

Arthur Guez

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11701548/publications.pdf>

Version: 2024-02-01

7
papers

17,380
citations

1477746

6
h-index

1872312

6
g-index

8
all docs

8
docs citations

8
times ranked

14966
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	A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play. Science, 2018, 362, 1140-1144.	6.0	1,704
4	Mastering Atari, Go, chess and shogi by planning with a learned model. Nature, 2020, 588, 604-609.	13.7	570
5	TREATING EPILEPSY VIA ADAPTIVE NEUROSTIMULATION: A REINFORCEMENT LEARNING APPROACH. International Journal of Neural Systems, 2009, 19, 227-240.	3.2	67
6	Adaptive control of epileptiform excitability in an in vitro model of limbic seizures. Experimental Neurology, 2013, 241, 179-183.	2.0	22
7	Multi-tasking SLAM. , 2010, , .		10