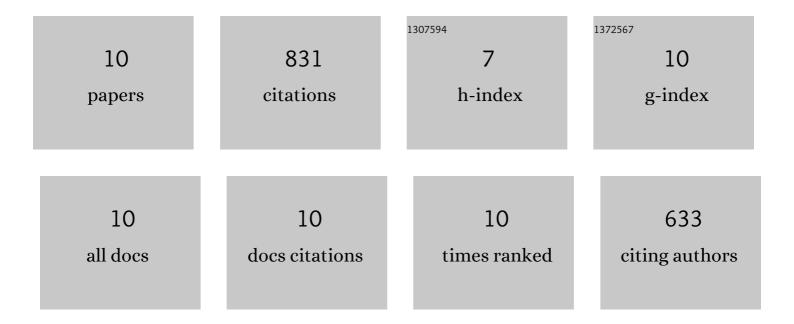
## **Michael Bowling**

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/8598710/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	DeepStack: Expert-level artificial intelligence in heads-up no-limit poker. Science, 2017, 356, 508-513.	12.6	431
2	Heads-up limit hold'em poker is solved. Science, 2015, 347, 145-149.	12.6	196
3	The Hanabi challenge: A new frontier for AI research. Artificial Intelligence, 2020, 280, 103216.	5.8	82
4	Machine learning and games. Machine Learning, 2006, 63, 211-215.	5.4	42
5	Linear Fitted-Q Iteration with Multiple Reward Functions. Journal of Machine Learning Research, 2012, 13, 3253-3295.	62.4	38
6	Variance Reduction in Monte Carlo Counterfactual Regret Minimization (VR-MCCFR) for Extensive Form Games Using Baselines. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 2157-2164.	4.9	19
7	Heads-up limit hold'em poker is solved. Communications of the ACM, 2017, 60, 81-88.	4.5	12
8	Rethinking formal models of partially observable multiagent decision making. Artificial Intelligence, 2022, 303, 103645.	5.8	7
9	The CMUnited-98 champion small-robot team. Advanced Robotics, 1998, 13, 753-766.	1.8	3
10	Solving Large Extensive-Form Games with Strategy Constraints. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 1861-1868.	4.9	1