

CURRICULUM VITAE

Risto Miikkulainen

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Education

Doctor of Philosophy in Computer Science, University of California, Los Angeles, 1990.
Master of Science in Engineering (Applied Mathematics), “with distinction”, Helsinki University of Technology, Finland, 1986.

Academic Positions

Professor, Department of Computer Sciences, University of Texas at Austin, since 2002; Associate Professor, 1996 – 2002; Assistant Professor, 1990 – 1996.
Faculty Member, Institute for Neuroscience, The University of Texas at Austin, since 2000.

Research Summary

The goal of my research is to understand how cognitive abilities emerge through evolution and learning. To this end, I build computational models of cognitive processes such as sentence and story processing, lexicon, episodic memory, pattern and object recognition, and sequential decision making. The research involves developing new methods for self-organization and evolution of neural networks, as well as verifying them experimentally on human subjects, often in collaboration with experimentalists and medical professionals. Examples of current work include impaired story telling in schizophrenia, rehabilitation in bilingual aphasia, understanding and inferring the semantics of realistic spoken sentences, and evolution of communication in simulated agents.

Professional Positions

Board of Governors, International Neural Network Society, since 2007.
Computational Intelligence in Games Technical Committee, IEEE Computational Intelligence Society, Vice Chair since 2007; Member since 2007.
Scientific Advisory Board, Center of Excellence in Adaptive Informatics Research, Helsinki University of Technology, since 2006.
Autonomous Mental Development Technical Committee, IEEE Computational Intelligence Society, since 2004.
Neural Networks Technical Committee, IEEE Computational Intelligence Society, since 2004.
Consultant, 21st Century Technologies, Inc., Austin, since 2008.
Advisory Board, Lange Fund Management, LLC, Los Angeles, since 2005.
Consultant, Catalis Healthcare / Recare Inc., Austin, since 2000.

Editorships

Neural Networks, associate editor, since 2008.

IEEE Transactions on Computational Intelligence and AI in Games, associate editor, since 2008.

IEEE Transactions on Autonomous Mental Development, associate editor, since 2008.

Machine Learning, action editor, since 2002.

Cognitive Systems Research, action editor, since 2000.

Evolutionary Intelligence, editorial board member, since 2007.

Encyclopedia of Machine Learning, editorial board member, since 2005.

Neural Computing Surveys, editorial board member, since 1996.

Applied Intelligence, editorial board member, 1995–2005.

Neural Processing Letters, editorial board member, since 1994.

Neural Networks, Guest co-editor of a special issue on “Advances on Self-Organizing Maps”, 2005.

IEEE Transactions on Evolutionary Computation, Guest co-editor of a special issue on “Evolutionary Computation and Games”, 2005.

Research Grants

National Institutes of Health, “Computational and Behavioral Evidence for Bilingual Aphasia Rehabilitation” (R21-DC009446), December 1st, 2008 - November 30th, 2010, \$398,080.

The Fetzer Institute, “A Formal Theory of Meditation” (subcontract of University of California, Davis, PI: Clifford Saron), September 1st 2008 - May 31st 2009, \$28,818.

Texas Higher Education Coordinating Board, “Constructing Intelligent Agents in Simulated Worlds” (003658-0036-2007), June 1st 2008 – May 31st, 2010, \$150,000.

National Science Foundation, “Pilot: Leveraging Human Creativity with Machine Discovery,” IIS-0757479, June 1st 2008 - May 31st 2010, \$199,967.

National Science Foundation, “RI: Mastodon: A Large-Memory, High-Throughput Simulation Infrastructure” (CISE Research Infrastructure Grant EIA-0303609), September 1st 2003 - August 31st 2008, \$1,927,031.

National Institutes of Health, “Neural Network Models of Schizophrenic Language” (subcontract of Yale grant 5R01-MH066228, PI: Ralph Hoffman), July 1st 2HP003 - January 15th 2008, \$185,196.

Defense Advanced Research Projects Agency, “Polymorphous Cognitive Agent Architecture (PCAA)” (subcontract of Lockheed Martin Advanced Technology Laboratories grant FA8750-04-C-0266, PI: Julius Ettl), March 26th 2004 – August 31st 2006, \$700,000.

National Institutes of Health, “Computational Modeling of Cortical Maps” (Human Brain Project Grant 1R01-MH66991), April 22nd 2002 - March 31st 2006, \$765,500.

Toyota Technical Center, “Collision Avoidance through Neuroevolution Reinforcement Learning”, November 1st 2003 - January 15th 2006, \$333,750.

Defense Advanced Research Projects Agency, “Integrating Neuroevolution Learning into TIELT” (subcontract of NRL grant N00173041G025, PI: David Aha), November 1st 2004 - October 31st 2005, \$27,000.

National Science Foundation, “Cooperative Coevolution of Neural Networks in Sequential Decision Tasks” (IIS-0083776), September 5th 2000 - August 31st 2004, \$419,114.

Texas Higher Education Coordinating Board, “Coevolution of Neural Networks for Multi-Agent Tasks” (ARP-003658-0476-2001), January 1st 2002 – December 31st, 2003, \$146,936.

National Science Foundation, “Modeling Development and Perceptual Phenomena in the Visual Cortex” (IIS-9811478), December 15th 1998 - November 30th 2001, \$231,377.

National Science Foundation, “Symbiotic Evolution of Neural Networks in Sequential Decision Tasks” (IRI-9504317), September 15th 1995 – August 31st, 1999, \$249,523.

Texas Higher Education Coordinating Board, “Natural Language Processing with Modular Neural Networks” (ARP-003658-444-1995), January 1st 1996 – August 31st, 1998, \$91,170.

National Science Foundation, “RIA: A Self-Organizing Neural Network Model of the Primary Visual Cortex” (IRI-9309273), June 15th 1993 – May 31st 1996, \$89,916.

Other Awards and Honors

Best Paper Award in Artificial Life, Evolutionary Robotics, Adaptive Behavior, and Evolvable Hardware, *Genetic and Evolutionary Computation Conference* (GECCO-2008, Atlanta, GA), for Valsalam, V., and Miikkulainen, R., Modular Neuroevolution for Multilegged Locomotion.

Best Paper Award in Generative and Developmental Systems, *Genetic and Evolutionary Computation Conference* (GECCO-2007, London, UK), for Reisinger, J. and Miikkulainen, R., Acquiring Evolvability through Adaptive Representations.

Best Student Paper Award, *IEEE Symposium on Computational Intelligence and Games* (CIG-2006, Reno, NV), for Bryant, B. and Miikkulainen, R., Exploiting Sensor Symmetries in Example-based Training for Intelligent Agents.

Best Paper Award in Evolutionary Robotics, A-Life, Adaptive Behavior, *Genetic and Evolutionary Computation Conference* (GECCO-2005, Washington, DC), for Valsalam, V., Bednar, J. A., and Miikkulainen, R., Constructing Good Learners using Evolved Pattern Generators.

Best Paper Award in Real World Applications, *Genetic and Evolutionary Computation Conference* (GECCO-2005, Washington, DC), for Sit, Y. F. and Miikkulainen, R., Learning Basic Navigation for Personal Satellite Assistant using Neuroevolution.

Bronze Medal, Human Competitive Results Competition, *Genetic and Evolutionary Computation Conference* (GECCO-2005, Washington, DC), for Grasemann, U. and Miikkulainen, R., Effective Image Compression using Evolved Wavelets.

Best Paper Award, *IEEE Symposium on Computational Intelligence and Games* (CIG-2005, Essex, UK), for Stanley, K. O., Bryant, B., and Miikkulainen, R., Evolving Neural Network Agents in the NERO Video Game.

Best Paper Award in Real World Applications, *Genetic and Evolutionary Computation Conference* (GECCO-2003, Chicago, IL), for Gomez, F. and Miikkulainen, R., Active Guidance for a Finless Rocket Using Neuroevolution.

Best Paper Award in Genetic Algorithms, *Genetic and Evolutionary Computation Conference* (GECCO-2002, New York, NY), for Stanley, K. and Miikkulainen, R., Efficient Reinforcement Learning Through Evolving Neural Network Topologies.

Francisco J. Varela Research Award, Mind and Life Institute, “Developing computational model for meditation using cross cortical synchrony in EEG data,” 2006–2009, \$10,000 (student: Manish Sagar).

Fellow on David Bruton Jr. Centennial Professorship #3 2005–2006, \$2000.

Dean’s Fellowship, College of Natural Sciences, the University of Texas at Austin, Spring 2002.

