

Takashi Ikegami

List of Publications by Year in descending order

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Version: 2024-02-01

59
papers

1,195
citations

394421

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61
all docs

61
docs citations

61
times ranked

688
citing authors

#	ARTICLE	IF	CITATIONS
1	Open Problems in Artificial Life. <i>Artificial Life</i> , 2000, 6, 363-376.	1.3	235
2	Open-Ended Evolution: Perspectives from the OEE Workshop in York. <i>Artificial Life</i> , 2016, 22, 408-423.	1.3	73
3	Homeochaos: dynamics stability of a symbiotic network with population dynamics and evolving mutation rates. <i>Physica D: Nonlinear Phenomena</i> , 1992, 56, 406-429.	2.8	70
4	Dynamics of internal models in game players. <i>Physica D: Nonlinear Phenomena</i> , 1999, 134, 253-266.	2.8	57
5	Chemical Basis for Minimal Cognition. <i>Artificial Life</i> , 2010, 16, 233-243.	1.3	45
6	Self-maintenance and Self-reproduction in an Abstract Cell Model. <i>Journal of Theoretical Biology</i> , 2000, 206, 243-253.	1.7	43
7	Evolution of host-parasitoid network through homeochaotic dynamics. <i>Chaos</i> , 1992, 2, 397-407.	2.5	41
8	Adaptability and Diversity in Simulated Turn-taking Behavior. <i>Artificial Life</i> , 2004, 10, 361-378.	1.3	41
9	From a homeostatic to a homeodynamic self. <i>BioSystems</i> , 2008, 91, 388-400.	2.0	41
10	The brain is not an isolated "black box," nor is its goal to become one. <i>Behavioral and Brain Sciences</i> , 2013, 36, 213-214.	0.7	33
11	Motility at the Origin of Life: Its Characterization and a Model. <i>Artificial Life</i> , 2014, 20, 55-76.	1.3	33
12	Emergence of Protosentences in Artificial Communicating Systems. <i>IEEE Transactions on Autonomous Mental Development</i> , 2011, 3, 146-153.	1.6	31
13	Turn-taking Interaction as a Cooperative and Co-creative Process. , 2007, 30, 278-288.		29
14	Using Human-Computer Interfaces to Investigate "Mind-As-It-Could-Be"™ from the First-Person Perspective. <i>Cognitive Computation</i> , 2012, 4, 365-382.	5.2	27
15	From genetic evolution to emergence of game strategies. <i>Physica D: Nonlinear Phenomena</i> , 1994, 75, 310-327.	2.8	25
16	Emergence of Swarming Behavior: Foraging Agents Evolve Collective Motion Based on Signaling. <i>PLoS ONE</i> , 2016, 11, e0152756.	2.5	25
17	Shapes and Self-Movement in Protocell Systems. <i>Artificial Life</i> , 2009, 15, 59-70.	1.3	23
18	Evolution of Strategies in the three-person Iterated Prisoner's Dilemma Game. <i>Journal of Theoretical Biology</i> , 1998, 195, 53-67.	1.7	21

#	ARTICLE	IF	CITATIONS
19	From synthetic modeling of social interaction to dynamic theories of brain-body-environment-body-brain systems. Behavioral and Brain Sciences, 2013, 36, 420-421.	0.7	21
20	A Sensorimotor Signature of the Transition to Conscious Social Perception: Co-regulation of Active and Passive Touch. Frontiers in Psychology, 2017, 8, 1778.	2.1	21
21	Learning by stimulation avoidance: A principle to control spiking neural networks dynamics. PLoS ONE, 2017, 12, e0170388.	2.5	20
22	Life as an emergent phenomenon: studies from a large-scale boid simulation and web data. Philosophical Transactions Series A, Mathematical, Physical, and Engineering Sciences, 2017, 375, 20160351.	3.4	18
23	An Overview of Open-Ended Evolution: Editorial Introduction to the Open-Ended Evolution II Special Issue. Artificial Life, 2019, 25, 93-103.	1.3	18
24	Active Mutation in Self-Reproducing Networks of Machines and Tapes. Artificial Life, 1995, 2, 305-318.	1.3	17
25	Imitation by social interaction? Analysis of a minimal agent-based model of the correspondence problem. Frontiers in Human Neuroscience, 2012, 6, 202.	2.0	17
26	Exploring Default Mode and Information Flow on the Web. PLoS ONE, 2013, 8, e60398.	2.5	15
27	Chaotic itinerancy in coupled dynamical recognizers. Chaos, 2003, 13, 1133-1147.	2.5	14
28	Self-Organization on Social Media: Endo-Exo Bursts and Baseline Fluctuations. PLoS ONE, 2014, 9, e109293.	2.5	14
29	A Design for Living Technology: Experiments with the Mind Time Machine. Artificial Life, 2013, 19, 387-400.	1.3	13
30	Spatial-Pattern-Induced Evolution of a Self-Replicating Loop Network. Artificial Life, 2006, 12, 461-485.	1.3	12
31	Emergence of Sense-Making Behavior by the Stimulus Avoidance Principle: Experiments on a Robot Behavior Controlled by Cultured Neuronal Cells. , 0, , .		9
32	Evolvability of machines and tapes. Artificial Life and Robotics, 1999, 3, 242-245.	1.2	7
33	How to Make Swarms Open-Ended? Evolving Collective Intelligence Through a Constricted Exploration of Adjacent Possibles. Artificial Life, 2019, 25, 178-197.	1.3	7
34	Dynamic organization of flocking behaviors in a large-scale boids model. Journal of Computational Social Science, 2019, 2, 77-84.	2.4	7
35	Neural Autopoiesis: Organizing Self-Boundaries by Stimulus Avoidance in Biological and Artificial Neural Networks. Artificial Life, 2020, 26, 130-151.	1.3	7
36	The search for a first cell under the maximalism design principle. Technoetic Arts, 2009, 7, 153-164.	0.1	6

