

# Laurent Sifre

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11216561/publications.pdf>

Version: 2024-02-01

7  
papers

21,123  
citations

1306789

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1719596

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18037  
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#	ARTICLE	IF	CITATIONS
1	Mastering Atari, Go, chess and shogi by planning with a learned model. Nature, 2020, 588, 604-609.	13.7	570
2	Improved protein structure prediction using potentials from deep learning. Nature, 2020, 577, 706-710.	13.7	2,112
3	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
4	Grandmaster level in StarCraft II using multi-agent reinforcement learning. Nature, 2019, 575, 350-354.	13.7	1,491
5	A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play. Science, 2018, 362, 1140-1144.	6.0	1,704
6	Mastering the game of Go without human knowledge. Nature, 2017, 550, 354-359.	13.7	5,208
7	Mastering the game of Go with deep neural networks and tree search. Nature, 2016, 529, 484-489.	13.7	9,796