Faculty Fellowship, Department of Computer Sciences, the University of Texas at Austin, \$5,000–\$7,000 per year, 1995 – 2002.

National Institutes of Health, “The Source of Cross-Language Variation in Syllable Systems,” NIDCD National Research Service Award 1F32-DC00459-01, March 2000 – February 2002, \$65,748 (Postdoc: Dr. Melissa A. Redford).

Research Internship Award, The University of Texas at Austin, “Research Practice in Neuroevolution,” September 2001 - May 2002, \$18,500.

National Science Foundation (REU Supplement to grant IRI-9504317), April 1997 – September 1998, \$10,000.

National Science Foundation, “Synchronization and Segmentation in a Unified Neural Network Model of the Primary Visual Cortex,” IRI-940004P, 105 Service Units on Cray-90 and 119,000 SU on T3D at Pittsburgh Supercomputing Center, October 3rd 1994 – July 15th 1997.

High Performance Computer Time Grant, The University of Texas at Austin, “Handwritten Digit Recognition with the Laterally Interconnected Self-Organizing Map,” \$15,000 on the Cray J90, September 1st 1995 – August 31st 1996.

Special Research Grant, University Research Institute, the University of Texas at Austin, “Handwritten Digit Recognition with Laterally Connected Self-Organizing Maps”, February 1996, \$500.

College of Natural Sciences, the University of Texas at Austin, matching funds for equipment for the National Science Foundation Grant IRI-9504317, June 1995, \$11,000.

National Science Foundation, “A Self-Organizing Neural Network Model of the Primary Visual Cortex,” IRI-930005P, 1008 Service Units on Cray-90 at the Pittsburgh Supercomputing Center, June 23rd 1993 – January 15th 1995.

Summer Research Award, University Research Institute, the University of Texas at Austin, “Learning Abstractions with Distributed Neural Networks,” June – July 1991, \$10,222.

Max-Planck-Institute für Psycholinguistik, Nijmegen, the Netherlands, “Neural Network Models of Natural Language Processing,” May 1991, \$1,800.

Applied AI Systems, Ontario, Canada, “Gift to Support Natural Language Processing Research,” March 1991, \$1,000.

The Academy of Finland, “Neural Network Models of Natural Language Processing,” January 1987 – August 1990, \$34,000.

Emil Aaltonen Foundation Fellowship (Finland), 1986, 1989, 1990.

Foundation for the Advancement of Technology Fellowship (Finland), 1989, 1990.

Alfred Kordelin Foundation Fellowship (Finland), 1989.

Finnish Science Academy Fellowship, 1988.

Finnish Cultural Foundation Fellowship, 1987, 1988.

Jenny and Antti Wihuri Foundation Fellowship (Finland), 1987.

Thanks to Scandinavia Foundation Fellowship, 1987.

Economic and Technological Sciences Foundation Fellowship (Finland), 1986.

Publications

Papers are available at nn.cs.utexas.edu, or directly by clicking on the title below.

Books

1. Miikkulainen, R., Bednar, J. A., Choe, Y., and Sirosh, J. (2005). *Computational Maps in the Visual Cortex*. New York: Springer.
2. Sirosh, J., Miikkulainen, R., and Choe, Y. (editors) (1996). *Lateral Interactions in the Cortex: Structure and Function*. The UTCS Neural Networks Research Group, Austin, TX. Electronic book, ISBN 0-9647060-0-8, nn.cs.utexas.edu/web-pubs/htmlbook96.
3. Miikkulainen, R. (1993). *Subsymbolic Natural Language Processing: An Integrated Model of Scripts, Lexicon, and Memory*. Cambridge, MA: MIT Press.

Recent Technical Reports

4. Mayberry, M. R. III and Miikkulainen, R. (2008). Incremental Nonmonotonic Sentence Interpretation through Semantic Self-Organization. Technical Report AI08-12, Department of Computer Sciences, University of Texas at Austin.
5. Yong, C. H. and Miikkulainen, R. (2008). Coevolution of Role-Based Cooperation in Multi-Agent Systems. Technical Report AI07-338, Department of Computer Sciences, University of Texas at Austin.

Journal Articles

6. Sit, Y. F. and Miikkulainen, R. (in press). Computational Predictions on the Receptive Fields and Organization of V2 for Shape Processing. *Neural Computation*.
7. Gomez, F., Schmidhuber, J., and Miikkulainen, R. (2008) Accelerated Neural Evolution through Cooperatively Coevolved Synapses. *Journal of Machine Learning Research* 9:937–965.
8. Redford, M. and Miikkulainen, R. (2007). Effects of Acquisition Rate on Emergent Structure in Phonological Development. *Language* 83:737–769.
9. Silberman, Y., Bentin, S., and Miikkulainen, R. (2007). Semantic Boost on Episodic Associations: An Empirically Based Computational Model. *Cognitive Science* 31:645–671.
10. Sit, Y. F., and Miikkulainen, R. (2007). A Computational Model of the Signals in Optical Imaging with Voltage-Sensitive Dyes. *Neurocomputing* 70:1853–1857.
11. Valsalam, V., Bednar, J. A., and Miikkulainen, R. (2007). Developing Complex Systems using Evolved Pattern Generators. *IEEE Transactions on Evolutionary Computation* 11:181–198.
12. Miikkulainen, R. (2006). Creating Intelligent Agents in Games. *The Bridge*, 36(4):5–13.
13. Provost, J., Kuipers, B. J. and Miikkulainen, R. (2006). Developing navigation behavior through self-organizing distinctive state abstraction. *Connection Science* 18:159–172.
14. Sit, Y. F., and Miikkulainen, R. (2006). Self-Organization of Hierarchical Visual Maps with Feedback Connections. *Neurocomputing* 69:1309–1312.
15. Bednar, J. A., and Miikkulainen, R. (2006). Joint maps for orientation, eye, and direction preference in a self-organizing model of V1. *Neurocomputing* 69:1272–1276.
16. Jegelka, S., Bednar, J. A., and Miikkulainen, R. (2006). Prenatal Development of Ocular Dominance and Orientation Maps in a Self-Organizing Model of V1. *Neurocomputing* 69:1291–1296
17. Stanley, K., Bryant, B., and Miikkulainen, R. (2005). The NERO Real-time Video Game. *IEEE Transactions on Evolutionary Computation*, 9:653–668.

18. Silberman, Y., Miikkulainen, R., and Bentin, S. (2005). Associating Unseen Events: Semantically Mediated Formation of Episodic Associations. *Psychological Science* 16:161–166.
19. Whiteson, S., Kohl, N., Miikkulainen, R., and Stone, P. (2005). Evolving Keepaway Soccer Players through Task Decomposition. *Machine Learning* 59:5–30.
20. Bednar, J. A., De Paula, J., and Miikkulainen, R. (2005). Self-Organization of color opponent receptive fields and laterally connected orientation maps. *Neurocomputing* 65-66:69–76.
21. Mayberry, M. R. III and Miikkulainen, R. (2005). Broad-Coverage Parsing with Neural Networks. *Neural Processing Letters* 21:121-132.
22. Redford, M. A., Davis, B. L., and Miikkulainen, R. (2004). Phonetic Variability and Prosodic Structure in Motherese: Does One Mask the Other? *Infant Behavior and Development* 27:477–532.
23. Bednar, J. A., Kelkar, A., and Miikkulainen, R. (2004). Scaling Self-Organizing Maps to Model Large Cortical Networks. *Neuroinformatics* 2:275–302.
24. Bednar, J. A. and Miikkulainen, R. (2004). Prenatal and Postnatal Development of Laterally Connected Orientation Maps. *Neurocomputing* 58–60:985–992.
25. Bednar, J. A., Choe, Y., De Paula, J. B., Miikkulainen, R., Provost, J., Tversky, T. (2004). Modeling Cortical Maps with *Topographica*. *Neurocomputing* 58–60:1129–1135.
26. Stanley, K. and Miikkulainen, R. (2004). Competitive Coevolution through Evolutionary Complexification. *Journal of Artificial Intelligence Research* 21:63–100.
27. Choe, Y. and Miikkulainen, R. (2004). Contour Integration and Segmentation with Self-Organized Lateral Connections. *Biological Cybernetics*, 90:75–88.
28. Stanley, K. and Miikkulainen R. (2003). A Taxonomy for Artificial Embryogeny. *Artificial Life*, 9:93–130.
29. Bednar, J. A. and Miikkulainen, R. (2003). Self-Organization of Spatiotemporal Receptive Fields and Laterally Connected Direction and Orientation Maps. *Neurocomputing*, 52–54:473–480.
30. Choe, Y. and Miikkulainen, R. (2003). The Role of Postsynaptic Potential Decay Rate in Neural Synchrony. *Neurocomputing*, 52–54:707–712.
31. Bednar, J. A., and Miikkulainen, R. (2003). Learning Innate Face Preferences. *Neural Computation*, 15:1525–1557.
32. Stanley, K. and Miikkulainen, R. (2002). Evolution of Neural Networks through Augmenting Topologies. *Evolutionary Computation*, 10:99–127.
33. Bednar, J. A., Kelkar, A., and Miikkulainen, R. (2002). Modeling Large Cortical Networks with Growing Self-Organizing Maps. *Neurocomputing* 44–46:315–321.
34. Tversky, T. and Miikkulainen, R. (2002). Modeling Directional Selectivity Using Self-Organizing Delay-Adaptation Maps. *Neurocomputing* 44–46:679–684.
35. Redford, M., Chen, C.-C., and Miikkulainen, R. (2001). Constrained Emergence of Universals and Variation in Syllable Systems. *Language and Speech*, 44:27–56.
36. Bednar, J. A., and Miikkulainen, R. (2000). Tilt Aftereffects in a Self-Organizing Model of the Primary Visual Cortex *Neural Computation*, 12:1721–1740.
37. Howe, M., and Miikkulainen, R. (2000). Hebbian Learning and Temporary Storage in the Convergence-Zone Model of Episodic Memory. *Neurocomputing*, 32–33:817–821.
38. Choe, Y., Cormack, L., and Miikkulainen, R. (2000). Effects of Presynaptic and Postsynaptic Resource Redistribution in Hebbian Weight Adaptation. *Neurocomputing*, 32–33:77–82.
39. Agogino, A., Stanley, K., and Miikkulainen, R. (2000). Online Interactive Neuro-evolution. *Neural Processing Letters*, 11:29–38.
40. Choe, Y. and Miikkulainen, R. (1998) Self-Organization and Segmentation in a Laterally Connected Orientation Map of Spiking Neurons. *Neurocomputing*, 21:51–60.

