Thore Graepel

List of Publications by Year
in descending order

6 papers	17,578 citations	1478505 6 h-index	1872680 6 g-index
6 all docs	6 docs citations	6 times ranked	15007 citing authors

#	Article	IF	Citations
1	Negotiating team formation using deep reinforcement learning. Artificial Intelligence, 2020, 288, 103356.	5.8	14
2	Mastering Atari, Go, chess and shogi by planning with a learned model. Nature, 2020, 588, 604-609.	27.8	570
3	Human-level performance in 3D multiplayer games with population-based reinforcement learning. Science, 2019, 364, 859-865.	12.6	286
4	A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play. Science, 2018, 362, 1140-1144.	12.6	1,704
5	Mastering the game of Go without human knowledge. Nature, 2017, 550, 354-359.	27.8	5,208
6	Mastering the game of Go with deep neural networks and tree search. Nature, 2016, 529, 484-489.	27.8	9,796