

Shimon Edelman

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8002269/publications.pdf>

Version: 2024-02-01

98
papers

6,331
citations

117571

34
h-index

74108

75
g-index

107
all docs

107
docs citations

107
times ranked

4266
citing authors

#	ARTICLE	IF	CITATIONS
1	Differential Processing of Objects under Various Viewing Conditions in the Human Lateral Occipital Complex. <i>Neuron</i> , 1999, 24, 187-203.	3.8	1,104
2	A sequence of object-processing stages revealed by fMRI in the human occipital lobe. <i>Human Brain Mapping</i> , 1998, 6, 316-328.	1.9	438
3	Orientation dependence in the recognition of familiar and novel views of three-dimensional objects. <i>Vision Research</i> , 1992, 32, 2385-2400.	0.7	436
4	Cue-Invariant Activation in Object-Related Areas of the Human Occipital Lobe. <i>Neuron</i> , 1998, 21, 191-202.	3.8	386
5	Representation is representation of similarities. <i>Behavioral and Brain Sciences</i> , 1998, 21, 449-467.	0.4	376
6	Representation and Recognition in Vision. , 1999, , .		275
7	Long-term learning in vernier acuity: Effects of stimulus orientation, range and of feedback. <i>Vision Research</i> , 1993, 33, 397-412.	0.7	268
8	Unsupervised learning of natural languages. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2005, 102, 11629-11634.	3.3	241
9	Learn locally, act globally: Learning language from variation set cues. <i>Cognition</i> , 2008, 109, 423-430.	1.1	219
10	Acoustic sequences in non-human animals: a tutorial review and prospectus. <i>Biological Reviews</i> , 2016, 91, 13-52.	4.7	213
11	A model of handwriting. <i>Biological Cybernetics</i> , 1987, 57, 25-36.	0.6	160
12	General cognitive principles for learning structure in time and space. <i>Trends in Cognitive Sciences</i> , 2010, 14, 249-258.	4.0	148
13	Representation, similarity, and the chorus of prototypes. <i>Minds and Machines</i> , 1995, 5, 45-68.	2.7	135
14	Stimulus-specific effects in face recognition over changes in viewpoint. <i>Vision Research</i> , 1998, 38, 2351-2363.	0.7	135
15	Generalization to Novel Images in Upright and Inverted Faces. <i>Perception</i> , 1996, 25, 443-461.	0.5	122
16	A model of visual recognition and categorization. <i>Philosophical Transactions of the Royal Society B: Biological Sciences</i> , 1997, 352, 1191-1202.	1.8	98
17	Towards structural systematicity in distributed, statically bound visual representations. <i>Cognitive Science</i> , 2003, 27, 73-109.	0.8	70
18	Models of Perceptual Learning in Vernier Hyperacuity. <i>Neural Computation</i> , 1993, 5, 695-718.	1.3	64

#	ARTICLE	IF	CITATIONS
19	How seriously should we take Minimalist syntax?. Trends in Cognitive Sciences, 2003, 7, 60-61.	4.0	64
20	On the nature of minds, or: truth and consequences. Journal of Experimental and Theoretical Artificial Intelligence, 2008, 20, 181-196.	1.8	60
21	(Coarse coding of shape fragments) + (Retinotopy) Representation of structure. Spatial Vision, 2000, 13, 255-264.	1.4	58
22	The evolution of cognitive mechanisms in response to cultural innovations. Proceedings of the National Academy of Sciences of the United States of America, 2017, 114, 7915-7922.	3.3	57
23	An empirical generative framework for computational modeling of language acquisition. Journal of Child Language, 2010, 37, 671-703.	0.8	56
24	Evolved to adapt: A computational approach to animal innovation and creativity. Environmental Epigenetics, 2015, 61, 350-368.	0.9	56
25	Evolution of protolinguistic abilities as a by-product of learning to forage in structured environments. Proceedings of the Royal Society B: Biological Sciences, 2015, 282, 20150353.	1.2	53
26	Representation of objective similarity among three-dimensional shapes in the monkey. Biological Cybernetics, 1998, 78, 1-7.	0.6	52
27	Canonical views in object representation and recognition. Vision Research, 1994, 34, 3037-3056.	0.7	50
28	Representation of object similarity in human vision: psychophysics and a computational model. Vision Research, 1998, 38, 2229-2257.	0.7	50
29	Visual Recognition and Categorization on the Basis of Similarities to Multiple Class Prototypes. International Journal of Computer Vision, 1999, 33, 201-228.	10.9	49
30	Receptive field spaces and class-based generalization from a single view in face recognition. Network: Computation in Neural Systems, 1995, 6, 551-576.	2.2	48
31	Representation of Similarity in Three-Dimensional Object Discrimination. Neural Computation, 1995, 7, 408-423.	1.3	48
32	Reading cursive handwriting by alignment of letter prototypes. International Journal of Computer Vision, 1990, 5, 303-331.	10.9	47
33	Towards a computational theory of experience. Consciousness and Cognition, 2011, 20, 807-827.	0.8	43
34	Combining Classification with fMRI-Derived Complex Network Measures for Potential Neurodiagnostics. PLoS ONE, 2013, 8, e62867.	1.1	39
35	The evolution of the capacity for language: the ecological context and adaptive value of a process of cognitive hijacking. Philosophical Transactions of the Royal Society B: Biological Sciences, 2018, 373, 20170052.	1.8	38
36	Learning as Extraction of Low-Dimensional Representations. Psychology of Learning and Motivation - Advances in Research and Theory, 1997, 36, 353-380.	0.5	36