41. Richards, N., Moriarty, D. E., and Miikkulainen, R. (1998). Evolving Neural Networks to Play Go. *Applied Intelligence*, 8:85–96.
42. Moriarty, D. E., and Miikkulainen, R. (1997). Forming Neural Networks through Efficient and Adaptive Coevolution. *Evolutionary Computation*, 5:373–399.
43. Gomez, F. and Miikkulainen, R. (1997). Incremental Evolution of Complex General Behavior. *Adaptive Behavior*, 5:317–342.
44. Moll, M., and Miikkulainen, R. (1997). Convergence-Zone Episodic Memory: Analysis and Simulations. *Neural Networks*, 10:1017–1036.
45. Leow, W. K. and Miikkulainen, R. (1997). Visual Schemas in Neural Networks for Object Recognition and Scene Analysis. *Connection Science*, 9:161–200.
46. Miikkulainen, R. (1997). Dyslexic and Category-Specific Impairments in a Self-Organizing Feature Map Model of the Lexicon. *Brain and Language*, 59:334–366.
47. Sirosh, J., and Miikkulainen, R. (1997). Topographic Receptive Fields and Patterned Lateral Interaction in a Self-Organizing Model of the Primary Visual Cortex. *Neural Computation*, 9:577–594.
48. Miikkulainen, R. (1996). Subsymbolic Case-Role Analysis of Sentences with Embedded Clauses. *Cognitive Science*, 20:47–73.
49. Moriarty, D., and Miikkulainen, R. (1996). Efficient Reinforcement Learning through Symbiotic Evolution. *Machine Learning*, 22:11–32.
50. Sirosh, J., and Miikkulainen, R. (1996). Self-Organization and Functional Role of Lateral Connections and Multisize Receptive Fields in the Primary Visual Cortex. *Neural Processing Letters*, 3:39–48.
51. Moriarty, D., and Miikkulainen, R. (1995). Discovering Complex Othello Strategies through Evolutionary Neural Networks. *Connection Science*, 7:195–209.
52. Miikkulainen, R. (1995). Script-Based Inference and Memory Retrieval in Subsymbolic Story Processing. *Applied Intelligence*, 5:137–163.
53. Leow, W. K., and Miikkulainen, R. (1994). VISOR: Schema-based Scene Analysis with Structured Neural Networks. *Neural Processing Letters*, 1(2) 18–23.
54. Sirosh, J., and Miikkulainen, R. (1994). Cooperative Self-Organization of Afferent and Lateral Connections in Cortical Maps. *Biological Cybernetics*, 71:66–78.
55. Miikkulainen, R. (1992). Trace Feature Map: A Model of Episodic Associative Memory. *Biological Cybernetics*, 66:273–282.
56. Miikkulainen, R., and Dyer, M. G. (1991). Natural Language Processing with Modular PDP Networks and Distributed Lexicon. *Cognitive Science*, 15:343–399.
57. Miikkulainen, R. (1990). Script Recognition with Hierarchical Feature Maps. *Connection Science*, 2:83–101.

Refereed Conference Papers

58. Bahceci, E. and Miikkulainen, R. (2008). Transfer of Evolved Pattern-Based Heuristics in Games. In *Proceedings of the IEEE Symposium on Computational Intelligence and Games (CIG-08)*. Piscataway, NJ: IEEE.
59. Lockett, A. and Miikkulainen, R. (2008). Evolving Opponent Models for Poker. In *Proceedings of the IEEE Symposium on Computational Intelligence and Games (CIG-08)*. Piscataway, NJ: IEEE.
60. Schrum, J. and Miikkulainen, R. (2008). Constructing Complex NPC Behavior via Multi-Objective Neuroevolution. In *Proceedings of the Fourth Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE-2008, Stanford, CA)*.

61. Reisinger, J. and Miikkulainen, R. (2008). Online Kernel Selection for Bayesian Reinforcement Learning. In *Proceedings of the 25th International Conference on Machine Learning (ICML-2008, Helsinki, Finland)*.
62. Saggarr, M., Miikkulainen, R., and Schnyer, D. M. (2008). Memory Processes in Perceptual Decision Making. In *Proceedings of the 30th Annual Conference of the Cognitive Science Society (COGSCI-08, Washington, DC)*. Hillsdale, NJ: Erlbaum.
63. Valsalam, V. and Miikkulainen, R. (2008). Modular Neuroevolution for Multilegged Locomotion. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2008, Atlanta, GA)*. Best Paper Award in Artificial Life, Evolutionary Robotics, Adaptive Behavior, Evolvable Hardware.
64. Kohl, N. and Miikkulainen, R. (2008). Evolving Neural Networks for Fractured Domains. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2008, Atlanta, GA)*.
65. Provost, J., Kuipers, B. J., and Miikkulainen, R. (2007). Self-Organizing Distinctive State Abstraction Using Options. In *Proceedings of the 7th International Conference on Epigenetic Robotics*.
66. Reisinger, J. and Miikkulainen, R. (2007). Acquiring Evolvability through Adaptive Representations. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2007, London, UK)*. Best Paper Award in Generative and Developmental Systems.
67. Lockett, A. J., Chen, C. L., and Miikkulainen, R. (2007). Evolving Explicit Opponent Models in Game Playing. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2007, London, UK)*.
68. Bryant, B. D. and Miikkulainen, R. (2007). Acquiring Visibly Intelligent Behavior with Example-Guided Neuroevolution. In *Proceedings of the Twenty-Second AAAI Conference on Artificial Intelligence (AAAI-07, Vancouver, Canada)*.
69. Grasemann, U., Miikkulainen, R., and Hoffman R. (2007). A Subsymbolic Model of Language Pathology in Schizophrenia. In *Proceedings of the 29th Annual Conference of the Cognitive Science Society (COGSCI-07, Nashville, TN)*, 311–316. Hillsdale, NJ: Erlbaum.
70. Saggarr, M., Markman, A. B., Maddox, W. T., and Miikkulainen, R. (2007). A Computational Model of the Motivation-Learning Interface. In *Proceedings of the 29th Annual Conference of the Cognitive Science Society (COGSCI-07, Nashville, TN)*. Hillsdale, NJ: Erlbaum.
71. Andoni, S., Saggarr, M., Mericli, T., and Miikkulainen, R. (2007). System Identification for the Hodgkin-Huxley Model using Artificial Neural Networks. In *Proceedings of the International Joint Conference on Neural Networks (IJCNN-07, Orlando, FL)*.
72. Reisinger, J., Bahceci, E., Karpov, I., and Miikkulainen, R. (2007). Coevolving Strategies for General Game Playing. In *Proceedings of the IEEE Symposium on Computational Intelligence and Games (CIG-07)*. Piscataway, NJ: IEEE.
73. Gomez, F. Schmidhuber, J., and Miikkulainen, R. (2006). Efficient Non-Linear Control through Neuroevolution. In *Proceedings of the 17th European Conference on Machine Learning (ECML-06, Berlin)*, 654–662. Berlin: Springer.
74. Stanley, K. O., Bryant, B. D., Karpov, I., and Miikkulainen R. (2006). Real-Time Evolution of Neural Networks in the NERO Video Game. In *Proceedings of the Twenty-First National Conference on Artificial Intelligence (AAAI-06, Boston, MA)*, 1671-1674.
75. Valsalam, V., Bednar, J. A., and Miikkulainen, R. (2006). Giving Learners a Good Bias via Development. In *Proceedings of the Fifth International Conference on Development and Learning (ICDL5, Bloomington, IN)*.
76. Reisinger, J. and Miikkulainen, R. (2006). Selecting for Evolvable Representations. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2006, Seattle, WA)*.
77. Kohl, N., Stanley, K. O., Miikkulainen, R., Samples, M., and Sherony, R. (2006). Evolving a Real-World Vehicle Warning System. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2006, Seattle, WA)*.

