Daniel Ashlock

List of Publications by Year
in descending order

121 papers	1,018 citations	933264 10 h-index	713332 21 g-index
121 all docs	121 docs citations	121 times ranked	333 citing authors

#	Article	IF	Citations
1	Editorial: 2020 IEEE Conference on Computational Intelligence in Bioinformatics and Computational Biology (IEEE CIBCB 2020). BioSystems, 2022, 218, 104698.	0.9	0
2	A polyomino puzzle for arithmetic practice. ICGA Journal, 2021, 42, 272-286.	0.2	0
3	A comparison of the Moran Process and replicator equations for evolving social dilemma game strategies. BioSystems, 2021, 202, 104352.	0.9	2
4	A Comparison of Novel Representations for Evolving Epidemic Networks. , 2021, , .		7
5	Representational Sensitivity for Divide the Dollar Playing Agents. , 2021, , .		0
6	Testing a Protocol for Characterizing Game Playing Agents Trained via Evolution on a New Game. IEEE Transactions on Games, 2020, 12, 236-245.	1.2	1
7	Modelling of Vaccination Strategies for Epidemics using Evolutionary Computation. , 2020, , .		10
8	Necrotic Control of the Aesthetics of Evolved Art. , 2020, , .		2
9	Evolutionary Graph Compression and Diffusion Methods for City Discovery in Role Playing Games. , 2020, , .		4
10	Monte Carlo Tree Search Strategies in 2-Player Iterated Prisoner Dilemma Games. , 2020, , .		0
11	Clustering Julia Set Examples to Enhance Evolution of Fractal Parameters. , 2020, , .		0
12	Vaccinating a Population is a Programming Problem. , 2020, , .		6
13	Evolving the Curve. , 2020, , .		3
14	Odd Distance Anchors for Rapid Clustering. , 2020, , .		1
15	Evolving Diverse Cellular Automata Based Level Maps. Advances in Intelligent Systems and Computing, 2020, , 10-23.	0.5	1
16	Modelling Standard Work with Simple Virtual Agents. , 2019, , .		0
17	Representation for Evolution of Epidemic Models. , 2019, , .		10
18	Pandemic: A Graph Evolution Story. , 2019, , .		3

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19	Implementing Phenotypic Plasticity with an Adaptive Generative Representation. , 2019, , .		0
20	A Greedy, Generative, Lattice Representation for Point Packing. , 2019, , .		1
21	Applying an Adaptive Generative Representation to the Investigation of Affordances in Puzzles. , 2019, , .		1
22	Large Block Matching Characters for Dehydrin Classification. , 2019, , .		0
23	Identification of critical connectors in the directed reaction-centric graphs of microbial metabolic networks. BMC Bioinformatics, 2019, 20, 328.	1.2	5
24	Testing the rogue taxa hypothesis for clustering instability. Journal of Theoretical Biology, 2019, 472, 36-45.	0.8	1
25	Parameter Tuning of a Peak Fitting Algorithm with an Evolved Experimental Design. , 2019, , .		2
26	Automatic Generation of Diverse Cavern Maps with Morphing Cellular Automata. , 2019, , .		2
27	Prisoner's Dilemma Agents with Phenotypic Plasticity. , 2019, , .		1
28	Two Population Studies of Evolving Game Playing Agents. , 2018, , .		0
29	Evolving Number Sentence Morphing Puzzles. , 2018, , .		0
30	Toward General Mathematical Game Playing Agents. , 2018, , .		2
31	Exploiting Fertility to Enable Automatic Content Generation to Ameliorate User Fatigue in Interactive Evolutionary Computation. , 2018, , .		3
32	Starch formation inside plastids of higher plants. Protoplasma, 2018, 255, 1855-1876.	1.0	51
33	Parameter selection for modeling of epidemic networks. , 2018, , .		8
34	Data driven point packing for fast clustering. , 2018, , .		3
35	Changing Resources Available to Game Playing Agents: Another Relevant Design Factor in Agent Experiments. IEEE Transactions on Games, 2017, 9, 321-332.	1.7	6
36	Network induction for epidemic profiles with a novel representation. BioSystems, 2017, 162, 205-214.	0.9	14

