2014</b> , 10, e1003560	5	56
52	An ecological approach to neural computation. <i>BMC Neuroscience</i> , <b>2013</b> , 14,	3.2	78
51	Brian 2 - the second coming: spiking neural network simulation in Python with code generation. <i>BMC Neuroscience</i> , <b>2013</b> , 14,	3.2	11
50	A unifying theory of ITD-based sound azimuth localization at the behavioral and neural levels. <i>BMC Neuroscience</i> , <b>2013</b> , 14,	3.2	1
49	Sharpness of spike initiation in neurons explained by compartmentalization. <i>PLoS Computational Biology</i> , <b>2013</b> , 9, e1003338	5	39
48	Predicting spike timing in highly synchronous auditory neurons at different sound levels. <i>Journal of Neurophysiology</i> , <b>2013</b> , 110, 1672-88	3.2	13
47	Brian simulator. <i>Scholarpedia Journal</i> , <b>2013</b> , 8, 10883	1.5	9
46	Decoding neural responses to temporal cues for sound localization. <i>ELife</i> , <b>2013</b> , 2, e01312	8.9	34
45	On the design of script languages for neural simulation. <i>Network: Computation in Neural Systems</i> , <b>2012</b> , 23, 150-6	0.7	6
44	The impact of early reflections on binaural cues. <i>Journal of the Acoustical Society of America</i> , <b>2012</b> , 132, 9-27	2.2	14
43	Simulating spiking neural networks on GPU. <i>Network: Computation in Neural Systems</i> , <b>2012</b> , 23, 167-82	0.7	36
42	Computing with neural synchrony. <i>PLoS Computational Biology</i> , <b>2012</b> , 8, e1002561	5	77
41	A calibration-free electrode compensation method. <i>Journal of Neurophysiology</i> , <b>2012</b> , 108, 2629-39	3.2	4
40	Spiking models for level-invariant encoding. <i>Frontiers in Computational Neuroscience</i> , <b>2011</b> , 5, 63	3.5	1
39	Brian hears: online auditory processing using vectorization over channels. <i>Frontiers in Neuroinformatics</i> , <b>2011</b> , 5, 9	3.9	16
38	Spike-timing dependent plasticity and feed-forward input oscillations produce precise and invariant spike phase-locking. <i>Frontiers in Computational Neuroscience</i> , <b>2011</b> , 5, 45	3.5	12
37	Fitting neuron models to spike trains. <i>Frontiers in Neuroscience</i> , <b>2011</b> , 5, 9	5.1	51
36	A functional spiking model of the ITD processing pathway of the barn owl. <i>BMC Neuroscience</i> , <b>2011</b> , 12,	3.2	78

35	Encoding the pitch of sounds using synchrony receptive fields. <i>BMC Neuroscience</i> , <b>2011</b> , 12,	3.2	78
34	Vectorized algorithms for spiking neural network simulation. <i>Neural Computation</i> , <b>2011</b> , 23, 1503-35	2.9	32
33	Effect of instantaneous frequency glides on interaural time difference processing by auditory coincidence detectors. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , <b>2011</b> , 108, 18138-43	11.5	15
32	Neural development of binaural tuning through Hebbian learning predicts frequency-dependent best delays. <i>Journal of Neuroscience</i> , <b>2011</b> , 31, 11692-6	6.6	11
31	Sensitivity of noisy neurons to coincident inputs. <i>Journal of Neuroscience</i> , <b>2011</b> , 31, 17193-206	6.6	37
30	Impact of fast sodium channel inactivation on spike threshold dynamics and synaptic integration. <i>PLoS Computational Biology</i> , <b>2011</b> , 7, e1001129	5	64
29	Late emergence of the vibrissa direction selectivity map in the rat barrel cortex. <i>Journal of Neuroscience</i> , <b>2011</b> , 31, 10689-700	6.6	48
28	Automatic fitting of spiking neuron models to electrophysiological recordings. <i>Frontiers in Neuroinformatics</i> , <b>2010</b> , 4, 2	3.9	43