78. Monroy, G. A., Stanley, K. O., and Miikkulainen, R. (2006). Coevolution of Neural Networks Using a Layered Pareto Archive. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2006, Seattle, WA)*.
79. Fidelman, M., Coffman, T., Miikkulainen, R. (2006). Detecting Motion in the Environment with a Moving Quadruped Robot. In *Proceedings of the RoboCup Symposium 2006*.
80. Williams, P. and Miikkulainen, R. (2006). Grounding Language in Descriptions of Scenes. In *Proceedings of the 28th Annual Conference of the Cognitive Science Society (COGSCI-06, Vancouver, Canada)*. Hillsdale, NJ: Erlbaum.
81. Kaczmarczyk, L. C., Last, M. Z., and Miikkulainen, R. (2006). The Effect of Delivery Method on Conceptual and Strategy Development. In *Proceedings of the 28th Annual Conference of the Cognitive Science Society (COGSCI-06, Vancouver, Canada)*. Hillsdale, NJ: Erlbaum.
82. Bryant, B. D. and Miikkulainen R. (2006). Evolving Stochastic Bobby D. Bryant and Risto Miikkulainen (2006). Evolving Stochastic Controller Networks for Intelligent Game Agents. In *Proceedings of the 2006 IEEE World Congress on Computational Intelligence (Vancouver, Canada: WCCI-2006)*, 3752–3759. Piscataway, NJ: IEEE.
83. Yong, C. H., Stanley, K. O., Miikkulainen, R., and Karpov, I. (2006). Incorporating Advice into Evolution of Neural Networks. In *Proceedings of the Second Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE-2006, Marina del Rey, CA)*, 96–104. Menlo Park, CA: AAAI Press.
84. Bryant, B. D. and Miikkulainen, R. (2006). Exploiting Sensor Symmetries in Example-based Training for Intelligent Agents. In *Proceedings of the IEEE Symposium on Computational Intelligence and Games (CIG-06)*. Piscataway, NJ: IEEE. Best Student Paper Award.
85. Karpov, I., D’Silva, T., Varrichio, C., Stanley, K. O., and Miikkulainen, R. (2006). Integration and Evaluation of Exploration-Based Learning in Games. In *Proceedings of the IEEE Symposium on Computational Intelligence and Games (CIG-06)*. Piscataway, NJ: IEEE.
86. Fidelman, M., Hoffman, R., and Miikkulainen, R. (2005). A Subsymbolic Model of Complex Story Processing. In *Proceedings of the 27th Annual Conference of the Cognitive Science Society (COGSCI-05, Stresa, Italy)*. Hillsdale, NJ: Erlbaum.
87. Valsalam, V., Bednar, J. A., and Miikkulainen, R. (2005). Constructing Good Learners using Evolved Pattern Generators. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2005, Washington, DC)*. Best Paper Award in Evolutionary Robotics, A-Life, Adaptive Behavior.
88. Pardoe, D., Ryoo, M., and Miikkulainen, R. (2005). Evolving Neural Network Ensembles for Control Problems. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2005, Washington, DC)*.
89. Agogino, A., Tumer, K., and Miikkulainen, R. (2005). Efficient Credit Assignment through Evaluation Function Decomposition. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2005, Washington, DC)*.
90. Grasemann, U. and Miikkulainen, R. (2005). Effective Image Compression using Evolved Wavelets. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-2005, Washington, DC)*.
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194. Kaczmarczyk, L. C., Last, M. Z., and Miikkulainen, R. (2006). A Computational Model of Pedagogical Delivery Strategies. In *Proceedings of the Midwest Celebration of Women in Computing*, 13–17.
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196. Reisinger, J. and Miikkulainen, R. (2006). Coevolution and Selection for Evolvability. Abstract in *Proceedings of the Genetic and Evolutionary Computation Conference Workshop Program (GECCO-2006, Seattle, WA)*.
197. Sagar, M. and Miikkulainen, R. (2006). A Computational Approach to Meditation. Abstract in *Proceedings of the 28th Annual Conference of the Cognitive Science Society (COGSCI-2006, Vancouver, CA)*.
198. Stanley, K. O., Karpov, I., Miikkulainen, R., and Gold, A. (2006). Real-time Interactive Learning in the NERO Video Game. Demo abstract in *Proceedings of the National Conference on Artificial Intelligence (AAAI-2006), Boston, MA*.
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202. Reisinger, J., Stanley, K. O., and Miikkulainen, R. (2005). Towards an Empirical Measure of Evolvability. In *Proceedings of the Genetic and Evolutionary Computation Conference Workshop Program (GECCO-2005, Washington, DC)*.
203. Miikkulainen, R. (2005). Scaling Up Towards Real-World Tasks. Abstract presented at the *NIPS Workshop on Reinforcement Learning Benchmarks and Bake-offs II*.
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214. Stanley, K. and Miikkulainen R. (2003). Achieving High-Level Functionality through Complexification. In *Proceedings of the AAAI Spring Symposium on Computational Synthesis*.
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Editorials, Position Statements, Commentary, and Reviews

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239. Ishikawa, M., Miikkulainen, R., and Ritter, H. (2004). Editorial: New Developments in Self-Organizing Systems. *Neural Networks* 17:1037.
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Software Systems

All software packages are available under the GNU General Public Software License at nn.cs.utexas.edu, or directly by clicking on the links below.

OpenNERO simulation environment for research in multiagent systems, October 2008 (with Igor Karpov and John Sheblak).

Topographica software for simulating cortical maps (to accompany the *Computational Maps in the Visual Cortex NLP* book [1]), November 2005; v0.9.5 September 2008 (with James A. Bednar, Yoonsuck Choe, Judah De Paula, Jefferson Provost, Yiu Fai Sit, Chris Ball, and Julien Ciroux).

NERO video game, based on real-time interactive neuroevolution, June 2005 (with Kenneth O. Stanley, Bobby Bryant, Aliza Gold, and the NERO development team); v1.1 November 2005; v2.0 August 2007.

rtNEAT package for evolutionary training of software agents in real time, February 2006 (with Kenneth O. Stanley).

DEPTHSCOPE package for calculating depth and scope of innovation search from patent data, November 2005 (with Riitta Katila).

SignalSim event-driven simulator of an interconnected network of spiking neurons, September 1990 (by Risto Miikkulainen); v2.0 December 2002 (with Marty Mayberry).

TEAM software for probabilistic model based evolution, July 2002 (with Matt Alden).

PGLISSOM software for modeling perceptual grouping in the visual cortex, March 2002 (with Yoonsuck Choe)

NEAT software for evolving neural network topologies. Versions: C++, v1.0 August 2001; v1.1 July 2002 (with Kenneth Stanley); Java, June 2002 (Ugo Vierucci); C++/ms, September 2002 (Mat Buckland); C#, April 2003 (Colin Green); Matlab, August 2003 (Christian Mayr); Delphi, December 2003 (Mattias Fagerlund); Java, June 2004 (Derek James and Philip Tucker).

LISSOM software for self-organizing maps with lateral connections, July 1994 (with Joseph Sirosh); v2.0 October 1998; v3.0 November 2001 (with James A. Bednar).

