List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/1542041/publications.pdf Version: 2024-02-01



DONCRIN 7HAO

| # | Article | IF | CITATIONS |
|----|---|------|-----------|
| 1 | Optimal control of unknown nonaffine nonlinear discrete-time systems based on adaptive dynamic programming. Automatica, 2012, 48, 1825-1832. | 5.0 | 354 |
| 2 | Adaptive sliding mode fuzzy control for a two-dimensional overhead crane. Mechatronics, 2005, 15, 505-522. | 3.3 | 222 |
| 3 | Computational Intelligence in Urban Traffic Signal Control: A Survey. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2012, 42, 485-494. | 2.9 | 213 |
| 4 | Experience Replay for Optimal Control of Nonzero-Sum Game Systems With Unknown Dynamics. IEEE Transactions on Cybernetics, 2016, 46, 854-865. | 9.5 | 184 |
| 5 | Event-Triggered \$H_infty \$ Control for Continuous-Time Nonlinear System via Concurrent Learning. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2017, 47, 1071-1081. | 9.3 | 182 |
| 6 | Data-Based Adaptive Critic Designs for Nonlinear Robust Optimal Control With Uncertain Dynamics. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2016, 46, 1544-1555. | 9.3 | 180 |
| 7 | Event-Triggered Optimal Control for Partially Unknown Constrained-Input Systems via Adaptive Dynamic Programming. IEEE Transactions on Industrial Electronics, 2017, 64, 4101-4109. | 7.9 | 170 |
| 8 | Event-Based Robust Control for Uncertain Nonlinear Systems Using Adaptive Dynamic Programming. IEEE Transactions on Neural Networks and Learning Systems, 2018, 29, 37-50. | 11.3 | 155 |
| 9 | Neural-Network-Based Optimal Control for a Class of Unknown Discrete-Time Nonlinear Systems Using Globalized Dual Heuristic Programming. IEEE Transactions on Automation Science and Engineering, 2012, 9, 628-634. | 5.2 | 145 |
| 10 | Deep Reinforcement Learning With Visual Attention for Vehicle Classification. IEEE Transactions on Cognitive and Developmental Systems, 2017, 9, 356-367. | 3.8 | 143 |
| 11 | A computed torque controller for uncertain robotic manipulator systems: Fuzzy approach. Fuzzy Sets and Systems, 2005, 154, 208-226. | 2.7 | 137 |
| 12 | Trajectory Tracking Control of Omnidirectional Wheeled Mobile Manipulators: Robust Neural Network-Based Sliding Mode Approach. IEEE Transactions on Systems, Man, and Cybernetics, 2009, 39, 788-799. | 5.0 | 133 |
| 13 | Deep Reinforcement Learning-Based Automatic Exploration for Navigation in Unknown Environment. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 2064-2076. | 11.3 | 107 |
| 14 | Multi-task learning for dangerous object detection in autonomous driving. Information Sciences, 2018, 432, 559-571. | 6.9 | 103 |
| 15 | StarCraft Micromanagement With Reinforcement Learning and Curriculum Transfer Learning. IEEE Transactions on Emerging Topics in Computational Intelligence, 2019, 3, 73-84. | 4.9 | 101 |
| 16 | Reinforcement Learning and Deep Learning Based Lateral Control for Autonomous Driving [Application Notes]. IEEE Computational Intelligence Magazine, 2019, 14, 83-98. | 3.2 | 100 |
| 17 | Iterative Adaptive Dynamic Programming for Solving Unknown Nonlinear Zero-Sum Game Based on Online Data. IEEE Transactions on Neural Networks and Learning Systems, 2017, 28, 714-725. | 11.3 | 95 |
| 18 | Full-range adaptive cruise control based on supervised adaptive dynamic programming. Neurocomputing, 2014, 125, 57-67. | 5.9 | 81 |

