

# Thore Graepel

## List of Publications by Year in descending order

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

Version: 2024-02-01

6  
papers

17,578  
citations

1477746

6  
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1872312

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g-index

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all docs

6  
docs citations

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times ranked

15007  
citing authors

#	ARTICLE	IF	CITATIONS
1	Negotiating team formation using deep reinforcement learning. Artificial Intelligence, 2020, 288, 103356.	3.9	14
2	Mastering Atari, Go, chess and shogi by planning with a learned model. Nature, 2020, 588, 604-609.	13.7	570
3	Human-level performance in 3D multiplayer games with population-based reinforcement learning. Science, 2019, 364, 859-865.	6.0	286
4	A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play. Science, 2018, 362, 1140-1144.	6.0	1,704
5	Mastering the game of Go without human knowledge. Nature, 2017, 550, 354-359.	13.7	5,208
6	Mastering the game of Go with deep neural networks and tree search. Nature, 2016, 529, 484-489.	13.7	9,796