ESP software for evolving neural networks for sequential decision tasks: C++ version February 2000 (with Faustino Gomez); Java version v1.0 February 2002 (with Alan Oursland); v1.1 August 2007 (with Jacob Schrum).

MIR software for rapid prototyping of sentence processing architectures, October 1998 (with Marshall Mayberry).

SANE software for Symbiotic, Adaptive Neuro-Evolution for sequential decision tasks; C version v1.0 May 1996 (with David Moriarty); v2.0 May 1997 (with David Moriarty); v2.1 August 2000 (with Bram Stolk); Java version October 1998 (with Cynthia Matuszek).

Pole-balancing simulations for neuron-level SANE, February 1995 (with David Moriarty).

PROC connectionist story processing system, September 1994.

DISLEX lexicon model, September 1994.

HFM hierarchical feature maps, September 1994.

SOFM self-organizing map software, September 1994; v3.0 December 2002 (with Marty Mayberry).

FGREPNET software for learning distributed word representations, September 1994.

SPEC subsymbolic sentence processing software, August 1994.

DISCERN story processing package (to accompany the *Subsymbolic NLP* book [3]), May 1993.

Patents

Miikkulainen, R., Dahlin, M. D., and Lipscher, R. P. (2006). Systems and methods for adaptive medical decision support. United States Patent 6,988,088.

Sherony, R., Miikkulainen, R., Stanley, K. O., and Kohl, N. (filed 2006). Crash Prediction Network With Graded Warning for Vehicle.

Sherony, R., Miikkulainen, R., Stanley, K. O., and Kohl, N. (filed 2006). Crash Prediction Network with Visual Input for Vehicle.

Stanley, K. O. and Miikkulainen R. (filed 2005). Method and Apparatus for Providing Real-Time Machine Learning to Computer-Controlled Agents Used in Video Games.

Teaching

Graduate Courses

Cognitive Science
Neural Networks
Artificial Intelligence
Research Practice and Experience

Undergraduate Courses

Neural Networks
Artificial Intelligence
Computational Intelligence in Game Design

Postdoctorals Supervised

Kenneth O. Stanley, Fall 2004 – Fall 2005. Assistant Professor, University of Central Florida.
Faustino Gomez, Fall 2003 – Spring 2004. Postdoctoral researcher, IDSIA, Switzerland.
James A. Bednar, Summer 2002 - Summer 2004. Lecturer, University of Edinburgh.
Li-Chiu Chang, Fall 2003. Assistant Professor, Tamkang University, Taiwan.
Melissa Redford, Spring 2000 - Spring 2002. Assistant Professor, University of Oregon.
Igor Farkas, Fall 1998. Assistant Professor, Comenius University, Slovakia.
Daniel Polani, Fall 1997. Principal Lecturer, University of Hertfordshire, UK.

Dissertations Supervised

Tal Tversky, “Motion Perception and the Scene Statistics of Motion”, Spring 2008. Research scientist, Apple Inc., Austin, TX; co-advisor Wilson S. Geisler.
Matthew E. Alden, “MARLEDA: Effective Distribution Estimation Through Markov Random Fields”, Fall 2007. Lecturer, University of Washington, Tacoma.
Judah B. De Paula, “Modeling the Self-Organization of Color Selectivity in the Visual Cortex”, Fall 2007. Enthought Inc., Austin; co-advisor James A. Bednar.
Jefferson Provost, “Reinforcement Learning in High-Diameter Environments”, Summer 2007. Postdoc, CNBC, CMU and University of Pittsburgh; co-advisor Benjamin J. Kuipers.
Bobby D. Bryant, “Evolving Visibly Intelligent Behavior for Embedded Game Agents”, Fall 2006. Assistant Professor, Computer Science Department, University of Nevada, Reno.
Elizabeth C. Kaczmarczyk (Interdisciplinary), “The Acquisition Of Intellectual Expertise: A Computational And Empirical Theory,” Summer 2005. CTO, Sixth College, UCSD.
Yaron Silberman (Hebrew University, Israel), “Characteristics of Forming Episodic Associations Between Words,” Spring 2005. NiTi Medical Inc.; co-advisor Shlomo Bentin.
Kenneth O. Stanley, “Efficient Evolution of Neural Networks through Complexification,” Summer 2004. Assistant Professor, Computer Science Department, University of Central Florida.
Harold H. Chaput, “The Constructivist Learning Architecture: A Model of Cognitive Development for Robust Autonomous Robots,” Summer 2004. Senior Researcher, Electronic Arts, Vancouver, Canada; co-advisor Benjamin J. Kuipers.

Marshall R. Mayberry, III, "Broad-Coverage Parsing with Neural Networks," Summer 2003. Postdoctoral Researcher, Computational Linguistics Department, Saarland University, Germany.

Faustino Gomez, "Robust Nonlinear Control with Neuroevolution," Summer 2003. Senior Researcher, IDSIA, Lugano, Switzerland.

Paul H. McQuesten, "Cultural Enhancement of Neuroevolution," Summer 2002. Assistant Professor, Mathematics and Computer Science Department, University of Redlands.

James A. Bednar, "Self-Organization of Visual Function: Expressing Genetics through Learning," Spring 2002. Bert Kay Best Dissertation Award, Department of Computer Sciences, The University of Texas at Austin. Lecturer, School of Informatics, University of Edinburgh, UK.

Yoonsuck Choe, "Perceptual Grouping in a Self-Organizing Map of Spiking Neurons," Summer 2001. Associate Professor, Department of Computer Science, Texas A&M University.

David Moriarty, "Symbiotic Evolution of Neural Networks in Sequential Decision Tasks," Spring 1997. Research Scientist, Apple Inc., Austin, TX.

Joseph Sirosh, "A Self-Organizing Neural Network Model of the Primary Visual Cortex," Fall 1995. Vice President, Transaction Risk Management, Amazon, Inc., Seattle, WA.

Wee Kheng Leow, "VISOR: Learning Visual Schemas in Neural Networks for Object Recognition and Scene Analysis," Spring 1994. Associate Professor, Department of Computer Science, National University of Singapore.

Masters Theses Supervised

Aravind Gowrisankar, "Evolving Controllers for Simulated Car Racing Using Neuroevolution", Fall 2008.

Thomas W. D'Silva, "Evolving Robot Arm Controllers Using the NEAT Neuroevolution Method", Spring 2006; co-advisor Benjamin Kuipers.

German A. Monroy, "Coevolution of Neural Networks Using a Layered Pareto Archive", Fall 2005.

John Prior, "Eugenic Evolution for Combinatorial Optimization," Spring 1998.

Shailesh Kumar, "Confidence-Based Dual Reinforcement Q Routing: An On-line Adaptive Network Routing Algorithm," Spring 1998.

James A. Bednar, "Tilt Aftereffects in a Self-Organizing Model of the Visual Cortex," Spring 1997.

Rick Tanney (Philosophy), "Reflections in Silicon: Artificial and Natural Neural Networks," Spring 1997; co-advisor Robert Causey.

Justine Blackmore, "Visualizing High-Dimensional Structure with the Incremental Grid Growing Neural Network", Fall 1995.

Yoonsuck Choe, "Laterally Interconnected Self-Organizing Feature Map in Handwritten Digit Recognition." Fall 1995.

Undergraduate Honors Theses Supervised

Christopher J. Clark, "A Computational Model of Distributed Neural Integration in the Brittlestar Sensorimotor System," Fall 2007; co-advised with Jennifer Morgan.

James Craver, "Example-based Training in Neuroevolution," Fall 2007.

Paul Williams, "Learning Visual Scene Descriptions: An Approach to Symbol Grounding," Fall 2005.

Ryan Cornelius, "Improving Prescribed Agent Behavior with Neuroevolution," Spring 2005.

Joseph Reisinger, "A Symbiotic Method for Modular Reuse and Problem Decomposition with Neuroevolution," Fall 2003.

Timothy Andersen, “Neuroevolution through Augmenting Topologies Applied to Evolving Neural Networks to Play Othello,” Spring 2002.

Brian Greer, “Numerical Optimization with Neuroevolution,” Fall 2001. AMD, Austin.

Andres Santiago Perez-Bergquist, “Applying ESP and Region Specialists to Neuro-Evolution for Go,” Spring 2001.

Chern Han Yong, “Cooperative Coevolution of Multi-Agent Systems,” Fall 2000.

Chun-Chi Chen, “Automatic Music Composition using Genetic Algorithm and Neural Networks: A Constrained Evolution Approach,” Fall 2000.

