

Qichao Zhang

List of Publications by Year in descending order

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Version: 2024-02-01

30
papers

1,065
citations

759233

12
h-index

996975

15
g-index

30
all docs

30
docs citations

30
times ranked

768
citing authors

#	ARTICLE	IF	CITATIONS
1	Experience Replay for Optimal Control of Nonzero-Sum Game Systems With Unknown Dynamics. IEEE Transactions on Cybernetics, 2016, 46, 854-865.	9.5	184
2	Event-Triggered H_{∞} Control for Continuous-Time Nonlinear System via Concurrent Learning. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2017, 47, 1071-1081.	9.3	182
3	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
4	Reinforcement Learning and Deep Learning Based Lateral Control for Autonomous Driving [Application Notes]. IEEE Computational Intelligence Magazine, 2019, 14, 83-98.	3.2	100
5	Data-Based Reinforcement Learning for Nonzero-Sum Games With Unknown Drift Dynamics. IEEE Transactions on Cybernetics, 2019, 49, 2874-2885.	9.5	78
6	Data-driven adaptive dynamic programming for continuous-time fully cooperative games with partially constrained inputs. Neurocomputing, 2017, 238, 377-386.	5.9	57
7	Policy Iteration for H_{∞} Optimal Control of Polynomial Nonlinear Systems via Sum of Squares Programming. IEEE Transactions on Cybernetics, 2018, 48, 500-509.	9.5	57
8	Event-based input-constrained nonlinear H^{∞} state feedback with adaptive critic and neural implementation. Neurocomputing, 2016, 214, 848-856.	5.9	45
9	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
10	Highway Lane Change Decision-Making via Attention-Based Deep Reinforcement Learning. IEEE/CAA Journal of Automatica Sinica, 2022, 9, 567-569.	13.1	30
11	Hierarchical optimal control for input-affine nonlinear systems through the formulation of Stackelberg game. Information Sciences, 2020, 517, 1-17.	6.9	24
12	Sparse online kernelized actor-critic Learning in reproducing kernel Hilbert space. Artificial Intelligence Review, 2022, 55, 23-58.	15.7	19
13	Model-Free Reinforcement Learning for Fully Cooperative Multi-Agent Graphical Games. , 2018, , .		12
14	BiFNet: Bidirectional Fusion Network for Road Segmentation. IEEE Transactions on Cybernetics, 2022, 52, 8617-8628.	9.5	8
15	Model-Free Reinforcement Learning based Lateral Control for Lane Keeping. , 2019, , .		7
16	Hierarchical Reinforcement Learning-Based Policy Switching Towards Multi-Scenarios Autonomous Driving. , 2021, , .		7
17	Multi-task safe reinforcement learning for navigating intersections in dense traffic. Journal of the Franklin Institute, 2023, 360, 13737-13760.	3.4	7
18	RailNet: An Information Aggregation Network for Rail Track Segmentation. , 2020, , .		6

#	ARTICLE	IF	CITATIONS
19	A Reinforcement Learning Benchmark for Autonomous Driving in Intersection Scenarios. , 2021, , .		6
20	Reinforcement Learning based Lane Change Decision-Making with Imaginary Sampling. , 2019, , .		5
21	Convolutional fitted Q iteration for vision-based control problems. , 2016, , .		4
22	Event-triggered integral reinforcement learning for nonlinear continuous-time systems. , 2017, , .		3
23	Model-free reinforcement learning for nonlinear zero-sum games with simultaneous explorations. , 2016, , .		1
24	Comparison of Control Methods Based on Imitation Learning for Autonomous Driving. , 2019, , .		1
25	Data-based reinforcement learning for lane keeping with input saturation. International Journal of Advanced Mechatronic Systems, 2020, 8, 9.	0.2	1
26	IA-CNN: A generalised interpretable convolutional neural network with attention mechanism. , 2021, , .		1
27	Guest Editorial on "Computational intelligence in analysis and integration of complex systems" Complex & Intelligent Systems, 0, , .	6.5	1
28	Consensus of heterogeneous multi-agent systems with switching topologies using input-output feedback linearization. , 2015, , .		0
29	Off-Policy Reinforcement Learning for Partially Unknown Nonzero-Sum Games. Lecture Notes in Computer Science, 2017, , 822-830.	1.3	0
30	Benchmarking Lane-changing Decision-making for Deep Reinforcement Learning. , 2021, , .		0