## Aja Huang

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/10958521/publications.pdf Version: 2024-02-01



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#	Article	IF	CITATIONS
1	Mastering the game of Go with deep neural networks and tree search. Nature, 2016, 529, 484-489.	27.8	9,796
2	Mastering the game of Go without human knowledge. Nature, 2017, 550, 354-359.	27.8	5,208
3	Grandmaster level in StarCraft II using multi-agent reinforcement learning. Nature, 2019, 575, 350-354.	27.8	1,491