Todd Greer, “Evolving Hierarchical Neural Networks to Play Go,” Spring 1998.

Norman Richards, “Evolving Neural Networks to Play Go,” Fall 1996.

Rupert Tang, “A Connectionist Corpus-Based Approach to the Building of Word Representations,” Fall 1994.

James A. Bednar, “Multi-Level Neural Network Language Translator,” Spring 1993.

Brad Fullmer, “Evolving Finite State Behavior using Marker-Based Genetic Encoding of Neural Networks,” Spring 1991.

Current Student Supervision

Advisor or co-advisor for five PhD students in candidacy: Nora Aguirre (ITESM, Mexico), Uli Grasemann, Nate Kohl, Yiu Fai Sit, Vinod Valsalam.

Advisor for ten pre-candidacy PhD students: Erkin Bahceci, Julian Bishop, Igor Karpov, Daniel Lessin, Alan Lockett, Joseph Reisinger, Manish Saggar, Jacob Schrum, Bryan Silverthorn, Austin Waters.

Dissertation and Thesis Evaluation

External Evaluator of the dissertation of Royce R. Smart, School of Aerospace, Mechanical, and Manufacturing Engineering, RMIT University, Australia, “Evolutionary Control of Autonomous Underwater Vehicles,” John Wharington and Pavel Trivailo, supervisors, Fall 2008.

External Evaluator of the dissertation of Alon Keinan, School of Computer Science, Tel-Aviv University, Israel, “Localization of Function via Multi-Perturbation Analysis: Theory and Applications for the Analysis of Neural Networks,” Eytan Ruppim and Isaac Meilijson, supervisors, Fall 2005.

Dissertation Opponent for Krista Lagus, Department of Computer Science, Helsinki University of Technology, “Text Mining with the WEBSOM,” Erkki Oja, supervisor, Fall 2000.

External Evaluator of the dissertation of Samuel W. K. Chan, Department of Computer Science, University of New South Wales, Sydney, Australia, “Discourse Comprehension: A NeuroSymbolic Approach,” James Franklin, supervisor, Spring 1997.

External Evaluator of the dissertation of Heikki Hy}otyniemi, Control Engineering Laboratory, Helsinki University of Technology, Finland “Self-Organizing Artificial Neural Networks in Dynamic Systems Modeling and Control,” Antti Niemi and Jouko Virkkunen, supervisors, Fall 1994.

Member of 43 completed and five current doctoral committees.

Member of four completed Masters committees and eight completed undergraduate honors thesis committees.

Service

Conference and Workshop Chair Positions

- Program Chair, “Workshop on Self-Organizing Maps” (WSOM-2009, St. Augustine, FL).
- Program Chair, *The Fourth IEEE Symposium on Computational Intelligence and Games* (CIG-08, Perth, Australia), 2008.
- Co-chair (with James A. Bednar), “Modeling Cortical Map Development,” Workshop at the *Tenth Annual Computational Neuroscience Meeting* (CNS*2001), July 2001.
- Co-chair (with Joseph Sirosh), “Computational Role of Lateral Connections in the Cortex,” Workshop at the *Neural Information Processing Systems* (NIPS’94) conference, December 1994.

Program Committees

- International Joint Conference on Neural Networks* (IJCNN’09, Atlanta, GA). Vice Chair
- International Conference on Development and Learning* (ICDL’09, Shanghai, China). Area Chair
- Genetic and Evolutionary Computation Conference* (GECCO-09, Montreal, Canada), 2009.
- Evolutionary Computation and Games Session, Congress on Evolutionary Computation* (CEC-09, Trondheim, Norway), 2009.
- International Conference on Development and Learning* (ICDL’08, Asilomar, CA).
Senior Program Committee Member
- Artificial Intelligence in Interactive Digital Entertainment Conference* (AIIDE-08, Stanford, GA), 2008.
- Genetic and Evolutionary Computation Conference* (GECCO-08, Atlanta, GA), 2008.
- World Congress on Computational Intelligence* (WCCI-2008, Hong Kong), 2008.
Senior Program Committee member.
- Thirtieth Annual Conference of the Cognitive Science Society* (COGSCI-2008, Washington, DC), 2008.
Senior Program Committee member.
- Twentysecond National Conference on Artificial Intelligence* (AAAI-07, Vancouver, Canada), 2007.
Senior Program Committee member.
- Twenty-ninth Annual Conference of the Cognitive Science Society* (COGSCI-2007, Nashville, TN), 2007.
Senior Program Committee member.
- Genetic and Evolutionary Computation Conference* (GECCO-07, London, UK), 2007.
- Innovative Applications of Artificial Intelligence* (IAAI-07, Vancouver, Canada), 2007.
- Workshop on Self-Organizing Maps* (WSOM’07, Bielefeld, Germany), 2007.
- The Third IEEE Symposium on Computational Intelligence and Games* (CIG-07, Honolulu, HI), 2007.
- Language and Automata Theory and Applications* (LATA-07, Tarragona, Spain), 2007.
- Innovative Applications of Artificial Intelligence* (IAAI-06, Boston, MA), 2006.
- Genetic and Evolutionary Computation Conference* (GECCO-06, Seattle, WA), 2006.
- Twentyeighth Annual Conference of the Cognitive Science Society* (COGSCI-2006, Vancouver, Canada), 2006. Senior Program Committee Member.
- Twentyfirst National Conference on Artificial Intelligence* (AAAI-06, Boston, MA), 2006.
- The Second IEEE Symposium on Computational Intelligence and Games* (CIG-06, Reno, NV), 2006.
- Evolutionary Computation and Games Session, Congress on Evolutionary Computation* (CEC-05, Edinburgh, UK), 2005.
- Innovative Applications of Artificial Intelligence* (IAAI-05, Pittsburgh, PA), 2005.

International Joint Conference on Neural Networks (IJCNN-05, Montreal, Canada), 2005.
 Area chair for evolutionary methods.

Genetic and Evolutionary Computation Conference (GECCO-05, Washington, DC), 2005.

Workshop on Self-Organizing Maps (WSOM'05, Paris, France), 2005.

The First IEEE Symposium on Computational Intelligence and Games (CIG-05, Essex, UK), 2005.

International Conference on Development and Learning (ICDL'04, San Diego, CA).

The 21st International Conference on Machine Learning (ICML-2004, Banff, Canada), 2004.
 Area chair for Evolutionary Computation and Neural Networks.

Evolutionary Computation and Games Session, Congress on Evolutionary Computation (CEC-04, Portland, OR), 2004.

Evolutionary Computation and Games Session, Congress on Evolutionary Computation (CEC-03, Canberra, Australia), 2003.

Genetic and Evolutionary Computation Conference (GECCO-03, Chicago, IL), 2003.

Workshop on Self-Organizing Maps (WSOM'03, Kitakyushu, Japan), 2003.

Understanding Coevolution: Theory and Analysis of Coevolutionary Algorithms. Workshop at the Genetic and Evolutionary Computation Conference (GECCO-02, New York, NY), 2002.

Genetic and Evolutionary Computation Conference (GECCO-02, New York, NY), 2002.

Second International Conference on Development and Learning (ICDL'02, Boston, MA).

The Second Workshop on Natural Language Processing and Neural Networks (NLPNN2001, Tokyo, Japan), 2001.

Workshop on Coevolution, Genetic and Evolutionary Computation Conference (GECCO-2001, San Francisco, CA), 2001.

Workshop on Self-Organizing Maps (WSOM'01, Lincoln, UK), 2001.

CELE-Twente Workshops on Natural Language Technology 2000: Learning to Behave (Ieper, Belgium).

ACAI-99 Workshop on Biologically Inspired Machine Learning (Crete, Greece), 1999.

Sixteenth National Conference on Artificial Intelligence (AAAI-99, Orlando, FL), 1999.

Genetic and Evolutionary Computation Conference (GECCO-99, Orlando, FL), 1999.

Fourth Argentine Congress on Computer Science (Buenos Aires, Argentina), 1998.

Workshop on Self-Organizing Maps (WSOM97, Helsinki, Finland), 1997.

Second Argentinian Congress on Computer Science (Buenos Aires, Argentina), 1996.

Eighteenth Annual Conference of the Cognitive Science Society (COGSCI-96, San Diego, CA), 1996.
 Area chair for Computer Science.

Thirteenth National Conference on Artificial Intelligence (AAAI-96, Portland, OR), 1996.