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37	Applying the biased form of the adaptive generative representation. , 2017, , .		5
38	Evolutionary design of FRAX decks. , 2017, , .		0
39	Modeling undependable subsidies with three-player generalized divide the dollar. , 2017, , .		3
40	A note on population size inspired by the extinction of mammoths. , 2017, , .		1
41	General video game playing escapes the no free lunch theorem. , 2017, , .		8
42	Infinite string block matching features for DNA classification. , 2017, , .		4
43	Hybridization and ring optimization for larger sets of embeddable biomarkers. , 2017, , .		5
44	A novel representation for boolean networks designed to enhance heritability and scalability. , 2017, , .		3
45	Using multiple worlds for multiple agent roles in games. , 2017, , .		0
46	The do what's possible representation. , 2016, , .		12
47	Conway crossover to create hyperdimensional point packings, with applications. , 2016, , .		11
48	Restarting and recentering genetic algorithm variations for DNA fragment assembly: The necessity of a multi-strategy approach. BioSystems, 2016, 150, 35-45.	0.9	8
49	A comparison of incremental community assembly with evolutionary community selection. , 2015, , .		0
50	Stress and productivity performance in the workforce modelled with binary decision automata. , 2015, , .		3
51	Interactive evolution instead of default parameters. , 2015, , .		0
52	Chaos automata for sequence visualization. , 2015, , .		1
53	The Impact of Obstruction on a Model of Competitive Exclusion in Plants. , 2015, , .		0
54	Evolvable fashion-based cellular automata for generating cavern systems. , 2015, , .		14

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55	Ring optimization with extinction. , 2015, , .		4
56	Lexicode crossover for embeddable biomarkers. , 2015, , .		2
57	Evolving DNA classifiers with extinction based ring optimization. , 2015, , .		5
58	Evolutionary Nonlinear Projection. IEEE Transactions on Evolutionary Computation, 2015, 19, 857-869.	7.5	6
59	A class of representations for evolving graphs. , 2015, , .		11
60	Evolving fractal art with a directed acyclic graph genetic programming representation. , 2015, , .		3
61	Multiple Opponent Optimization of Prisonerâ€™s Dilemma Playing Agents. IEEE Transactions on Games, 2015, 7, 53-65.	1.7	6
62	Agent-based modelling of resource flow in plant networks. , 2014, , .		0
63	Automatic generation of fantasy role-playing modules. , 2014, , .		8
64	Recentering and restarting a genetic algorithm using a generative representation for an ordered gene problem1. International Journal of Hybrid Intelligent Systems, 2014, 11, 257-271.	0.9	6
65	The evolution of exploitation. , 2014, , .		7
66	Test problems and representations for graph evolution. , 2014, , .		12
67	Shaped prisoner's dilemma automata. , 2014, , .		7
68	∗Tego — A framework for adversarial planning. , 2014, , .		0
69	Recentering and Restarting Genetic Algorithm variations for DNA Fragment Assembly. , 2014, , .		11
70	Using associators to generate ensemble biclustering from multiple evolved biclusterings. , 2014, , .		0
71	Creativity and competitiveness in polyomino-developing game playing agents. , 2013, , .		0
72	An agent based model of stress in the workplace. , 2013, , .		2

