

**Publikationer**

**Minimal Neural Network Models for Permutation Invariant Agents**
Winther Pedersen, J. & Risi, S., 9 jul. 2022.

**A Unified Substrate for Body-Brain Co-evolution**
Pontes-Filho, S., Walker, K. E., Najarro, E., Nichele, S. & Risi, S., 2022.

**HyperNCA: Growing Developmental Networks with Neural Cellular Automata**
Najarro, E., Sudhakaran, S., Glanois, C. & Risi, S., 2022, I: arXiv.

**Mario Plays on a Manifold: Generating Functional Content in Latent Space through Differential Geometry**
Duque, M. G., Berg Palm, R., Hauberg, S. & Risi, S., 2022, I: Proceedings of the 2022 IEEE Conference on Games (CoG).

**Physical Neural Cellular Automata for 2D Shape Classification**
Walker, K. E., Berg Palm, R., Garcia, R. M., Faina, A., Støy, K. & Risi, S., 2022, I: IROS 2022. 7 s.

**Towards a Framework for Human-AI Interaction Patterns in Co-Creative GAN Applications**
Grabe, I., Duque, M. G., Risi, S. & Zhu, J., 2022, Joint Proceedings of the ACM IUI Workshops 2022, March 2022, Helsinki, Finland.

**Variational Neural Cellular Automata**
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**Squeezer - A Mixed-Initiative Tool for Designing Juice Effects**
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**Safer Reinforcement Learning through Transferable Instinct Networks**
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**Evolving and Merging Hebbian Learning Rules: Increasing Generalization by Decreasing the Number of Rule**
Winther Pedersen, J. & Risi, S., 10 jul. 2021.
Growing Simulated Robots with Environmental Feedback: an Eco-Evo-Devo Approach
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Utopian or Dystopian?: Using a ML-Assisted image generation game to empower the general public to envision the future
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Squeezer - A Tool for Designing Juicy Effects
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