| # | Article | IF | CITATIONS |
|----|---|------|-----------|
| 19 | GrDHP: A General Utility Function Representation for Dual Heuristic Dynamic Programming. IEEE Transactions on Neural Networks and Learning Systems, 2015, 26, 614-627. | 11.3 | 78 |
| 20 | Data-Based Reinforcement Learning for Nonzero-Sum Games With Unknown Drift Dynamics. IEEE Transactions on Cybernetics, 2019, 49, 2874-2885. | 9.5 | 78 |
| 21 | Adaptive Optimal Control of Heterogeneous CACC System With Uncertain Dynamics. IEEE Transactions on Control Systems Technology, 2019, 27, 1772-1779. | 5.2 | 78 |
| 22 | MEC—A Near-Optimal Online Reinforcement Learning Algorithm for Continuous Deterministic Systems. IEEE Transactions on Neural Networks and Learning Systems, 2015, 26, 346-356. | 11.3 | 71 |
| 23 | Model-Free Optimal Control for Affine Nonlinear Systems With Convergence Analysis. IEEE Transactions on Automation Science and Engineering, 2015, 12, 1461-1468. | 5.2 | 70 |
| 24 | Using reinforcement learning techniques to solve continuousâ€ŧime nonâ€linear optimal tracking problem without system dynamics. IET Control Theory and Applications, 2016, 10, 1339-1347. | 2.1 | 70 |
| 25 | A supervised Actor–Critic approach for adaptive cruise control. Soft Computing, 2013, 17, 2089-2099. | 3.6 | 69 |
| 26 | Comprehensive comparison of online ADP algorithms for continuous-time optimal control. Artificial Intelligence Review, 2018, 49, 531-547. | 15.7 | 66 |
| 27 | Deep reinforcement learning with experience replay based on SARSA. , 2016, , . | | 62 |
| 28 | FMRQ—A Multiagent Reinforcement Learning Algorithm for Fully Cooperative Tasks. IEEE Transactions on Cybernetics, 2017, 47, 1367-1379. | 9.5 | 60 |
| 29 | Data-driven adaptive dynamic programming for continuous-time fully cooperative games with partially constrained inputs. Neurocomputing, 2017, 238, 377-386. | 5.9 | 57 |
| 30 | Policy Iteration for \$H_infty \$ Optimal Control of Polynomial Nonlinear Systems via Sum of Squares Programming. IEEE Transactions on Cybernetics, 2018, 48, 500-509. | 9.5 | 57 |
| 31 | Graph-FCN for Image Semantic Segmentation. Lecture Notes in Computer Science, 2019, , 97-105. | 1.3 | 56 |
| 32 | Artificial intelligence in tongue diagnosis: Using deep convolutional neural network for recognizing unhealthy tongue with tooth-mark. Computational and Structural Biotechnology Journal, 2020, 18, 973-980. | 4.1 | 56 |
| 33 | Control-Limited Adaptive Dynamic Programming for Multi-Battery Energy Storage Systems. IEEE Transactions on Smart Grid, 2019, 10, 4235-4244. | 9.0 | 53 |
| 34 | DHP Method for Ramp Metering of Freeway Traffic. IEEE Transactions on Intelligent Transportation Systems, 2011, 12, 990-999. | 8.0 | 49 |
| 35 | Fuzzy-Based Goal Representation Adaptive Dynamic Programming. IEEE Transactions on Fuzzy Systems, 2016, 24, 1159-1175. | 9.8 | 43 |
| 36 | Event-triggered reinforcement learning approach for unknown nonlinear continuous-time system. , 2014, , . | | 42 |