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37	Dynamic homeostasis in packet switching networks. <i>Adaptive Behavior</i> , 2015, 23, 50-63.	1.9	5
38	Personogenesis Through Imitating Human Behavior in a Humanoid Robot "Alter3". <i>Frontiers in Robotics and AI</i> , 2020, 7, 532375.	3.2	5
39	Studying a self-sustainable system by making a mind time machine. , 2010, , .		4
40	Autonomous Regulation of Self and Non-Self by Stimulation Avoidance in Embodied Neural Networks. , 2018, , .		4
41	Learning by stimulation avoidance scales to large neural networks. , 2017, , .		4
42	Organization of a Latent Space structure in VAE/GAN trained by navigation data. <i>Neural Networks</i> , 2022, 152, 234-243.	5.9	4
43	Chaotic itinerancy needs embodied cognition to explain memory dynamics. <i>Behavioral and Brain Sciences</i> , 2001, 24, 818-819.	0.7	3
44	Open-Ended Evolution and a Mechanism of Novelties in Web Services. <i>Artificial Life</i> , 2019, 25, 168-177.	1.3	3
45	How the Nature of Web Services Drives Vocabulary Creation in Social Tagging. , 2019, , .		3
46	Artificial Life Next Generation Perspectives: Echoes from the 2018 Conference in Tokyo. <i>Artificial Life</i> , 2020, 26, 1-4.	1.3	3
47	Interaction Based Evolution of Self-Replicating Loop Structures. <i>Lecture Notes in Computer Science</i> , 2003, , 89-96.	1.3	2
48	Chemical Robot: Self-organizing Self-moving Oil Droplet. <i>Journal of the Robotics Society of Japan</i> , 2010, 28, 435-444.	0.1	2
49	Creating space-time affordances via an autonomous sensor network. , 2013, , .		2
50	Critical mass in the emergence of collective intelligence: a parallelized simulation of swarms in noisy environments. <i>Artificial Life and Robotics</i> , 2016, 21, 317-323.	1.2	2
51	Visualization of dynamic structure in flocking behavior. <i>Artificial Life and Robotics</i> , 2020, 25, 544-551.	1.2	2
52	Simulated turn-taking and development of styles of motion. , 0, , 301-322.		1
53	Possible dynamical explanations for Paltridge's principle of maximum entropy production. , 2014, , .		1
54	Emergence of Superorganisms in a Large Scale Boids Model. , 2019, , .		1

#	ARTICLE	IF	CITATIONS
55	Bird Song Diamond in Deep Space 8k. <i>AI and Society</i> , 2020, 35, 87-101.	4.6	1
56	A new formalization of a meta-game using the lambda calculus. <i>BioSystems</i> , 2005, 80, 219-231.	2.0	0
57	dynamical categories and language. <i>Behavioral and Brain Sciences</i> , 2005, 28, 500-501.	0.7	0
58	Adaptability and Homeostasis in the Game of Life interacting with the evolved Cellular Automata. <i>International Journal of Natural Computing Research</i> , 2010, 1, 40-50.	0.5	0
59	Adaptability and Homeostasis in the Game of Life interacting with the evolved Cellular Automata. , 2012, , 232-254.		0