Moshe Sipper

List of Publications by Citations

63 papers	1,263 citations	17 h-index	34 g-index
75 ext. papers	1,512 ext. citations	3.6 avg, IF	4.67 L-index

#	Paper	IF	Citations
63	A fuzzy-genetic approach to breast cancer diagnosis. *Artificial Intelligence in Medicine*, **1999**, 17, 131-55	7.4	232
62	Fifty years of research on self-replication: an overview. *Artificial Life*, **1998**, 4, 237-57	1.4	131
61	Evolutionary computation in medicine: an overview. *Artificial Intelligence in Medicine*, **2000**, 19, 1-23	7.4	95
60	Design, observation, surprise! A test of emergence. *Artificial Life*, **1999**, 5, 225-39	1.4	90
59	Toward a viable, self-reproducing universal computer. *Physica D: Nonlinear Phenomena*, **1996**, 97, 335-352	3.3	69
58	Flight of the FINCH Through the Java Wilderness. *IEEE Transactions on Evolutionary Computation*, **2011**, 15, 166-182	15.6	61
57	Co-evolving non-uniform cellular automata to perform computations. *Physica D: Nonlinear Phenomena*, **1996**, 92, 193-208	3.3	59
56	Two-state, r=1 Cellular Automaton that Classifies Density. *Physical Review Letters*, **1996**, 77, 4969-4971	7.4	52
55	Generating high-quality random numbers in parallel by cellular automata. *Future Generation Computer Systems*, **1999**, 16, 291-305	7.5	42
54	Co-evolving architectures for cellular machines. *Physica D: Nonlinear Phenomena*, **1997**, 99, 428-441	3.3	32
53	Investigating the parameter space of evolutionary algorithms. *BioData Mining*, **2018**, 11, 2	4.3	31
52	Studying Artificial Life Using a Simple, General Cellular Model. *Artificial Life*, **1994**, 2, 1-35	1.4	31
51	GP-Gammon: Genetically Programming Backgammon Players. *Genetic Programming and Evolvable Machines*, **2005**, 6, 283-300	2	24
50	. *IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews*, **2007**, 37, 583-593		21
49	Embryonic electronics. *BioSystems*, **1999**, 51, 145-52	1.9	21
48	The evolution of parallel cellular machines: toward evolware. *BioSystems*, **1997**, 42, 29-43	1.9	20
47	The data-and-signals cellular automaton and its application to growing structures. *Artificial Life*, **2004**, 10, 463-77	1.4	20

46	Evolving Lose-Checkers players using genetic programming **2010**,		17
45	EBIC: an evolutionary-based parallel biclustering algorithm for pattern discovery. *Bioinformatics*, **2018**, 34, 3719-3726	7.2	16
44	Hypercomputation. *Communications of the ACM*, **2002**, 45, 23-24	2.5	12
43	Software review: the HeuristicLab framework. *Genetic Programming and Evolvable Machines*, **2014**, 15, 215-218	2	11
42	Finding a common motif of RNA sequences using genetic programming: the GeRNAMo system. *IEEE/ACM Transactions on Computational Biology and Bioinformatics*, **2007**, 4, 596-610	3	11
41	An interactive self-replicator implemented in hardware. *Artificial Life*, **2002**, 8, 175-83	1.4	11
40	EvoMCTS: Enhancing MCTS-based players through genetic programming **2013**,		10
39	Ontogenetic hardware. *BioSystems*, **1997**, 44, 193-207	1.9	10
38	Coevolving solutions to the shortest common superstring problem. *BioSystems*, **2004**, 76, 209-16	1.9	9
37	Surprise versus unsurprise: Implications of emergence in robotics. *Robotics and Autonomous Systems*, **2001**, 37, 19-24	3.5	9
36	Computing with cellular automata: Three cases for nonuniformity. *Physical Review E*, **1998**, 57, 3589-3592	2.4	9
35	A statistical study of a class of cellular evolutionary algorithms. *Evolutionary Computation*, **1999**, 7, 255-74	4.3	9
34	Evolutionary computation: the next major transition of artificial intelligence?. *BioData Mining*, **2017**, 10, 26	4.3	8
33	EMERGENCE OF COMPLEX STRATEGIES IN THE EVOLUTION OF CHESS ENDGAME PLAYERS. *International Journal of Modeling, Simulation, and Scientific Computing*, **2007**, 10, 35-59	0.8	8
32	On the relationship between cellular automata and L-systems: The self-replication case. *Physica D: Nonlinear Phenomena*, **1998**, 116, 71-80	3.3	7
31	A System for Accessible Artificial Intelligence. *Genetic and Evolutionary Computation*, **2018**, 121-134	0.8	7
30	A success story or an old wives' tale? On judging experiments in evolutionary computation. *Complexity*, **2000**, 5, 31-33	1.6	6
29	Von Neumann's quintessential message: genotype + ribotype = phenotype. *Artificial Life*, **1998**, 4, 225-7	1.4	6

