

Thore Graepel

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9075542/publications.pdf>

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6
papers

17,578
citations

1477746

6
h-index

1872312

6
g-index

6
all docs

6
docs citations

6
times ranked

15007
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	Human-level performance in 3D multiplayer games with population-based reinforcement learning. Science, 2019, 364, 859-865.	6.0	286
6	Negotiating team formation using deep reinforcement learning. Artificial Intelligence, 2020, 288, 103356.	3.9	14