

Kathryn Merrick

List of Publications by Year in descending order

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Version: 2024-02-01

58
papers

645
citations

932766

10
h-index

752256

20
g-index

58
all docs

58
docs citations

58
times ranked

607
citing authors

#	ARTICLE	IF	CITATIONS
1	Assessing Player Profiles of Achievement, Affiliation, and Power Motivation Using Electroencephalography. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2022, 52, 3648-3658.	5.9	4
2	Grammar-based autonomous discovery of abstractions for evolution of complex multi-agent behaviours. Swarm and Evolutionary Computation, 2022, 73, 101106.	4.5	2
3	Open-Ended Continuous Learning of Compound Goals. IEEE Transactions on Cognitive and Developmental Systems, 2021, 13, 274-285.	2.6	2
4	Intrinsically Motivated Hierarchical Policy Learning in Multiobjective Markov Decision Processes. IEEE Transactions on Cognitive and Developmental Systems, 2021, 13, 262-273.	2.6	2
5	Autonomous recommender system for reconnaissance tasks using a swarm of UAVs and asynchronous shepherding. Human-Intelligent Systems Integration, 2021, 3, 175-186.	1.2	5
6	Exploiting abstractions for grammar-based learning of complex multi-agent behaviours. International Journal of Intelligent Systems, 2021, 36, 6273-6311.	3.3	2
7	On the channel density of EEG signals for reliable biometric recognition. Pattern Recognition Letters, 2021, 147, 134-141.	2.6	7
8	A novel trust architecture integrating differentiated trust and response strategies for a team of agents. International Journal of Intelligent Systems, 2021, 36, 7017-7052.	3.3	2
9	Interaction-Based Trust Evaluation in a Team of Agents Using a Determination of Trust Model. , 2021, , .		0
10	Perceptron-Learning for Scalable and Transparent Dynamic Formation in Swarm-on-Swarm Shepherding. , 2020, , .		4
11	Differential Evolution Algorithm for Multiple Inter-dependent Components Traveling Thief Problem. , 2020, , .		2
12	Electroencephalographic Workload Indicators During Teleoperation of an Unmanned Aerial Vehicle Shepherding a Swarm of Unmanned Ground Vehicles in Contested Environments. Frontiers in Neuroscience, 2020, 14, 40.	1.4	49
13	Analysis and Prediction of Player Population Changes in Digital Games During the COVID-19 Pandemic. Lecture Notes in Computer Science, 2020, , 458-469.	1.0	2
14	Weekly Seasonal Player Population Patterns in Online Games: A Time Series Clustering Approach. , 2019, , .		6
15	A Deep Hierarchical Reinforcement Learner for Aerial Shepherding of Ground Swarms. Lecture Notes in Computer Science, 2019, , 658-669.	1.0	12
16	New Designs of k-means Clustering and Crossover Operator for Solving Traveling Salesman Problems using Evolutionary Algorithms. , 2019, , .		4
17	Computational Motivation, Autonomy and Trustworthiness: Can We Have It All?. Studies in Systems, Decision and Control, 2018, , 293-316.	0.8	0
18	Hierarchical Deep Reinforcement Learning for Continuous Action Control. IEEE Transactions on Neural Networks and Learning Systems, 2018, 29, 5174-5184.	7.2	117

