

# Marc Lanctot

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10672832/publications.pdf>

Version: 2024-02-01

7  
papers

11,649  
citations

1683354

5  
h-index

2053342

5  
g-index

7  
all docs

7  
docs citations

7  
times ranked

11758  
citing authors

#	ARTICLE	IF	CITATIONS
1	Bounds and dynamics for empirical game theoretic analysis. Autonomous Agents and Multi-Agent Systems, 2020, 34, 1.	1.3	8
2	The Hanabi challenge: A new frontier for AI research. Artificial Intelligence, 2020, 280, 103216.	3.9	82
3	Î±-Rank: Multi-Agent Evaluation by Evolution. Scientific Reports, 2019, 9, 9937.	1.6	28
4	A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play. Science, 2018, 362, 1140-1144.	6.0	1,704
5	Mastering the game of Go with deep neural networks and tree search. Nature, 2016, 529, 484-489.	13.7	9,796
6	Monte Carlo Tree Search variants for simultaneous move games. , 2014, , .		12
7	Monte Carlo Tree Search with heuristic evaluations using implicit minimax backups. , 2014, , .		19