27	A threshold equation for action potential initiation. <i>PLoS Computational Biology</i> , <b>2010</b> , 6, e1000850	5	126
26	Spike-timing-based computation in sound localization. <i>PLoS Computational Biology</i> , <b>2010</b> , 6, e1000993	5	12
25	On the interpretation of sensitivity analyses of neural responses. <i>Journal of the Acoustical Society of America</i> , <b>2010</b> , 128, 2965-72	2.2	10
24	The brian simulator. <i>Frontiers in Neuroscience</i> , <b>2009</b> , 3, 192-7	5.1	294
23	Generation of Correlated Spike Trains. <i>Neural Computation</i> , <b>2009</b> , 21, 188-215	2.9	42
22	Spiking Dynamics of Bidimensional Integrate-and-Fire Neurons. <i>SIAM Journal on Applied Dynamical Systems</i> , <b>2009</b> , 8, 1462-1506	2.8	41
21	Generation of correlated spike trains. <i>Neural Computation</i> , <b>2009</b> , 21, 188-215	2.9	25
20	Dynamic Clamp with High-Resistance Electrodes Using Active Electrode Compensation In Vitro and In Vivo <b>2009</b> , 347-382		0
19	Brian: a simulator for spiking neural networks in Python. <i>BMC Neuroscience</i> , <b>2008</b> , 9,	3.2	16
18	High-resolution intracellular recordings using a real-time computational model of the electrode. <i>Neuron</i> , <b>2008</b> , 59, 379-91	13.9	51

17	Dynamic I-V curves are reliable predictors of naturalistic pyramidal-neuron voltage traces. <i>Journal of Neurophysiology</i> , <b>2008</b> , 99, 656-66	3.2	151
16	Brian: a simulator for spiking neural networks in python. <i>Frontiers in Neuroinformatics</i> , <b>2008</b> , 2, 5	3.9	300
15	The Cauchy problem for one-dimensional spiking neuron models. <i>Cognitive Neurodynamics</i> , <b>2008</b> , 2, 21-74.2		6
14	Dynamics and bifurcations of the adaptive exponential integrate-and-fire model. <i>Biological Cybernetics</i> , <b>2008</b> , 99, 319-34	2.8	97
13	Characterizing synaptic conductance fluctuations in cortical neurons and their influence on spike generation. <i>Journal of Neuroscience Methods</i> , <b>2008</b> , 169, 302-22	3	36
12	The Cauchy Problem for Spiking Neuron Models <b>2008</b> , 9-12		
11	A non-parametric electrode model for intracellular recording. <i>Neurocomputing</i> , <b>2007</b> , 70, 1597-1601	5.4	15
10	Simulation of networks of spiking neurons: a review of tools and strategies. <i>Journal of Computational Neuroscience</i> , <b>2007</b> , 23, 349-98	1.4	486
9	Exact simulation of integrate-and-fire models with exponential currents. <i>Neural Computation</i> , <b>2007</b> , 19, 2604-9	2.9	32
8	Exact simulation of integrate-and-fire models with synaptic conductances. <i>Neural Computation</i> , <b>2006</b> , 18, 2004-27	2.9	55
7	Adaptive exponential integrate-and-fire model as an effective description of neuronal activity. <i>Journal of Neurophysiology</i> , <b>2005</b> , 94, 3637-42	3.2	664
6	Dynamics of one-dimensional spiking neuron models. <i>Journal of Mathematical Biology</i> , <b>2004</b> , 48, 38-56	2	22
5	Reliability of spike timing is a general property of spiking model neurons. <i>Neural Computation</i> , <b>2003</b> , 15, 279-308	2.9	53
4	Rotation Numbers of Discontinuous Orientation-Preserving Circle Maps. <i>Set-Valued and Variational Analysis</i> , <b>2003</b> , 11, 359-371		7
3	Intracellular recording44-91		7
2	Modeling neuron-glia interactions with the Brian 2 simulator		1
1	Brian 2: an intuitive and efficient neural simulator		3