Laurent Sifre

List of Publications by Year
in descending order

7 papers	21,123 citations	1306789 7 h-index	1719596 7 g-index
7 all docs	7 docs citations	7 times ranked	18037 citing authors

#	Article	IF	Citations
1	Mastering the game of Go with deep neural networks and tree search. Nature, 2016, 529, 484-489.	13.7	9,796
2	Mastering the game of Go without human knowledge. Nature, 2017, 550, 354-359.	13.7	5,208
3	Improved protein structure prediction using potentials from deep learning. Nature, 2020, 577, 706-710.	13.7	2,112
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	Grandmaster level in StarCraft II using multi-agent reinforcement learning. Nature, 2019, 575, 350-354.	13.7	1,491
6	Mastering Atari, Go, chess and shogi by planning with a learned model. Nature, 2020, 588, 604-609.	13.7	570
7	Protein structure prediction using multiple deep neural networks in the 13th Critical Assessment of Protein Structure Prediction (CASP13). Proteins: Structure, Function and Bioinformatics, 2019, 87, 1141-1148.	1.5	242