| # | Article | IF | CITATIONS |
|----|---|------|-----------|
| 37 | Model-Free Optimal Control Based Intelligent Cruise Control with Hardware-in-the-Loop Demonstration [Research Frontier]. IEEE Computational Intelligence Magazine, 2017, 12, 56-69. | 3.2 | 39 |
| 38 | Dual Heuristic dynamic Programming for nonlinear discrete-time uncertain systems with state delay. Neurocomputing, 2014, 134, 222-229. | 5.9 | 38 |
| 39 | A pdf-Free Change Detection Test Based on Density Difference Estimation. IEEE Transactions on Neural Networks and Learning Systems, 2018, 29, 324-334. | 11.3 | 38 |
| 40 | CNN-G: Convolutional Neural Network Combined With Graph for Image Segmentation With Theoretical Analysis. IEEE Transactions on Cognitive and Developmental Systems, 2021, 13, 631-644. | 3.8 | 35 |
| 41 | Self-teaching adaptive dynamic programming for Gomoku. Neurocomputing, 2012, 78, 23-29. | 5.9 | 34 |
| 42 | A neural-network-based iterative GDHP approach for solving a class of nonlinear optimal control problems with control constraints. Neural Computing and Applications, 2013, 22, 219-227. | 5.6 | 30 |
| 43 | Invariant Adaptive Dynamic Programming for Discrete-Time Optimal Control. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2020, 50, 3959-3971. | 9.3 | 30 |
| 44 | Highway Lane Change Decision-Making via Attention-Based Deep Reinforcement Learning. IEEE/CAA Journal of Automatica Sinica, 2022, 9, 567-569. | 13.1 | 30 |
| 45 | Online Minimax Q Network Learning for Two-Player Zero-Sum Markov Games. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 1228-1241. | 11.3 | 29 |
| 46 | Hierarchical optimal control for input-affine nonlinear systems through the formulation of Stackelberg game. Information Sciences, 2020, 517, 1-17. | 6.9 | 24 |
| 47 | BNAS: Efficient Neural Architecture Search Using Broad Scalable Architecture. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 5004-5018. | 11.3 | 23 |
| 48 | Learning Battles in ViZDoom via Deep Reinforcement Learning. , 2018, , . | | 22 |
| 49 | Reinforcement learning control based on multi-goal representation using hierarchical heuristic dynamic programming. , 2012, , . | | 20 |
| 50 | Neural sliding-mode load frequency controller design of power systems. Neural Computing and Applications, 2013, 22, 279-286. | 5.6 | 20 |
| 51 | LMI-Based Synthesis of String-Stable Controller for Cooperative Adaptive Cruise Control. IEEE Transactions on Intelligent Transportation Systems, 2020, 21, 4516-4525. | 8.0 | 20 |
| 52 | Improved mean shift segmentation approach for natural images. Applied Mathematics and Computation, 2007, 185, 940-952. | 2.2 | 19 |
| 53 | Control of Overhead Crane Systems by Combining Sliding Mode with Fuzzy Regulator. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2011, 44, 9320-9325. | 0.4 | 19 |
| 54 | Convergence analysis and application of fuzzy-HDP for nonlinear discrete-time HJB systems. Neurocomputing, 2015, 149, 124-131. | 5.9 | 18 |

| # | Article | IF | CITATIONS |
|----|---|------|-----------|
| 55 | Special Issue on Deep Reinforcement Learning and Adaptive Dynamic Programming. IEEE Transactions on Neural Networks and Learning Systems, 2018, 29, 2038-2041. | 11.3 | 18 |
| 56 | Neural network based online traffic signal controller design with reinforcement training. , 2011, , . | | 17 |
| 57 | Cooperative reinforcement learning for multiple units combat in starCraft. , 2017, , . | | 17 |
| 58 | DeepSign: Deep Learning based Traffic Sign Recognition. , 2018, , . | | 17 |
| 59 | MGRL: Graph neural network based inference in a Markov network with reinforcement learning for visual navigation. Neurocomputing, 2021, 421, 140-150. | 5.9 | 17 |
| 60 | Particle Swarn Optimized Adaptive Dynamic Programming. , 2007, , . | | 16 |
| 61 | A visual attention based convolutional neural network for image classification. , 2016, , . | | 16 |
| 62 | An Incremental Change Detection Test Based on Density Difference Estimation. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2017, 47, 2714-2726. | 9.3 | 16 |
| 63 | A Semi-Supervised Predictive Sparse Decomposition Based on Task-Driven Dictionary Learning. Cognitive Computation, 2017, 9, 115-124. | 5.2 | 15 |
| 64 | Event-Triggered Communication Network With Limited-Bandwidth Constraint for Multi-Agent Reinforcement Learning. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 3966-3978. | 11.3 | 14 |
| 65 | A data-based online reinforcement learning algorithm satisfying probably approximately correct principle. Neural Computing and Applications, 2015, 26, 775-787. | 5.6 | 13 |
| 66 | Synthesis of Cooperative Adaptive Cruise Control With Feedforward Strategies. IEEE Transactions on Vehicular Technology, 2020, 69, 3615-3627. | 6.3 | 13 |
| 67 | ModuleNet: Knowledge-Inherited Neural Architecture Search. IEEE Transactions on Cybernetics, 2022, 52, 11661-11671. | 9.5 | 13 |
| 68 | Boost 3-D Object Detection via Point Clouds Segmentation and Fused 3-D GloU- <i>L</i> â,•Loss. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 762-773. | 11.3 | 13 |
| 69 | A Kolmogorov-Smirnov Test to Detect Changes in Stationarity in Big Data * *This work was supported in part by the National Natural Science Foundation of China under Grants No. 61573353, No.61533017, and No. 61603382 IFAC-PapersOnLine, 2017, 50, 14260-14265. | 0.9 | 12 |
| 70 | Model-Free Reinforcement Learning for Fully Cooperative Multi-Agent Graphical Games. , 2018, , . | | 12 |
| 71 | Reinforcement Learning for Build-Order Production in StarCraft II. , 2018, , . | | 12 |
| 72 | Enhanced Rolling Horizon Evolution Algorithm With Opponent Model Learning: Results for the Fighting Game Al Competition. IEEE Transactions on Games, 2023, 15, 5-15. | 1.4 | 12 |

