

# Dan F M Goodman

## List of Publications by Year in descending order

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39  
papers

3,213  
citations

411340  
20  
h-index

371746  
37  
g-index

49  
all docs

49  
docs citations

49  
times ranked

4022  
citing authors

#	ARTICLE	IF	CITATIONS
1	Assessing HRTF preprocessing methods for Ambisonics rendering through perceptual models. Acta Acustica, 2022, 6, 4.	0.4	8
2	Brian Spiking Neural Network Simulator. , 2022, , 580-582.		0
3	Further Towards Unambiguous Edge Bundling: Investigating Power-Confluent Drawings for Network Visualization. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2244-2249.	2.9	2
4	Visualizing a joint future of neuroscience and neuromorphic engineering. Neuron, 2021, 109, 571-575.	3.8	31
5	Rate and Temporal Coding of Regular and Irregular Pulse Trains in Auditory Midbrain of Normal-Hearing and Cochlear-Implanted Rabbits. JARO - Journal of the Association for Research in Otolaryngology, 2021, 22, 319-347.	0.9	2
6	Towards Democratizing and Automating Online Conferences: Lessons from the Neuromatch Conferences. Trends in Cognitive Sciences, 2021, 25, 265-268.	4.0	13
7	Neural heterogeneity promotes robust learning. Nature Communications, 2021, 12, 5791.	5.8	90
8	Brian2GeNN: accelerating spiking neural network simulations with graphics hardware. Scientific Reports, 2020, 10, 410.	1.6	33
9	Improving on legacy conferences by moving online. ELife, 2020, 9, .	2.8	68
10	Graph Drawing by Stochastic Gradient Descent. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2738-2748.	2.9	37
11	Modeling Neuron-Glia Interactions with the Brian2 Simulator. Springer Series in Computational Neuroscience, 2019, , 471-505.	0.3	13
12	Short-term effects of sound localization training in virtual reality. Scientific Reports, 2019, 9, 18284.	1.6	27
13	Brian 2, an intuitive and efficient neural simulator. ELife, 2019, 8, .	2.8	418
14	Modelling firing regularity in the ventral cochlear nucleus: Mechanisms, and effects of stimulus level and synaptopathy. Hearing Research, 2018, 358, 98-110.	0.9	4
15	A framework for testing and comparing binaural models. Hearing Research, 2018, 360, 92-106.	0.9	18
16	Code Generation in Computational Neuroscience: A Review of Tools and Techniques. Frontiers in Neuroinformatics, 2018, 12, 68.	1.3	32
17	Spike sorting for large, dense electrode arrays. Nature Neuroscience, 2016, 19, 634-641.	7.1	671
18	Multi-compartmental modeling in Brian 2. BMC Neuroscience, 2015, 16, .	0.8	0

#	ARTICLE	IF	CITATIONS
19	Equation-oriented specification of neural models for simulations. <i>Frontiers in Neuroinformatics</i> , 2014, 8, 6.	1.3	133
20	High-Dimensional Cluster Analysis with the Masked EM Algorithm. <i>Neural Computation</i> , 2014, 26, 2379-2394.	1.3	271
21	SpineML and Brian 2.0 interfaces for using GPU enhanced Neuronal Networks (GeNN). <i>BMC Neuroscience</i> , 2014, 15, .	0.8	7
22	Brian 2: neural simulations on a variety of computational hardware. <i>BMC Neuroscience</i> , 2014, 15, P199.	0.8	16
23	Brian 2 - the second coming: spiking neural network simulation in Python with code generation. <i>BMC Neuroscience</i> , 2013, 14, .	0.8	20
24	Playdoh: A lightweight Python library for distributed computing and optimisation. <i>Journal of Computational Science</i> , 2013, 4, 352-359.	1.5	11
25	Brian simulator. <i>Scholarpedia Journal</i> , 2013, 8, 10883.	0.3	13
26	Decoding neural responses to temporal cues for sound localization. <i>ELife</i> , 2013, 2, e01312.	2.8	44
27	Simulating spiking neural networks on GPU. <i>Network: Computation in Neural Systems</i> , 2012, 23, 167-182.	2.2	51
28	Vectorized Algorithms for Spiking Neural Network Simulation. <i>Neural Computation</i> , 2011, 23, 1503-1535.	1.3	36
29	Brian Hears: Online Auditory Processing Using Vectorization Over Channels. <i>Frontiers in Neuroinformatics</i> , 2011, 5, 9.	1.3	21
30	Fitting Neuron Models to Spike Trains. <i>Frontiers in Neuroscience</i> , 2011, 5, 9.	1.4	62
31	Late Emergence of the Vibrissa Direction Selectivity Map in the Rat Barrel Cortex. <i>Journal of Neuroscience</i> , 2011, 31, 10689-10700.	1.7	59
32	Code Generation: A Strategy for Neural Network Simulators. <i>Neuroinformatics</i> , 2010, 8, 183-196.	1.5	38
33	Automatic fitting of spiking neuron models to electrophysiological recordings. <i>Frontiers in Neuroinformatics</i> , 2010, 4, 2.	1.3	55
34	Spike-Timing-Based Computation in Sound Localization. <i>PLoS Computational Biology</i> , 2010, 6, e1000993.	1.5	16
35	Quasiregular mappings of polynomial type in $\hat{\mathbb{A}}^2$ . <i>Conformal Geometry and Dynamics</i> , 2010, 14, 322-336.	0.5	2
36	The Brian simulator. <i>Frontiers in Neuroscience</i> , 2009, 3, 192-197.	1.4	397

#	ARTICLE	IF	CITATIONS
37	Brian: a simulator for spiking neural networks in Python. BMC Neuroscience, 2008, 9, .	0.8	20
38	Brian: a simulator for spiking neural networks in Python. Frontiers in Neuroinformatics, 2008, 2, 5.	1.3	423
39	Spirals in the boundary of slices of quasi-Fuchsian space. Conformal Geometry and Dynamics, 2006, 10, 136-159.	0.5	1