Reviewing

Journals: *Applied Intelligence; Artificial Intelligence; Behavior Research Methods, Instruments, and Computers; Behavior and Brain Sciences; Biological Cybernetics; Brain and Language; Cognitive Science; Connection Science; Decision Support Systems; Evolutionary Intelligence; IEEE Intelligent Systems; IEEE Transactions on Data Mining; IEEE Transactions on Evolutionary Computation; IEEE Transactions on Neural Networks; IEEE Transactions on Systems, Man, and Cybernetics; Infancy; Information and Computation; Information Processing Letters; International Journal of Computational Intelligence and Applications; International Journal of Intelligent Mechatronics; International Journal of Man-Machine Studies; Journal of Artificial Intelligence Research; Journal of Biological Chemistry; Journal of Machine Learning Research; Machine Learning; Network: Computation in*

Neural Systems; Neural Computation; Neural Computing Surveys; Neural Networks; Neural Processing Letters; Neurocomputing; Philosophical Transactions of the Royal Society Proceedings of the National Academy of Sciences Psycology; Psychology of Learning and Motivation; U.S. Navy Journal of Underwater Acoustics.

Ad hoc reviewer for conferences: *International Conference on Artificial Neural Networks* (ICANN, Vienna, Austria), 2001; *Neural Information Processing Systems: Natural and Synthetic* (NIPS, Denver, CO), 1992, 1993, 1994, 1997, 1999; *The 1999 Conference of the Texas Linguistic Society: Perspectives on Argument Structure* (Austin, TX), 1998; *International Joint Conference in Artificial Intelligence* (IJCAI-97, Nagoya, Japan), in 1997; *IEEE International Conference on Tools with Artificial Intelligence* (New Orleans, LA) 1995; *IEEE Conference on Decision and Control*, 1992. *IEEE Conference on Decision and Control* (Tucson, AZ), 1992.

Member of the National Science Foundation review panels: Knowledge Models and Cognitive Systems; Collaborative Research in Computational Neuroscience; Perception, Action, and Cognition.

Ad hoc reviewer for NSF; NIH Netherlands Organization for Scientific Research; Israel Science Foundation; European Science Foundation; NSERC (Canada); EPSRC (UK; Marsden Foundation (New Zealand); UT Research Grants.

Judge for the Siemens Westinghouse Competition Southwest Regional Finals, University of Texas at Austin, 2002.

Memberships in Professional Societies

IEEE Computational Intelligence Society, since 2006.

IEEE, since 2006.

ACM SIGEVO, since 2005.

Society for Neuroscience, since 2002.

Cognitive Science Society, since 1989.

International Neural Network Society, since 1987; Senior Member, since 2008

Association for the Advancement of Artificial Intelligence, since 1987.

Invited Talks and Lectures

On Constructing Intelligent Agents in Games

Invited talk at the *Neuromorphic Computing Workshop*, MITRE, McLean, VA, April 2008.

Invited talk at the *INNS Texas/MIND/UTA Conference on Goal-Directed Neural Systems*, Arlington, TX, November 2006.

Invited talk at the *National Academy of Engineering Frontiers of Engineering Conference*, Ann Arbor, MI, September 2006.

Keynote address at the *Game-On North America Conference*, Monterey, CA, September 2006.

Plenary talk at the *World Congress on Computational Intelligence*, Vancouver, BC, July 2006.

Keynote talk at the *IEEE Symposium on Computational Intelligence and Games*, April 2005.

Invited talk at the *Conference on AI in Games*, the University of Texas at Austin, August 2003.

Computer Science Department, University of Nevada, Reno, April 2007

On Solving Sequential Decision Tasks with Neuroevolution

- Plenary talk at the *Seventh International Conference on Intelligent Systems Design and Applications*, Rio de Janeiro, October 2007.
- Invited talk at the *Road to Software Evolvability Workshop*, Santa Fe Institute, June 2005.
- Invited talk at the *AAAI Fall Symposium on Real-World Reinforcement Learning*, October 2004.
- Invited talk at the *CELE Workshop on Evolutionary Language Engineering 2*, Ieper, Belgium, November 2000.
- Invited talk at the *Neural Computing in Science and Technology Workshop*, Maale Hachamisha, Israel, October 1999.
- Keynote address at the *IASTED Conference on Artificial Intelligence and Soft Computing*, Banff, Canada, July 1997.
- Invited talk at the *Conference on Neural Networks for Novel High-Order Rule Formation*, Texas A&M University, May 1995.
- UT Austin ACM Student Chapter, October 2008.
- MITRE Emerging Technologies Speaker Series, May 2008.
- Computer Science Department, Michigan State University, November 2006.
- Computer Science Department, University of Nevada, Reno, October 2006.
- Computer Science Department, University of Michigan, April 2006.
- Computer Science Department, University College London, October 2005.
- International Computer Science Institute (ICSI), University of California, Berkeley, June 2005.
- Institute of Systems Engineering, Swiss Federal Institute of Technology (EPFL), May 2005.
- Toyota Technical Center, Ann Arbor, August 2004.
- School of Computing, National University of Singapore, July 2004.
- Department of Computer Science, Texas A & M University, November 2001.
- Department of Computer Science, University of Richmond, January 2001.
- ACM talk series, the University of Texas at Austin, October 2000.
- Center for Artificial Intelligence, ITESM, Monterrey, Mexico, May 2000.
- Department of Engineering, Cambridge University, UK, July 1998.
- Department of Computer Science, Tel Aviv University, Israel, June 1998.
- Faculty of Industrial Engineering, Technion, Israel, June 1998.
- Sigma Xi Society, The University of Texas at Austin, March 1998.
- Society of Computational Biology, The University of Texas at Austin, February 1998.
- Matematico e Informatico, Universidade Eduardo Mondlane, Maputo, Mozambique, Dec. 1996.
- Department of Computer Science, University of California, Irvine, July 1995.
- Department of Computer Science, University of Helsinki, Finland, June 1995.
- Computer Science Department, University of California, Los Angeles, April 1995.
- International Computer Science Institute (ICSI), University of California, Berkeley, March 1995.
- Department of Computer Science, Stanford University, March 1995.
- Department of Computer Science, Carnegie Mellon University, February 1995.

On Modeling the Development and Function in the Primary Visual Cortex

Invited talk at the *Information Processing in the Visual System Workshop*, Mathematical BioSciences Institute, Ohio State University, April 2007

Invited talk at the *Sixth University of Texas Neuroscience Symposium*, February 2001.

Invited talk at the *Self-Organizing Systems Workshop*, UMIST, Manchester, UK, October 1999.

Invited talk at the *Workshop on Self-Organizing Maps (WSOM'99)*, Helsinki University of Technology, Finland, July 1999.

Invited talk at the *Fifth International Conference on Neural Information Processing (ICONIP-98)*, Kitakyushu, Japan, October 1998.

Department of Electrical Engineering and Computer Science, Rice University, April 2008.

Institute for Neuroscience, the University of Texas at Austin, November 2007.

Center for Theoretical Neuroscience, Columbia University, April 2006.

Redwood Center for Theoretical Neuroscience, University of California, Berkeley, April 2006.

Computer Science Department, Helsinki University of Technology, August 2005.

Computer Science Department, University of Maryland, April 2005.

Department of Computer Sciences, University of California, Los Angeles, March 2005.

Center for Perceptual Systems, the University of Texas at Austin, April 2003.

Computer Science Department, Helsinki University of Technology, December 2000.

Department of Mathematics, King's College London, UK, July 1998.

Faculty of Industrial Engineering, Technion, Israel, June 1998.

Society of Computational Biology, The University of Texas at Austin, November 1997.

Department of Brain and Cognitive Sciences, MIT, April 1997.

Center for Vision and Image Science, University of Texas at Austin, November 1996.

Research Imaging Center, University of Texas Health Sciences Center at San Antonio, October 1996.

Department of Informatics, University of Buenos Aires, Argentina, May 1996.

Freshman honors seminar, The University of Texas at Austin, February 1996.

Neuroinformatics Laboratory, University of Bielefeld, Germany, May 1995.

Department of Psychology, Technical University of Braunschweig, Germany, May 1995.

Department of Computer Science, University of Southern California, March 1995.

Pittsburgh Supercomputing Center, February 1995.

Laboratory of Information Technology, Helsinki University of Technology, Finland, June 1994.

Centre for Neuro-Mimetic Systems, EPFL, Lausanne, Switzerland, March 1994.

School of Engineering and Research in Computer Science and Electronics (EERIE), Nimes, France, March 1994.

On Convergence-Zone Episodic Memory

Department of Informatics, University of Buenos Aires, Argentina, May 1996.