| # | Article | IF | CITATIONS |
|----|---|------|-----------|
| 73 | UNMAS: Multiagent Reinforcement Learning for Unshaped Cooperative Scenarios. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 2093-2104. | 11.3 | 12 |
| 74 | Heuristic rank selection with progressively searching tensor ring network. Complex & Intelligent Systems, 2022, 8, 771-785. | 6.5 | 11 |
| 75 | Design and implementation of an adaptive cruise control system based on supervised actor-critic learning. , 2015, , . | | 10 |
| 76 | Clique-based cooperative multiagent reinforcement learning using factor graphs. IEEE/CAA Journal of Automatica Sinica, 2014, 1, 248-256. | 13.1 | 9 |
| 77 | Move prediction in Gomoku using deep learning. , 2016, , . | | 9 |
| 78 | A temporal-based deep learning method for multiple objects detection in autonomous driving. , 2018, , . | | 9 |
| 79 | Vision-based control in the open racing car simulator with deep and reinforcement learning. Journal of Ambient Intelligence and Humanized Computing, 2023, 14, 15673-15685. | 4.9 | 9 |
| 80 | Deep Kalman Filter with Optical Flow for Multiple Object Tracking. , 2019, , . | | 9 |
| 81 | Adaptive cruise control via adaptive dynamic programming with experience replay. Soft Computing, 2019, 23, 4131-4144. | 3.6 | 9 |
| 82 | Missile guidance with assisted deep reinforcement learning for head-on interception of maneuvering target. Complex & Intelligent Systems, 2022, 8, 1205-1216. | 6.5 | 9 |
| 83 | BNAS-v2: Memory-Efficient and Performance-Collapse-Prevented Broad Neural Architecture Search. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2022, 52, 6259-6272. | 9.3 | 9 |
| 84 | Integration of fuzzy controller with adaptive dynamic programming. , 2012, , . | | 8 |
| 85 | Online reinforcement learning by Bayesian inference. , 2015, , . | | 8 |
| 86 | A Gradient-Based Reinforcement Learning Algorithm for Multiple Cooperative Agents. IEEE Access, 2018, 6, 70223-70235. | 4.2 | 8 |
| 87 | BiFNet: Bidirectional Fusion Network for Road Segmentation. IEEE Transactions on Cybernetics, 2022, 52, 8617-8628. | 9.5 | 8 |
| 88 | ADP with MCTS algorithm for Gomoku. , 2016, , . | | 7 |
| 89 | Hybrid Deep Learning Based Moving Object Detection via Motion prediction. , 2018, , . | | 7 |
| 90 | Overview of Image Segmentation and Its Application on Free Space Detection. , 2018, , . | | 7 |