#	ARTICLE	IF	CITATIONS
37	Similarity, Connectionism, and the Problem of Representation in Vision. <i>Neural Computation</i> , 1997, 9, 701-720.	1.3	31
38	Constraining the neural representation of the visual world. <i>Trends in Cognitive Sciences</i> , 2002, 6, 125-131.	4.0	29
39	The interaction of shape- and location-based priming in object categorisation: Evidence for a hybrid "what+where" representation stage. <i>Vision Research</i> , 2005, 45, 2065-2080.	0.7	28
40	Imperfect Invariance to Object Translation in the Discrimination of Complex Shapes. <i>Perception</i> , 2001, 30, 707-724.	0.5	27
41	Learning a Generative Probabilistic Grammar of Experience: A Process-Level Model of Language Acquisition. <i>Cognitive Science</i> , 2015, 39, 227-267.	0.8	27
42	Renewing the respect for similarity. <i>Frontiers in Computational Neuroscience</i> , 2012, 6, 45.	1.2	24
43	Juvenile zebra finches learn the underlying structural regularities of their fathers'™ song. <i>Frontiers in Psychology</i> , 2015, 6, 571.	1.1	23
44	The evolution of continuous learning of the structure of the environment. <i>Journal of the Royal Society Interface</i> , 2014, 11, 20131091.	1.5	22
45	Dynamical Emergence Theory (DET): A Computational Account of Phenomenal Consciousness. <i>Minds and Machines</i> , 2020, 30, 1-21.	2.7	21
46	Representing three-dimensional objects by sets of activities of receptive fields. <i>Biological Cybernetics</i> , 1993, 70, 37-45.	0.6	20
47	Between Pleasure and Contentment: Evolutionary Dynamics of Some Possible Parameters of Happiness. <i>PLoS ONE</i> , 2016, 11, e0153193.	1.1	19
48	The minority report: some common assumptions to reconsider in the modelling of the brain and behaviour. <i>Journal of Experimental and Theoretical Artificial Intelligence</i> , 2016, 28, 751-776.	1.8	18
49	Models of object recognition. <i>Current Opinion in Neurobiology</i> , 1991, 1, 270-273.	2.0	17
50	Line connectivity algorithms for an asynchronous pyramid computer. <i>Computer Vision, Graphics, and Image Processing</i> , 1987, 40, 169-187.	1.1	13
51	System, Subsystem, Hive: Boundary Problems in Computational Theories of Consciousness. <i>Frontiers in Psychology</i> , 2016, 7, 1041.	1.1	13
52	Learning of visual modules from examples: A framework for understanding adaptive visual performance. <i>CVGIP Image Understanding</i> , 1992, 56, 22-30.	1.3	11
53	Representation of similarity as a goal of early visual processing. <i>Network: Computation in Neural Systems</i> , 1995, 6, 19-41.	2.2	11
54	Language and other complex behaviors: Unifying characteristics, computational models, neural mechanisms. <i>Language Sciences</i> , 2017, 62, 91-123.	0.5	11

#	ARTICLE	IF	CITATIONS
55	Six Challenges to Theoretical and Philosophical Psychology. <i>Frontiers in Psychology</i> , 2012, 3, 219.	1.1	10
56	The problem of multimodal concurrent serial order in behavior. <i>Neuroscience and Biobehavioral Reviews</i> , 2015, 56, 252-265.	2.9	9
57	Dynamic Computation in Visual Thalamocortical Networks. <i>Entropy</i> , 2019, 21, 500.	1.1	9
58	Representation of similarity as a goal of early visual processing. <i>Network: Computation in Neural Systems</i> , 1995, 6, 19-41.	2.2	9
59	Class similarity and viewpoint invariance in the recognition of 3D objects. <i>Biological Cybernetics</i> , 1995, 72, 207-220.	0.6	9
60	Receptive field spaces and class-based generalization from a single view in face recognition. <i>Network: Computation in Neural Systems</i> , 1995, 6, 551-576.	2.2	8
61	Multidimensional space: the final frontier. <i>Nature Neuroscience</i> , 2002, 5, 1252-1254.	7.1	7
62	Vision, Reanimated and Reimagined. <i>Perception</i> , 2012, 41, 1116-1127.	0.5	7
63	Neural spaces: A general framework for the understanding of cognition?. <i>Behavioral and Brain Sciences</i> , 2001, 24, 664-665.	0.4	6
64	On Look-Ahead in Language: Navigating a Multitude of Familiar Paths. , 2011, , 170-189.		6
65	The neglected universals: Learnability constraints and discourse cues. <i>Behavioral and Brain Sciences</i> , 2009, 32, 471-472.	0.4	5
66	Similarity, kernels, and the fundamental constraints on cognition. <i>Journal of Mathematical Psychology</i> , 2016, 70, 21-34.	1.0	5
67	The (lack of) mental life of some machines. <i>Advances in Consciousness Research</i> , 2012, , 95-120.	0.2	5
68	To bee or not to bee?. <i>Animal Sentience</i> , 2016, 1, .	0.3	5
69	A swan, a pike, and a crawfish walk into a bar. <i>Journal of Experimental and Theoretical Artificial Intelligence</i> , 2008, 20, 257-264.	1.8	4
70	Varieties of perceptual truth and their possible evolutionary roots. <i>Psychonomic Bulletin and Review</i> , 2015, 22, 1519-1522.	1.4	4
71	Happiness as an intrinsic motivator in reinforcement learning. <i>Adaptive Behavior</i> , 2016, 24, 292-305.	1.1	4
72	Parental speech to typical and atypical populations: a study on linguistic partial repetition. <i>Language Sciences</i> , 2021, 83, 101311.	0.5	4