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19	Toward Electroencephalographic Profiling of Player Motivation: A Survey. IEEE Transactions on Cognitive and Developmental Systems, 2018, 10, 499-513.	2.6	5
20	Toward Computational Motivation for Multi-Agent Systems and Swarms. Frontiers in Robotics and AI, 2018, 5, 134.	2.0	6
21	Intrinsically Motivated Agent Behavior in a Swarm. , 2018, , .		1
22	Swarm Q-Learning With Knowledge Sharing Within Environments for Formation Control. , 2018, , .		8
23	Intrinsic Rewards for Maintenance, Approach, Avoidance, and Achievement Goal Types. Frontiers in Neurobotics, 2018, 12, 63.	1.6	5
24	An Efficient Differential Evolution Algorithm for Solving 0-1 Knapsack Problems. , 2018, , .		12
25	Automatic synthesis of swarm behavioural rules from their atomic components. , 2018, , .		7
26	Evolving Robust Policy Coverage Sets in Multi-Objective Markov Decision Processes Through Intrinsically Motivated Self-Play. Frontiers in Neurobotics, 2018, 12, 65.	1.6	3
27	On Taxonomy and Evaluation of Feature Selection-Based Learning Classifier System Ensemble Approaches for Data Mining Problems. Computational Intelligence, 2017, 33, 554-578.	2.1	4
28	Value systems for developmental cognitive robotics: A survey. Cognitive Systems Research, 2017, 41, 38-55.	1.9	26
29	Curriculum optimisation via evolutionary computation, for a neural learner robust to categorical adversarial samples. , 2017, , .		1
30	A Review of the Relationship between Novelty, Intrinsic Motivation and Reinforcement Learning. Paladyn, 2017, 8, 58-69.	1.9	8
31	Multi-Task Deep Reinforcement Learning for Continuous Action Control. , 2017, , .		29
32	A "Breadcrumbs"™ Model for Controlling an Intrinsically Motivated Swarm Using a Handheld Device. Lecture Notes in Computer Science, 2017, , 157-168.	1.0	0
33	Experience-Based Generation of Maintenance and Achievement Goals on a Mobile Robot. Paladyn, 2016, 7, .	1.9	4
34	A Survey of Game Theoretic Approaches to Modelling Decision-Making in Information Warfare Scenarios. Future Internet, 2016, 8, 34.	2.4	24
35	A Review of Theoretical and Practical Challenges of Trusted Autonomy in Big Data. IEEE Access, 2016, 4, 2808-2830.	2.6	22
36	Using game theory with intrinsic motivation to examine anti-hacking policies for autonomous systems. , 2016, , .		1

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37	Designing artificial agents to detect the motive profile of users in virtual worlds and games. , 2016, , .		1
38	Trusted Autonomy and Cognitive Cyber Symbiosis: Open Challenges. Cognitive Computation, 2016, 8, 385-408.	3.6	48
39	Intrinsically motivated particle swarm optimisation applied to task allocation for workplace hazard detection. Adaptive Behavior, 2016, 24, 219-236.	1.1	10
40	Quantifying Swarming Behaviour. Lecture Notes in Computer Science, 2016, , 119-130.	1.0	3
41	Detecting Rare Visual and Auditory Events from EEG Using Pairwise-Comparison Neural Networks. Lecture Notes in Computer Science, 2016, , 90-101.	1.0	3
42	The Role of Implicit Motives in Strategic Decision-Making: Computational Models of Motivated Learning and the Evolution of Motivated Agents. Games, 2015, 6, 604-636.	0.4	8
43	Task Allocation Using Particle Swarm Optimisation and Anomaly Detection to Generate a Dynamic Fitness Function. Lecture Notes in Computer Science, 2015, , 317-329.	1.0	2
44	Application of chaos measures to a simplified boids flocking model. Swarm Intelligence, 2015, 9, 23-41.	1.3	18
45	Evolution of intrinsic motives in a multi-player common pool resource game. , 2014, , .		2
46	Self-motivated learning of achievement and maintenance tasks for non-player characters in computer games. , 2014, , .		1
47	An online evolutionary rule learning algorithm with incremental attribute discretization. , 2014, , .		5
48	A hierarchical pea-based anomaly detection model. , 2013, , .		0
49	Performance analysis of rough set ensemble of learning classifier systems with differential evolution based rule discovery. Evolutionary Intelligence, 2013, 6, 109-126.	2.3	7
50	Reduct based ensemble of learning classifier system for real-valued classification problems. , 2013, , .		10
51	Investigating Differential Evolution based rule discovery in learning classifier systems. , 2013, , .		2
52	Agent Models for Self-Motivated Home-Assistant Bots. AIP Conference Proceedings, 2010, , .	0.3	2
53	Motivated Learning from Interesting Events: Adaptive, Multitask Learning Agents for Complex Environments. Adaptive Behavior, 2009, 17, 7-27.	1.1	16
54	Motivated Reinforcement Learning. , 2009, , .		59

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55	Modeling motivation for adaptive nonplayer characters in dynamic computer game worlds. Computers in Entertainment, 2008, 5, 1-32.	1.2	16
56	Modelling Behaviour Cycles for Life-Long Learning in Motivated Agents. Lecture Notes in Computer Science, 2008, , 1-10.	1.0	0
57	Agents for multidisciplinary design in virtual worlds. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2007, 21, 267-277.	0.7	7
58	Motivated reinforcement learning for non-player characters in persistent computer game worlds. , 2006, , .		37