Yuanheng Zhu

List of Publications by Year
in descending order

48 papers	1,661 citations	430874 18 h-index	434195 31 g-index
48 all docs	48 docs citations	48 times ranked	1123 citing authors

#	Article	IF	Citations
1	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
2	Enhanced Rolling Horizon Evolution Algorithm With Opponent Model Learning: Results for the Fighting Game AI Competition. IEEE Transactions on Games, 2023, 15, 5-15.	1.4	12
3	UNMAS: Multiagent Reinforcement Learning for Unshaped Cooperative Scenarios. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 2093-2104.	11.3	12
4	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
5	Empirical Policy Optimization for n-Player Markov Games. IEEE Transactions on Cybernetics, 2023, 53, 6443-6455.	9.5	5
6	Decentralized Event-Driven Constrained Control Using Adaptive Critic Designs. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 5830-5844.	11.3	22
7	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
8	Missile guidance with assisted deep reinforcement learning for head-on interception of maneuvering target. Complex & Intelligent Systems, 2022, 8, 1205-1216.	6.5	9
9	Optimal Feedback Control of Pedestrian Flow in Heterogeneous Corridors. IEEE Transactions on Automation Science and Engineering, 2021, 18, 1097-1108.	5.2	7
10	Proximal Policy Optimization with Elo-based Opponent Selection and Combination with Enhanced Rolling Horizon Evolution Algorithm. , 2021, , .		6
11	Learning Representation with Q-irrelevance Abstraction for Reinforcement Learning. , 2021, , .		1
12	Invariant Adaptive Dynamic Programming for Discrete-Time Optimal Control. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2020, 50, 3959-3971.	9.3	30
13	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
14	Cooperative Multi-Agent Deep Reinforcement Learning with Counterfactual Reward. , 2020, , .		2
15	An Improved Minimax-Q Algorithm Based on Generalized Policy Iteration to Solve a Chaser-Invader Game. , 2020, , .		2
16	Synthesis of Cooperative Adaptive Cruise Control With Feedforward Strategies. IEEE Transactions on Vehicular Technology, 2020, 69, 3615-3627.	6.3	13
17	StarCraft Micromanagement With Reinforcement Learning and Curriculum Transfer Learning. IEEE Transactions on Emerging Topics in Computational Intelligence, 2019, 3, 73-84.	4.9	101
18	Control-Limited Adaptive Dynamic Programming for Multi-Battery Energy Storage Systems. IEEE Transactions on Smart Grid, 2019, 10, 4235-4244.	9.0	53

#	Article	IF	Citations
19	Optimal Pedestrian Evacuation in Building with Consecutive Differential Dynamic Programming. , 2019, , .		1
20	Adaptive Optimal Control of Heterogeneous CACC System With Uncertain Dynamics. IEEE Transactions on Control Systems Technology, 2019, 27, 1772-1779.	5.2	78
21	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
22	Comprehensive comparison of online ADP algorithms for continuous-time optimal control. Artificial Intelligence Review, 2018, 49, 531-547.	15.7	66
23	Driving Control with Deep and Reinforcement Learning in The Open Racing Car Simulator. Lecture Notes in Computer Science, 2018, , 326-334.	1.3	5
24	Reinforcement Learning for Build-Order Production in StarCraft II. , 2018, , .		12
25	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
26	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
27	Data-driven adaptive dynamic programming for continuous-time fully cooperative games with partially constrained inputs. Neurocomputing, 2017, 238, 377-386.	5.9	57
28	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
29	Adaptive dynamic programming for robust neural control of unknown continuousâ€time nonâ€linear systems. IET Control Theory and Applications, 2017, 11, 2307-2316.	2.1	40
30	Cooperative reinforcement learning for multiple units combat in starCraft. , 2017, , .		17
31	Deep reinforcement learning with experience replay based on SARSA. , 2016, , .		62
32	Model-free reinforcement learning for nonlinear zero-sum games with simultaneous explorations. , 2016, , .		1
33	Move prediction in Gomoku using deep learning. , 2016, , .		9
34	Using reinforcement learning techniques to solve continuousâ€time nonâ€linear optimal tracking problem without system dynamics. IET Control Theory and Applications, 2016, 10, 1339-1347.	2.1	70
35	Convolutional fitted Q iteration for vision-based control problems. , 2016, , .		4
36	Experience Replay for Optimal Control of Nonzero-Sum Game Systems With Unknown Dynamics. IEEE Transactions on Cybernetics, 2016, 46, 854-865.	9.5	184

#	Article	IF	Citations
37	Thermal comfort control based on MEC algorithm for HVAC systems. , 2015, , .		1
38	Model-free adaptive algorithm for optimal control of continuous-time nonlinear system. , 2015, , .		0
39	MECâ€"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
40	A data-based online reinforcement learning algorithm satisfying probably approximately correct principle. Neural Computing and Applications, 2015, 26, 775-787.	5.6	13
41	Convergence Proof of Approximate Policy Iteration for Undiscounted Optimal Control of Discrete-Time Systems. Cognitive Computation, 2015, 7, 763-771.	5.2	4
42	Convergence analysis and application of fuzzy-HDP for nonlinear discrete-time HJB systems. Neurocomputing, 2015, 149, 124-131.	5.9	18
43	Full-range adaptive cruise control based on supervised adaptive dynamic programming. Neurocomputing, 2014, 125, 57-67.	5.9	81
44	A data-based online reinforcement learning algorithm with high-efficient exploration. , 2014, , .		1
45	An high-efficient online reinforcement learning algorithm for continuous-state systems. , 2014, , .		0
46	Online Model-Free RLSPI Algorithm for Nonlinear Discrete-Time Non-affine Systems. Lecture Notes in Computer Science, 2013, , 242-249.	1.3	1
47	Integration of fuzzy controller with adaptive dynamic programming. , 2012, , .		8
48	Neural and fuzzy dynamic programming for under-actuated systems. , 2012, , .		6