#	ARTICLE	IF	CITATIONS
73	Edit metric decoding: Representation strikes back. , 2013, , .		8
74	Agent-Case Embeddings for the Analysis of Evolved Systems. IEEE Transactions on Evolutionary Computation, 2013, 17, 227-240.	7.5	22
75	The impact of connection topology and agent size on cooperation in the iterated prisoner's dilemma. , 2013, , .		8
76	Fitness Landscapes of Evolved Apoptotic Cellular Automata. IEEE Transactions on Evolutionary Computation, 2013, 17, 198-212.	7.5	21
77	The impact of varying resources available to Iterated Prisoner's Dilemma agents. , 2013, , .		14
78	Recentering, reanchoring &amp; restarting an evolutionary algorithm. , 2013, , .		7
79	Woven string kernels for DNA sequence classification. , 2013, , .		6
80	Impact of regulatory genes on optimization behavior. , 2012, , .		7
81	Evolutionary games and the study of cooperation: Why has so little progress been made?. , 2012, , .		8
82	From competition to cooperation: Co-evolution in a rewards continuum. , 2012, , .		17
83	Evolving a social fabric to fit and epidemic profile. , 2012, , .		1
84	A model of competitive exclusion in plants. , 2012, , .		1
85	Single parent generalization of cellular automata rules. , 2012, , .		5
86	On the synthesis of DNA error correcting codes. BioSystems, 2012, 110, 1-8.	0.9	19
87	Comparison of evolved epidemic networks with diffusion characters. , 2011, , .		23
88	Incorporating required structure into tiles. , 2011, , .		12
89	A simulation of bacterial communities. , 2011, , .		5
90	Simultaneous Dual Level Creation for Games. IEEE Computational Intelligence Magazine, 2011, 6, 26-37.	3.4	22

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91	Search-Based Procedural Generation of Maze-Like Levels. IEEE Transactions on Games, 2011, 3, 260-273.	1.7	79
92	Planned tournament selection. Optimization and Engineering, 2011, 12, 303-331.	1.3	2
93	Autogeneration of fractal photographic mosaic images. , 2011, , .		11
94	Shopkeeper strategies in the iterated prisoner's dilemma. , 2011, , .		1
95	Designing artificial organisms for use in biological simulations. , 2011, , .		3
96	Hormonal systems for prisoners dilemma agents. , 2011, , .		5
97	Fitting contact networks to epidemic behavior with an evolutionary algorithm. , 2011, , .		21
98	Translation tables: A genetic code in a evolutionary algorithm. , 2011, , .		0
99	Evolution and instability in ring species complexes: An in silico approach to the study of speciation. Journal of Theoretical Biology, 2010, 264, 1202-1213.	0.8	19
100	Virtual retroviruses in grid walkers: Effects on genome organization. , 2010, , .		2
101	Automatic generation of game elements via evolution. , 2010, , .		34
102	Nearest neighbor training of side effect machines for sequence classification. , 2010, , .		6
103	A fingerprint comparison of different Prisoner's Dilemma payoff matrices. , 2010, , .		12
104	Robustness in evolved grid structures. , 2009, , .		1
105	Fingerprint Analysis of the Noisy Prisoner's Dilemma Using a Finite-State Representation. IEEE Transactions on Games, 2009, 1, 154-167.	1.7	48
106	Using diffusion characters for the taxonomy of self-organizing social networks. , 2009, , .		2
107	DNA error correcting codes: No crossover.. , 2009, , .		15
108	Fingerprinting: Visualization and Automatic Analysis of Prisoner's Dilemma Strategies. IEEE Transactions on Evolutionary Computation, 2008, 12, 647-659.	7.5	63

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109	A model of emotion in the prisoner’s dilemma. , 2008, , .		15
110	Characterization of extremal epidemic networks with diffusion characters. , 2008, , .		30
111	Classifying synthetic and biological DNA sequences with side effect machines. , 2008, , .		18
112	Evolution of artificial ring species. , 2008, , .		11
113	Diffusion characters: Breaking the spectral barrier. Canadian Conference on Electrical and Computer Engineering, 2008, , .	0.0	10
114	Side effect machines for sequence classification. Canadian Conference on Electrical and Computer Engineering, 2008, , .	0.0	10
115	Evolutionary Exploration of Generalized Julia Sets. , 2007, , .		11
116	Fingerprint analysis of the noisy prisoner&#x2019;s dilemma. , 2007, , .		20
117	A fractal representation for real optimization. , 2007, , .		6
118	Filtration and Depth Annotation Improve Non-linear Projection for RNA Motif Discovery. , 2006, , .		14
119	Grid-Robot Drivers: an Evolutionary Multi-agent Virtual Robotics Task. , 2006, , .		3
120	Training Function Stacks to play the Iterated Prisoner's Dilemma. , 2006, , .		22
121	A novel linear representation for evolving matrices. Soft Computing, 0, , .	2.1	0