| # | Article | IF | CITATIONS |
|-----|--|-----|-----------|
| 91 | Model-Free Reinforcement Learning based Lateral Control for Lane Keeping. , 2019, , . | | 7 |
| 92 | Shift-Invariant Convolutional Network Search. , 2020, , . | | 7 |
| 93 | Optimal Feedback Control of Pedestrian Flow in Heterogeneous Corridors. IEEE Transactions on Automation Science and Engineering, 2021, 18, 1097-1108. | 5.2 | 7 |
| 94 | Multi-task safe reinforcement learning for navigating intersections in dense traffic. Journal of the Franklin Institute, 2023, 360, 13737-13760. | 3.4 | 7 |
| 95 | Control of a class of under-actuated systems with saturation using hierarchical sliding mode. , 2008, , . | | 6 |
| 96 | Coordinated multiple ramps metering based on neuro-fuzzy adaptive dynamic programming. , 2009, , . | | 6 |
| 97 | Neural and fuzzy dynamic programming for under-actuated systems. , 2012, , . | | 6 |
| 98 | Visual Navigation with Actor-Critic Deep Reinforcement Learning. , 2018, , . | | 6 |
| 99 | RailNet: An Information Aggregation Network for Rail Track Segmentation. , 2020, , . | | 6 |
| 100 | Multi-task Learning with Cartesian Product-Based Multi-objective Combination for Dangerous Object Detection. Lecture Notes in Computer Science, 2017, , 28-35. | 1.3 | 6 |
| 101 | A Reinforcement Learning Benchmark for Autonomous Driving in Intersection Scenarios. , 2021, , . | | 6 |
| 102 | Data-driven learning and control with multiple critic networks. , 2012, , . | | 5 |
| 103 | Online reinforcement learning control by Bayesian inference. IET Control Theory and Applications, 2016, 10, 1331-1338. | 2.1 | 5 |
| 104 | Driving Control with Deep and Reinforcement Learning in The Open Racing Car Simulator. Lecture Notes in Computer Science, 2018, , 326-334. | 1.3 | 5 |
| 105 | Auto-encoder based Graph Convolutional Networks for Online Financial Anti-fraud. , 2019, , . | | 5 |
| 106 | Reinforcement Learning based Lane Change Decision-Making with Imaginary Sampling. , 2019, , . | | 5 |
| 107 | Deep sparse representation-based mid-level visual elements discovery in fine-grained classification. Soft Computing, 2019, 23, 8711-8722. | 3.6 | 5 |
| 108 | Adaptive Integrated Control for Omnidirectional Mobile Manipulators Based on Neural-Network. International Journal of Cognitive Informatics and Natural Intelligence, 2009, 3, 34-53. | 0.4 | 5 |

| # | Article | IF | CITATIONS |
|-----|---|-----|-----------|
| 109 | Empirical Policy Optimization for <i>n</i> -Player Markov Games. IEEE Transactions on Cybernetics, 2023, 53, 6443-6455. | 9.5 | 5 |
| 110 | Convergence Proof of Approximate Policy Iteration for Undiscounted Optimal Control of Discrete-Time Systems. Cognitive Computation, 2015, 7, 763-771. | 5.2 | 4 |
| 111 | Convolutional fitted Q iteration for vision-based control problems. , 2016, , . | | 4 |
| 112 | FMR-GA – A Cooperative Multi-agent Reinforcement Learning Algorithm Based on Gradient Ascent. Lecture Notes in Computer Science, 2017, , 840-848. | 1.3 | 4 |
| 113 | Simplified Space Based Neural Architecture Search. , 2019, , . | | 4 |
| 114 | Event-triggered integral reinforcement learning for nonlinear continuous-time systems. , 2017, , . | | 3 |
| 115 | Multi-Objective Neural Architecture Search for Light-Weight Model. , 2019, , . | | 3 |
| 116 | Multi-Agent Reinforcement Learning Based on Clustering in Two-Player Games. , 2019, , . | | 3 |
| 117 | Cheating behavior detection based-on pictorial structure model. , 2014, , . | | 2 |
| 118 | A Pdf-Free Change Detection Test for Data Streams Monitoring. , 2015, , . | | 2 |
| 119 | Image clustering based on deep sparse representations. , 2016, , . | | 2 |
| 120 | A general adaptive dynamic programming approach with experience replay. , 2016, , . | | 2 |
| 121 | Ensemble LSDD-based change detection tests. , 2016, , . | | 2 |
| 122 | Policy gradient methods with Gaussian process modelling acceleration. , 2017, , . | | 2 |
| 123 | An Autonomous Driving Experience Platform with Learning-Based Functions. , 2018, , . | | 2 |
| 124 | Cooperative Multi-Agent Deep Reinforcement Learning with Counterfactual Reward. , 2020, , . | | 2 |
| 125 | An Improved Minimax-Q Algorithm Based on Generalized Policy Iteration to Solve a Chaser-Invader Game. , 2020, , . | | 2 |
| 126 | Adaptive hybrid control for omnidirectional mobile manipulators using neural-network. , 2008, , . | | 1 |

