

Moshe Sipper

List of Publications by Year in Descending Order

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

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	From Requirements to Source Code: Evolution of Behavioral Programs. <i>Applied Sciences (Switzerland)</i> , 2022 , 12, 1587	2.6	0
62	AddGBoost: A gradient boosting-style algorithm based on strong learners. <i>Machine Learning With Applications</i> , 2022 , 7, 100243	6.5	0
61	Symbolic-regression boosting. <i>Genetic Programming and Evolvable Machines</i> , 2021 , 22, 357-381	2	1
60	Conservation machine learning: a case study of random forests. <i>Scientific Reports</i> , 2021 , 11, 3629	4.9	4
59	Neural Networks with λ Carte Selection of Activation Functions. <i>SN Computer Science</i> , 2021 , 2, 1	2	1
58	Coevolving Artistic Images Using OMNIREP. <i>Lecture Notes in Computer Science</i> , 2020 , 165-178	0.9	0
57	New Pathways in Coevolutionary Computation. <i>Genetic and Evolutionary Computation</i> , 2020 , 295-305	0.8	0
56	Gamorithm. <i>IEEE Transactions on Games</i> , 2020 , 12, 115-118	1.2	0
55	Genetic programming theory and practice: a fifteen-year trajectory. <i>Genetic Programming and Evolvable Machines</i> , 2020 , 21, 169-179	2	2
54	Solution and Fitness Evolution (SAFE): A Study of Multiobjective Problems 2019 ,		1
53	Solution and Fitness Evolution (SAFE): Coevolving Solutions and Their Objective Functions. <i>Lecture Notes in Computer Science</i> , 2019 , 146-161	0.9	4
52	OMNIREP: Originating Meaning by Coevolving Encodings and Representations. <i>Memetic Computing</i> , 2019 , 11, 251-261	3.4	4
51	Automated discovery of test statistics using genetic programming. <i>Genetic Programming and Evolvable Machines</i> , 2019 , 20, 127-137	2	0
50	Automated discovery of test statistics using genetic programming. <i>Genetic Programming and Evolvable Machines</i> , 2019 , 20, 127-137	2	1
49	Investigating the parameter space of evolutionary algorithms. <i>BioData Mining</i> , 2018 , 11, 2	4.3	31
48	A System for Accessible Artificial Intelligence. <i>Genetic and Evolutionary Computation</i> , 2018 , 121-134	0.8	7
47	EBIC: an evolutionary-based parallel biclustering algorithm for pattern discovery. <i>Bioinformatics</i> , 2018 , 34, 3719-3726	7.2	16

46	Artificial intelligence: more human with human. <i>BioData Mining</i> , 2017 , 10, 34	4.3	
45	Evolutionary computation: the next major transition of artificial intelligence?. <i>BioData Mining</i> , 2017 , 10, 26	4.3	8
44	Analyzing a Decade of Human-Competitive (HUMIE) Winners: What Can We Learn?. <i>Genetic and Evolutionary Computation</i> , 2015 , 149-166	0.8	4
43	Commentary on "Genetic Programming and Emergence" <i>Genetic Programming and Evolvable Machines</i> , 2014 , 15, 91-93	2	1
42	Software review: the HeuristicLab framework. <i>Genetic Programming and Evolvable Machines</i> , 2014 , 15, 215-218	2	11
41	Lunch isn't free --- but cells are. <i>ACM SIGEVolution</i> , 2014 , 6, 2-10	0.1	
40	EvoMCTS: Enhancing MCTS-based players through genetic programming 2013 ,		10
39	Evolving both search and strategy for Reversi players using genetic programming 2012 ,		5
38	Flight of the FINCH Through the Java Wilderness. <i>IEEE Transactions on Evolutionary Computation</i> , 2011 , 15, 166-182	15.6	61
37	Have your spaghetti and eat it too: evolutionary algorithmics and post-evolutionary analysis. <i>Genetic Programming and Evolvable Machines</i> , 2011 , 12, 121-160	2	2
36	GP-RARS: evolving controllers for the Robot Auto Racing Simulator. <i>Memetic Computing</i> , 2011 , 3, 89-99	3.4	2
35	Evolving Lose-Checkers players using genetic programming 2010 ,		17
34	CLUSTER-DENSE NETWORKS. <i>International Journal of Modern Physics C</i> , 2008 , 19, 939-946	1.1	1
33	Evolving boundary detectors for natural images via Genetic Programming 2008 ,		2
32	EMERGENCE OF COMPLEX STRATEGIES IN THE EVOLUTION OF CHESS ENDGAME PLAYERS. <i>International Journal of Modeling, Simulation, and Scientific Computing</i> , 2007 , 10, 35-59	0.8	8
31	. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , 2007 , 37, 583-593		21
30	Finding a common motif of RNA sequences using genetic programming: the GeRNAMo system. <i>IEEE/ACM Transactions on Computational Biology and Bioinformatics</i> , 2007 , 4, 596-610	3	11
29	GP-Sumo: Using genetic programming to evolve sumobots. <i>Genetic Programming and Evolvable Machines</i> , 2006 , 7, 211-230	2	2

