

Michael Bowling

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8598710/publications.pdf>

Version: 2024-02-01

10
papers

831
citations

1307594

7
h-index

1372567

10
g-index

10
all docs

10
docs citations

10
times ranked

633
citing authors

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