| # | Article | IF | CITATIONS |
|-----|---|-----|-----------|
| 127 | The Optimal Control of Discrete-Time Delay Nonlinear System with Dual Heuristic Dynamic Programming. Lecture Notes in Computer Science, 2012, , 664-672. | 1.3 | 1 |
| 128 | Cooperative multiagent reinforcement learning using factor graphs. , 2013, , . | | 1 |
| 129 | How to Automatically Set an Initial Angle for Balance Control of a Cart-Pole System: An Education Case. International Journal of Electrical Engineering and Education, 2013, 50, 57-68. | 0.8 | 1 |
| 130 | A Kalman filter-based actor-critic learning approach. , 2014, , . | | 1 |
| 131 | A data-based online reinforcement learning algorithm with high-efficient exploration. , 2014, , . | | 1 |
| 132 | Thermal comfort control based on MEC algorithm for HVAC systems. , 2015, , . | | 1 |
| 133 | Model-free reinforcement learning for nonlinear zero-sum games with simultaneous explorations. , 2016, , . | | 1 |
| 134 | Coordinated control strategy of wind/battery energy storage system hybrid power output based on adaptive dynamic programming. , 2016, , . | | 1 |
| 135 | Value Iteration Algorithm for Optimal Consensus Control of Multi-agent Systems. Lecture Notes in Computer Science, 2018, , 200-208. | 1.3 | 1 |
| 136 | Comparison of Control Methods Based on Imitation Learning for Autonomous Driving. , 2019, , . | | 1 |
| 137 | Optimal Pedestrian Evacuation in Building with Consecutive Differential Dynamic Programming. , 2019, , \cdot | | 1 |
| 138 | Online Model-Free RLSPI Algorithm for Nonlinear Discrete-Time Non-affine Systems. Lecture Notes in Computer Science, 2013, , 242-249. | 1.3 | 1 |
| 139 | ContourRend: A Segmentation Method for Improving Contours by Rendering. Lecture Notes in Computer Science, 2020, , 251-260. | 1.3 | 1 |
| 140 | Learning Representation with Q-irrelevance Abstraction for Reinforcement Learning. , 2021, , . | | 1 |
| 141 | Data-based control, optimization, modeling and applications. Neural Computing and Applications, 2013, 23, 1839-1842. | 5.6 | Ο |
| 142 | Special issue on intelligent control and information processing. Soft Computing, 2013, 17, 1967-1969. | 3.6 | 0 |
| 143 | Model-free Adaptive Dynamic Programming for Optimal Control of Discrete-time Affine Nonlinear System. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2014, 47, 7049-7054. | 0.4 | 0 |
| 144 | An high-efficient online reinforcement learning algorithm for continuous-state systems 2014 | | 0 |

An nig , efficient online reinforcement learning algorithm for continuous-state systems. , 2014, , .

9

| # | Article | IF | CITATIONS |
|-----|---|-----|-----------|
| 145 | Model-free adaptive algorithm for optimal control of continuous-time nonlinear system. , 2015, , . | | 0 |
| 146 | Online Synchronous Policy Iteration based on Concurrent Learning to solve continuous-time optimal control problem. , 2015, , . | | 0 |
| 147 | Consensus of heterogeneous multi-agent systems with switching topologies using input-output feedback linearization. , 2015, , . | | 0 |
| 148 | A perturbed Gaussian process regression with chunk sparsification for tracking non-stationary systems. , 2016, , . | | 0 |
| 149 | An Efficient Network for Lane Segmentation. Communications in Computer and Information Science, 2019, , 177-185. | 0.5 | 0 |
| 150 | Adaptive Integrated Control for Omnidirectional Mobile Manipulators Based on Neural-Network. , 2011, , 310-325. | | 0 |
| 151 | Off-Policy Reinforcement Learning for Partially Unknown Nonzero-Sum Games. Lecture Notes in Computer Science, 2017, , 822-830. | 1.3 | 0 |
| 152 | Device Placement Optimization for Deep Neural Networks via One-shot Model and Reinforcement Learning. , 2020, , . | | 0 |
| 153 | Benchmarking Lane-changing Decision-making for Deep Reinforcement Learning. , 2021, , . | | 0 |
| 154 | EGCN: Ensemble Graph Convolutional Network for Neural Architecture Performance Prediction. , 2021, , . | | 0 |
| 155 | Moving Target Shooting Control Policy Based on Deep Reinforcement Learning. , 2021, , . | | 0 |