28	Evolving both search and strategy for Reversi players using genetic programming **2012**,		5
27	Solution and Fitness Evolution (SAFE): Coevolving Solutions and Their Objective Functions. *Lecture Notes in Computer Science*, **2019**, 146-161	0.9	4
26	OMNIREP: Originating Meaning by Coevolving Encodings and Representations. *Memetic Computing*, **2019**, 11, 251-261	3.4	4
25	Analyzing a Decade of Human-Competitive (HUMIE) Winners: What Can We Learn?. *Genetic and Evolutionary Computation*, **2015**, 149-166	0.8	4
24	Conservation machine learning: a case study of random forests. *Scientific Reports*, **2021**, 11, 3629	4.9	4
23	What use is a turing chatterbox?. *Communications of the ACM*, **2000**, 43, 21-23	2.5	3
22	Notes on the origin of evolutionary computation. *Complexity*, **1999**, 4, 15-21	1.6	3
21	Have your spaghetti and eat it too: evolutionary algorithmics and post-evolutionary analysis. *Genetic Programming and Evolvable Machines*, **2011**, 12, 121-160	2	2
20	GP-RARS: evolving controllers for the Robot Auto Racing Simulator. *Memetic Computing*, **2011**, 3, 89-99	3.4	2
19	Evolving boundary detectors for natural images via Genetic Programming **2008**,		2
18	GP-Sumo: Using genetic programming to evolve sumobots. *Genetic Programming and Evolvable Machines*, **2006**, 7, 211-230	2	2
17	Genetic programming theory and practice: a fifteen-year trajectory. *Genetic Programming and Evolvable Machines*, **2020**, 21, 169-179	2	2
16	Solution and Fitness Evolution (SAFE): A Study of Multiobjective Problems **2019**,		1
15	Commentary on Genetic Programming and Emergence *Genetic Programming and Evolvable Machines*, **2014**, 15, 91-93	2	1
14	CLUSTER-DENSE NETWORKS. *International Journal of Modern Physics C*, **2008**, 19, 939-946	1.1	1
13	Intelligence is not Enough: On the Socialization of Talking Machines. *Minds and Machines*, **2001**, 11, 567-576	4.9	1
12	Symbolic-regression boosting. *Genetic Programming and Evolvable Machines*, **2021**, 22, 357-381	2	1
11	Automated discovery of test statistics using genetic programming. *Genetic Programming and Evolvable Machines*, **2019**, 20, 127-137	2	1

List of Publications

10	Neural Networks with La Carte Selection of Activation Functions. *SN Computer Science*, **2021**, 2, 1	2	1
9	AddGBoost: A gradient boosting-style algorithm based on strong learners. *Machine Learning With Applications*, **2022**, 7, 100243	6.5	0
8	Gamorithm. *IEEE Transactions on Games*, **2020**, 12, 115-118	1.2	0
7	Artificial intelligence: more human with human. *BioData Mining*, **2017**, 10, 34	4.3	
6	Evolutionary plantographics. *Artificial Life*, **2003**, 9, 191-205	1.4	
5	From Requirements to Source Code: Evolution of Behavioral Programs. *Applied Sciences (Switzerland)*, **2022**, 12, 1587	2.6	
4	Coevolving Artistic Images Using OMNIREP. *Lecture Notes in Computer Science*, **2020**, 165-178	0.9	
3	Automated discovery of test statistics using genetic programming. *Genetic Programming and Evolvable Machines*, **2019**, 20, 127-137	2	
2	New Pathways in Coevolutionary Computation. *Genetic and Evolutionary Computation*, **2020**, 295-305	0.8	
1	Lunch isn't free --- but cells are. *ACM SIGEVOlution*, **2014**, 6, 2-10	0.1	