#	ARTICLE	IF	CITATIONS
73	A possible evolutionary function of phenomenal conscious experience of pain. <i>Neuroscience of Consciousness</i> , 2021, 2021, niab012.	1.4	4
74	Learning low-dimensional representations via the usage of multiple-class labels. <i>Network: Computation in Neural Systems</i> , 1997, 8, 259-281.	2.2	4
75	Regarding Reality: Some Consequences of Two Incapacities. <i>Frontiers in Psychology</i> , 2011, 2, 44.	1.1	3
76	THE METAPHYSICS OF EMBODIMENT. <i>International Journal of Machine Consciousness</i> , 2011, 03, 321-325.	1.0	3
77	Fundamental computational constraints on the time course of perception and action. <i>Progress in Brain Research</i> , 2017, 236, 121-141.	0.9	3
78	Beyond uncertainty: A broader scope for "incentive hope" mechanisms and its implications. <i>Behavioral and Brain Sciences</i> , 2019, 42, e44.	0.4	3
79	Competitive learning in biological and artificial neural computation. <i>Trends in Cognitive Sciences</i> , 1997, 1, 268-272.	4.0	2
80	No reconstruction, no impenetrability (at least not much). <i>Behavioral and Brain Sciences</i> , 1999, 22, 376-376.	0.4	2
81	On the virtues of going all the way. <i>Behavioral and Brain Sciences</i> , 1999, 22, 614-614.	0.4	2
82	Better limited systematicity in hand than structural descriptions in the bush: A reply to Hummel. <i>Cognitive Science</i> , 2003, 27, 331-332.	0.8	2
83	Survival in a world of probable objects: A fundamental reason for Bayesian enlightenment. <i>Behavioral and Brain Sciences</i> , 2011, 34, 197-198.	0.4	2
84	The bottleneck may be the solution, not the problem. <i>Behavioral and Brain Sciences</i> , 2016, 39, e83.	0.4	2
85	Being in time. <i>Advances in Consciousness Research</i> , 2012, , 81-94.	0.2	2
86	Evolution of Dynamic Coordination. , 2010, , 59-82.		2
87	Generative grammar with a human face?. <i>Behavioral and Brain Sciences</i> , 2003, 26, 675-676.	0.4	1
88	On What It Means to See, and What We Can Do About It. , 0, , 69-86.		1
89	How representation works is more important than what representations are. <i>Behavioral and Brain Sciences</i> , 1995, 18, 630-631.	0.4	0
90	An integrated approach to the study of object features in visual recognition. <i>Network: Computation in Neural Systems</i> , 1995, 6, 603-618.	2.2	0

#	ARTICLE	IF	CITATIONS
91	Things are what they seem. Behavioral and Brain Sciences, 1998, 21, 25-25.	0.4	0
92	Shape representation by Second-order Isomorphism and the Chorus model: SIC. Behavioral and Brain Sciences, 1998, 21, 484-493.	0.4	0
93	Brahe, looking for Kepler. Behavioral and Brain Sciences, 2000, 23, 538-540.	0.4	0
94	Ted Briscoe (ed.), Linguistic evolution through language acquisition: formal and computational models. Cambridge: Cambridge University Press, 2002. Pp. vii+349.. Journal of Linguistics, 2004, 40, 396-400.	0.5	0
95	How to write a "how-to-build-a-brain"™ book. Trends in Cognitive Sciences, 2014, 18, 118-119.	4.0	0
96	Cortical Transformation of Stimulus Space in Order to Linearize a Linearly Inseparable Task. Journal of Cognitive Neuroscience, 2020, 32, 2342-2355.	1.1	0
97	Dissociating the Effects of Relevance and Predictability on Visual Detection Sensitivity. Journal of Vision, 2017, 17, 149.	0.1	0
98	Damasio, Antonio, 2018. The Strange Order of Things: Life, Feeling, and the Making of Cultures. New York: Pantheon. 336 pages.. Evolutionary Studies in Imaginative Culture, 2018, 2, 119-124.	0.1	0