Laboratory of Information Technology, Helsinki University of Technology, Finland, June 1995.

Department of Cognitive Science, University of California, San Diego, April 1995.

Center for Neural Basis of Cognition, Carnegie Mellon University, February 1995.

On Semantic Effect on Episodic Associations

Invited talk at the *Computational Neuropsychology Workshop*, Neural Information Processing Systems conference (NIPS'01), Whistler, Canada, December 2001.

Department of Psychology, The University of Texas at Austin, September 2001.

On Parsing Sentences with Subsymbolic Neural Networks

Plenary talk at the *Annual Conference of the Italian Society of Philosophy of Language*, Noto, Italy, October 2002.

Invited talk at *Emergentist Approaches to Language: the 28th Carnegie Mellon Symposium on Cognition*, CMU, May 1997.

Invited talk at the *Workshop on Thought and Language*, Kyushu Institute of Technology, Japan, September 1997.

Department of Linguistics, The University of Texas at Austin, March 1999.

Center for Artificial Intelligence, ITESM, Monterrey, Mexico, November 1996.

Department of Linguistics, The University of Texas at Austin, January 1996.

On Processing Narratives with Subsymbolic Neural Networks

Invited talk at the *Third Twente Workshop on Language Technology*, University of Twente, the Netherlands, May 1992.

Invited talk at the *International Workshop on Fundamental Research for the Next Generation of Natural Language Processing*, ATR International, Kyoto, Japan, July 1991.

Department of Artificial Intelligence, Kyushu Institute of Technology, Japan, July 1991.

Human Interface Laboratories, Nippon Telegraph and Telephone, Yokosuka, Japan, July 1991.

On Dyslexic and Aphasic Impairments in a Self-Organizing Model of the Lexicon

Invited talk at the *Second International Workshop on Neural Modeling of Brain and Cognitive Disorders*, University of Maryland, June 1998.

Invited talk at the *First Annual Woolfolk Lectures in Communication Sciences and Disorders*, San Antonio, February 1997.

Invited talk at the *Biennial Meeting of the World Federation of Neurology: Research Group on Aphasia and Cognitive Disorders*, Budapest, Hungary, June 1994.

Max-Planck-Institut für Psycholinguistik, Nijmegen, the Netherlands, May 1992.

Department of Cognitive Science, Johns Hopkins University, August 1991.

On Subsymbolic Cognitive Science

Invited talk at the *21st Annual Conference of the Cognitive Science Society (COGSCI-99)*, Vancouver, Canada, August 1999.

Cognitive Science Club, the University of Texas at Austin, November 1993.

Computer Science Department, University of Twente, the Netherlands, May 1992.

Computer Science Industrial Forum, the University of Texas at Austin, February 1992.

Cognitive Science Club, the University of Texas at Austin, January 1992.

Computer Sciences Department Visiting Committee, University of Texas at Austin, October 1990.

On Other Topics

- “Multiagent Learning Through Neuroevolution.” Invited talk at the *Information Science and Technology workshop on Distributed Cognitive Systems Focused on Team and Multiagent Learning*, Cambridge, MA, June 2004.
- “Topographica: Computational Modeling of Cortical Maps.” Invited talk at the *Human Brain Project Annual Conference*, May 2003.
- “Modeling Cortical Maps with *Topographica*.” Glaser Lab, University of California, Berkeley, May 2006.

Panel Presentations, Review Talks, and Demonstrations

- “OpenNERO: a Game Platform for AI Research and Education” by Igor Karpov, John Sheblak, and Risto Miikkulainen (2008). Contributed demonstration at the *Artificial Intelligence and Interactive Digital Entertainment Conference* (AIIDE-2008, Stanford, CA), October 2008.
- “NERO: Neuro-Evolving Robotic Operatives” by Igor Karpov, Thomas Nelson, Kenneth O. Stanley, and Risto Miikkulainen (2007). In *Video Program of the Twenty-Second AAAI Conference on Artificial Intelligence*.
- “Topographica: Computational Modeling of Neural Maps” by James A. Bednar, Christopher Ball, Yoonsuck Choe, Julien Ciroux, Judah De Paula, Yiu Fai Sit, Jefferson Provost, and Risto Miikkulainen. Demonstration at the *Annual Meeting of the Society for Neuroscience*, October 2006.
- “The NERO Machine Learning Game” by Kenneth O. Stanley, Igor Karpov, and Risto Miikkulainen. Contributed demonstration at the *Google Zeitgeist Conference*, Mountain View, CA, October 2006
- “Real-time Interactive Learning in the NERO Video Game,” by Kenneth O. Stanley, Igor Karpov, Risto Miikkulainen, and Aliza Gold. Intelligent Systems Demonstrations Program, *National Conference on Artificial Intelligence* (AAAI-2006), Boston, MA, July 2006.
- “The NERO Video Game,” by Kenneth O. Stanley, Igor Karpov, Risto Miikkulainen, and Aliza Gold. Contributed demonstration at the *Second Artificial Intelligence and Interactive Digital Entertainment Conference* (AIIDE-2006), Marina del Rey, CA, June 2006.
- “Topographica: Computational Modeling of Cortical Maps,” by James A. Bednar, Yoonsuck Choe, Judah De Paula, Risto Miikkulainen, Jefferson Provost, and Yiu Fai Sit. Invited demonstration at the NIMH Human Brain Project exhibit at the *Annual Meeting of the Society for Neuroscience*, November 2005.
- “Real-time Learning in the NERO Video Game,” by Kenneth O. Stanley, Ryan Cornelius, Risto Miikkulainen, Thomas D’Silva, and Aliza Gold. Contributed demonstration at the *First Artificial Intelligence and Interactive Digital Entertainment Conference* (AIIDE-2005, Marina del Rey, CA), June 2005.
- “Topographica: Computational Modeling of Cortical Maps,” by Risto Miikkulainen, James A. Bednar, Yoonsuck Choe, Judah De Paula, Jefferson Provost, and Tal Tversky. Invited demonstration at the *Human Brain Project Annual Conference*, April 2004.
- “Topographica: Computational Modeling of Cortical Maps,” by Risto Miikkulainen, James A. Bednar, Yoonsuck Choe, Judah De Paula, Jefferson Provost, and Tal Tversky. Invited demonstration at the *Human Brain Project Annual Conference*, May 2003.
- “Topographica: Computational Modeling of Cortical Maps,” by James A. Bednar, Yoonsuck Choe, and Risto Miikkulainen. Invited demonstration at the NIMH Human Brain Project exhibit at the *Annual Meeting of the Society for Neuroscience*, November 2002.
- “Symbolic-Subsymbolic Hybrids?” Invited panel presentation at the *NIPS Workshop on Hybrid Neural Symbolic Integration*, December 1998.
- “SOM Research in the US.” Invited talk at *Workshop on Self-Organizing Maps*, (WSOM’97), Helsinki University of Technology, Finland, June 1997.

“Integrated Connectionist Models: Building AI Systems on Subsymbolic Foundations.” Invited panel presentation at the *Sixth International Conference on Tools with Artificial Intelligence (ICTAI-94)*, New Orleans, November 1994.

Research Visits

Department of Mathematics, Helsinki University of Technology, Finland, June – August, 1999, and May – July, 1998.

Department of Computer Sciences, San Luis National University, San Luis, Argentina, May – June, 1996.

Max-Planck-Institute für Psycholinguistik, Nijmegen, the Netherlands, May 1992 and May 1991.

Computer Science Department, University of Twente, the Netherlands, May 1992.

Tutorials and Short Courses

“Evolving Neural Networks.” Tutorial at the *Genetic and Evolutionary Computation Conference: GECCO-2008* (Atlanta, GA); *GECCO-2007* (London, UK); *GECCO-2006* (Seattle, WA); *GECCO-2005* (Washington, DC).

“Natural Language Processing with Symbolic Neural Networks.” A 10-hour course at the International PhD School in Formal Languages and Applications, Rovira i Virgili University, Tarragona, Spain, September 2004, 2005, 2006.

“Artificial Intelligence.” A 40-hour lecture course at the Department of Informatics, San Luis National University, San Luis, Argentina, June 3rd – 14th, 1996.

“Evolving Neural Networks with Genetic Algorithms.” A 40-hour lecture course at the Department of Informatics, San Luis National University, San Luis, Argentina, May 20th – 31st, 1996.

“Progress in Self-Organizing Feature Maps.” A short course presented at the Phoenix Corporate Research Laboratories, Motorola Inc, Phoenix AZ, July 7th, 1995.