28	GP-Gammon: Genetically Programming Backgammon Players. <i>Genetic Programming and Evolvable Machines</i> , 2005 , 6, 283-300	2	24
27	The data-and-signals cellular automaton and its application to growing structures. <i>Artificial Life</i> , 2004 , 10, 463-77	1.4	20
26	Coevolving solutions to the shortest common superstring problem. <i>BioSystems</i> , 2004 , 76, 209-16	1.9	9
25	Evolutionary plantographics. <i>Artificial Life</i> , 2003 , 9, 191-205	1.4	
24	Hypercomputation. <i>Communications of the ACM</i> , 2002 , 45, 23-24	2.5	12
23	An interactive self-replicator implemented in hardware. <i>Artificial Life</i> , 2002 , 8, 175-83	1.4	11
22	Intelligence is not Enough: On the Socialization of Talking Machines. <i>Minds and Machines</i> , 2001 , 11, 567-576	1.6	1
21	Surprise versus unsurprise: Implications of emergence in robotics. <i>Robotics and Autonomous Systems</i> , 2001 , 37, 19-24	3.5	9
20	A success story or an old wives' tale? On judging experiments in evolutionary computation. <i>Complexity</i> , 2000 , 5, 31-33	1.6	6
19	Evolutionary computation in medicine: an overview. <i>Artificial Intelligence in Medicine</i> , 2000 , 19, 1-23	7.4	95
18	What use is a turing chatterbox?. <i>Communications of the ACM</i> , 2000 , 43, 21-23	2.5	3
17	A statistical study of a class of cellular evolutionary algorithms. <i>Evolutionary Computation</i> , 1999 , 7, 255-74	4.3	9
16	Design, observation, surprise! A test of emergence. <i>Artificial Life</i> , 1999 , 5, 225-39	1.4	90
15	Generating high-quality random numbers in parallel by cellular automata. <i>Future Generation Computer Systems</i> , 1999 , 16, 291-305	7.5	42
14	Embryonic electronics. <i>BioSystems</i> , 1999 , 51, 145-52	1.9	21
13	A fuzzy-genetic approach to breast cancer diagnosis. <i>Artificial Intelligence in Medicine</i> , 1999 , 17, 131-55	7.4	232
12	Notes on the origin of evolutionary computation. <i>Complexity</i> , 1999 , 4, 15-21	1.6	3
11	On the relationship between cellular automata and L-systems: The self-replication case. <i>Physica D: Nonlinear Phenomena</i> , 1998 , 116, 71-80	3.3	7

10	Von Neumann's quintessential message: genotype + ribotype = phenotype. <i>Artificial Life</i> , 1998 , 4, 225-7	1.4	6
9	Computing with cellular automata: Three cases for nonuniformity. <i>Physical Review E</i> , 1998 , 57, 3589-3592	2.4	9
8	Fifty years of research on self-replication: an overview. <i>Artificial Life</i> , 1998 , 4, 237-57	1.4	131
7	Co-evolving architectures for cellular machines. <i>Physica D: Nonlinear Phenomena</i> , 1997 , 99, 428-441	3.3	32
6	The evolution of parallel cellular machines: toward evolware. <i>BioSystems</i> , 1997 , 42, 29-43	1.9	20
5	Ontogenetic hardware. <i>BioSystems</i> , 1997 , 44, 193-207	1.9	10
4	Co-evolving non-uniform cellular automata to perform computations. <i>Physica D: Nonlinear Phenomena</i> , 1996 , 92, 193-208	3.3	59
3	Toward a viable, self-reproducing universal computer. <i>Physica D: Nonlinear Phenomena</i> , 1996 , 97, 335-353	3.3	69
2	Two-state, $r=1$ Cellular Automaton that Classifies Density. <i>Physical Review Letters</i> , 1996 , 77, 4969-4971	7.4	52
1	Studying Artificial Life Using a Simple, General Cellular Model. <i>Artificial Life</i> , 1994 , 2, 1-35	1.4	31