Takashi Ikegami

List of Publications by Year
in descending order

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59 papers	1,195 citations	448610 19 h-index	466096 32 g-index
61 all docs	61 docs citations	61 times ranked	798 citing authors

#	Article	IF	Citations
1	Organization of a Latent Space structure in VAE/GAN trained by navigation data. Neural Networks, 2022, 152, 234-243.	3.3	4
2	Bird Song Diamond in Deep Space 8k. AI and Society, 2020, 35, 87-101.	3.1	1
3	Visualization of dynamic structure in flocking behavior. Artificial Life and Robotics, 2020, 25, 544-551.	0.7	2
4	Artificial Life Next Generation Perspectives: Echoes from the 2018 Conference in Tokyo. Artificial Life, 2020, 26, 1-4.	1.0	3
5	Neural Autopoiesis: Organizing Self-Boundaries by Stimulus Avoidance in Biological and Artificial Neural Networks. Artificial Life, 2020, 26, 130-151.	1.0	7
6	Personogenesis Through Imitating Human Behavior in a Humanoid Robot â€œAlter3â€• Frontiers in Robotics and AI, 2020, 7, 532375.	2.0	5
7	Open-Ended Evolution and a Mechanism of Novelties in Web Services. Artificial Life, 2019, 25, 168-177.	1.0	3
8	How to Make Swarms Open-Ended? Evolving Collective Intelligence Through a Constricted Exploration of Adjacent Possibles. Artificial Life, 2019, 25, 178-197.	1.0	7
9	An Overview of Open-Ended Evolution: Editorial Introduction to the Open-Ended Evolution II Special Issue. Artificial Life, 2019, 25, 93-103.	1.0	18
10	How the Nature of Web Services Drives Vocabulary Creation in Social Tagging. , 2019, , .		3
11	Dynamic organization of flocking behaviors in a large-scale boids model. Journal of Computational Social Science, 2019, 2, 77-84.	1.4	7
12	Emergence of Superorganisms in a Large Scale Boids Model. , 2019, , .		1
13	Autonomous Regulation of Self and Non-Self by Stimulation Avoidance in Embodied Neural Networks. , 2018, , .		4
14	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.	1.6	18
15	A Sensorimotor Signature of the Transition to Conscious Social Perception: Co-regulation of Active and Passive Touch. Frontiers in Psychology, 2017, 8, 1778.	1.1	21
16	Learning by stimulation avoidance: A principle to control spiking neural networks dynamics. PLoS ONE, 2017, 12, e0170388.	1.1	20
17	Learning by stimulation avoidance scales to large neural networks. , 2017, , .		4
18	Open-Ended Evolution: Perspectives from the OEE Workshop in York. Artificial Life, 2016, 22, 408-423.	1.0	73

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19	Critical mass in the emergence of collective intelligence: a parallelized simulation of swarms in noisy environments. Artificial Life and Robotics, 2016, 21, 317-323.	0.7	2
20	Emergence of Swarming Behavior: Foraging Agents Evolve Collective Motion Based on Signaling. PLoS ONE, 2016, 11, e0152756.	1.1	25
21	Dynamic homeostasis in packet switching networks. Adaptive Behavior, 2015, 23, 50-63.	1.1	5
22	Possible dynamical explanations for Paltridge's principle of maximum entropy production. , 2014, , .		1
23	Motility at the Origin of Life: Its Characterization and a Model. Artificial Life, 2014, 20, 55-76.	1.0	33
24	Self-Organization on Social Media: Endo-Exo Bursts and Baseline Fluctuations. PLoS ONE, 2014, 9, e109293.	1.1	14
25	Creating space-time affordances via an autonomous sensor network. , 2013, , .		2
26	A Design for Living Technology: Experiments with the Mind Time Machine. Artificial Life, 2013, 19, 387-400.	1.0	13
27	The brain is not an isolated â€œblack box,â€•nor is its goal to become one. Behavioral and Brain Sciences, 2013, 36, 213-214.	0.4	33
28	From synthetic modeling of social interaction to dynamic theories of brainâ€“bodyâ€“environmentâ€“bodyâ€“brain systems. Behavioral and Brain Sciences, 2013, 36, 420-421.	0.4	21
29	Exploring Default Mode and Information Flow on the Web. PLoS ONE, 2013, 8, e60398.	1.1	15
30	Using Humanâ€“Computer Interfaces to Investigate â€˜Mind-As-It-Could-Beâ€™ from the First-Person Perspective. Cognitive Computation, 2012, 4, 365-382.	3.6	27
31	Imitation by social interaction? Analysis of a minimal agent-based model of the correspondence problem. Frontiers in Human Neuroscience, 2012, 6, 202.	1.0	17
32	Adaptability and Homeostasis in the Game of Life interacting with the evolved Cellular Automata. , 2012, , 232-254.		0
33	Emergence of Protosentences in Artificial Communicating Systems. IEEE Transactions on Autonomous Mental Development, 2011, 3, 146-153.	2.3	31
34	Chemical Robot: Self-organizing Self-moving Oil Droplet. Journal of the Robotics Society of Japan, 2010, 28, 435-444.	0.0	2
35	Adaptability and Homeostasis in the Game of Life interacting with the evolved Cellular Automata. International Journal of Natural Computing Research, 2010, 1, 40-50.	0.5	0
36	Studying a self-sustainable system by making a mind time machine. , 2010, , .		4

