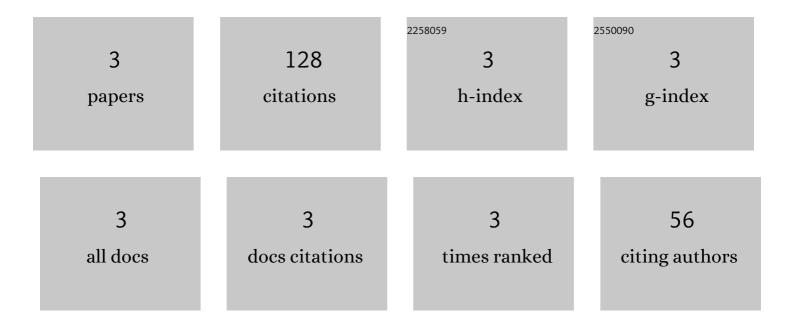
Deheng Ye

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/3235446/publications.pdf Version: 2024-02-01



DEHENC YE

#	Article	IF	CITATIONS
1	Supervised Learning Achieves Human-Level Performance in MOBA Games: A Case Study of Honor of Kings. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 908-918.	11.3	12
2	Which Heroes to Pick? Learning to Draft in MOBA Games With Neural Networks and Tree Search. IEEE Transactions on Games, 2021, 13, 410-421.	1.4	6
3	Mastering Complex Control in MOBA Games with Deep Reinforcement Learning. Proceedings of the AAAI Conference on Artificial Intelligence, 2020, 34, 6672-6679.	4.9	110