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37	Chemical Basis for Minimal Cognition. Artificial Life, 2010, 16, 233-243.	1.0	45
38	The search for a first cell under the maximalism design principle. Technoetic Arts, 2009, 7, 153-164.	0.0	6
39	Shapes and Self-Movement in Protocell Systems. Artificial Life, 2009, 15, 59-70.	1.0	23
40	From a homeostatic to a homeodynamic self. BioSystems, 2008, 91, 388-400.	0.9	41
41	Turn-taking Interaction as a Cooperative and Co-creative Process. , 2007, 30, 278-288.		29
42	Spatial-Pattern-Induced Evolution of a Self-Replicating Loop Network. Artificial Life, 2006, 12, 461-485.	1.0	12
43	A new formalization of a meta-game using the lambda calculus. BioSystems, 2005, 80, 219-231.	0.9	0
44	dynamical categories and language. Behavioral and Brain Sciences, 2005, 28, 500-501.	0.4	0
45	Adaptability and Diversity in Simulated Turn-taking Behavior. Artificial Life, 2004, 10, 361-378.	1.0	41
46	Chaotic itinerancy in coupled dynamical recognizers. Chaos, 2003, 13, 1133-1147.	1.0	14
47	Interaction Based Evolution of Self-Replicating Loop Structures. Lecture Notes in Computer Science, 2003, , 89-96.	1.0	2
48	Chaotic itinerancy needs embodied cognition to explain memory dynamics. Behavioral and Brain Sciences, 2001, 24, 818-819.	0.4	3
49	Self-maintenance and Self-reproduction in an Abstract Cell Model. Journal of Theoretical Biology, 2000, 206, 243-253.	0.8	43
50	Open Problems in Artificial Life. Artificial Life, 2000, 6, 363-376.	1.0	235
51	Dynamics of internal models in game players. Physica D: Nonlinear Phenomena, 1999, 134, 253-266.	1.3	57
52	Evolvability of machines and tapes. Artificial Life and Robotics, 1999, 3, 242-245.	0.7	7
53	Evolution of Strategies in the three-person Iterated Prisoner's Dilemma Game. Journal of Theoretical Biology, 1998, 195, 53-67.	0.8	21
54	Active Mutation in Self-Reproducing Networks of Machines and Tapes. Artificial Life, 1995, 2, 305-318.	1.0	17

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55	From genetic evolution to emergence of game strategies. Physica D: Nonlinear Phenomena, 1994, 75, 310-327.	1.3	25
56	Evolution of hostâ€“parasitoid network through homeochaotic dynamics. Chaos, 1992, 2, 397-407.	1.0	41
57	Homeochaos: dynamics stability of a symbiotic network with population dynamics and evolving mutation rates. Physica D: Nonlinear Phenomena, 1992, 56, 406-429.	1.3	70
58	Simulated turn-taking and development of styles of motion. , 0, , 301-322.		1
59	Emergence of Sense-Making Behavior by the Stimulus Avoidance Principle: Experiments on a Robot Behavior Controlled by Cultured Neuronal Cells. , 0, , .		9