Wojciech JaÅ›kowski

List of Publications by Year
in descending order

45 papers	1,070 citations	840585 11 h-index	713332 21 g-index
45 all docs	45 docs citations	45 times ranked	674 citing authors

#	ARTICLE	IF	CITATIONS
1	ViZDoom: A Doom-based AI research platform for visual reinforcement learning. , 2016, , .		253
2	Genetic programming needs better benchmarks. , 2012, , .		197
3	Better GP benchmarks: community survey results and proposals. Genetic Programming and Evolvable Machines, 2013, 14, 3-29.	1.5	178
4	ViZDoom Competitions: Playing *Doom* From Pixels. IEEE Transactions on Games, 2019, 11, 248-259.	1.2	38
5	The influence of motor imagery on the learning of a fine hand motor skill. Experimental Brain Research, 2017, 235, 305-320.	0.7	26
6	Temporal difference learning of N-tuple networks for the game 2048. , 2014, , .		24
7	On Scalability, Generalization, and Hybridization of Coevolutionary Learning: A Case Study for Othello. IEEE Transactions on Games, 2013, 5, 214-226.	1.7	21
8	Evolving strategy for a probabilistic game of imperfect information using genetic programming. Genetic Programming and Evolvable Machines, 2008, 9, 281-294.	1.5	20
9	Formal Analysis, Hardness, and Algorithms for Extracting Internal Structure of Test-Based Problems. Evolutionary Computation, 2011, 19, 639-671.	2.3	20
10	To What Extent Can Motor Imagery Replace Motor Execution While Learning a Fine Motor Skill?. Advances in Cognitive Psychology, 2016, 12, 178-191.	0.2	18
11	Mastering 2048 With Delayed Temporal Coherence Learning, Multistage Weight Promotion, Redundant Encoding, and Carousel Shaping. IEEE Transactions on Games, 2018, 10, 3-14.	1.2	17
12	Coevolutionary Temporal Difference Learning for Othello. , 2009, , .		14
13	Shaping fitness function for evolutionary learning of game strategies. , 2013, , .		14
14	Improving coevolution by random sampling. , 2013, , .		14
15	Heterogeneous team deep q-learning in low-dimensional multi-agent environments. , 2016, , .		14
16	Optimisation of a tram wheel profile using a biologically inspired algorithm. Wear, 2019, 430-431, 12-24.	1.5	14
17	Multitask Visual Learning Using Genetic Programming. Evolutionary Computation, 2008, 16, 439-459.	2.3	13
18	Learning to Play *Othello* With Deep Neural Networks. IEEE Transactions on Games, 2018, 10, 354-364.	1.2	12

#	Article	IF	Citations
19	Evolving small-board Go players using coevolutionary temporal difference learning with archives. International Journal of Applied Mathematics and Computer Science, 2011, 21, 717-731.	1.5	11
20	Knowledge reuse in genetic programming applied to visual learning. , 2007, , .		10
21	Fitnessless coevolution. , 2008, , .		9
22	Coordinate System Archive for coevolution. , 2010, , .		9
23	Cross-task code reuse in genetic programming applied to visual learning. International Journal of Applied Mathematics and Computer Science, 2014, 24, 183-197.	1.5	9
24	High-Dimensional Function Approximation for Knowledge-Free Reinforcement Learning. , 2015, , .		9
25	Do musicians learn a fine sequential hand motor skill differently than non-musicians?. PLoS ONE, 2018, 13, e0207449.	1.1	9
26	The Numerical Measure of Symmetry for 3D Stick Creatures. Artificial Life, 2008, 14, 425-443.	1.0	8
27	A hybrid MIP-based large neighborhood search heuristic for solving the machine reassignment problem. Annals of Operations Research, 2016, 242, 33-62.	2.6	8
28	Systematic n-Tuple Networks for Othello Position Evaluation. ICGA Journal, 2014, 37, 85-96.	0.2	7
29	How effector-specific is the effect of sequence learning by motor execution and motor imagery?. Experimental Brain Research, 2017, 235, 3757-3769.	0.7	7
30	Winning Ant Wars: Evolving a Human-Competitive Game Strategy Using Fitnessless Selection. Lecture Notes in Computer Science, 2008, , 13-24.	1.0	7
31	How many dimensions in co-optimization. , 2011, , .		6
32	Coevolutionary CMA-ES for Knowledge-Free Learning of Game Position Evaluation. IEEE Transactions on Games, 2016, 8, 389-401.	1.7	6
33	Reinforcement Learning to Run… Fast. The Springer Series on Challenges in Machine Learning, 2018, , 155-167.	10.4	6
34	Learning and Recognition of Hand-Drawn Shapes Using Generative Genetic Programming. , 2007, , 281-290.		6
35	Evolving Teams of Cooperating Agents for Real-Time Strategy Game. Lecture Notes in Computer Science, 2009, , 333-342.	1.0	6
36	Genetic programming for cross-task knowledge sharing. , 2007, , .		5

#	Article	IF	Citations
37	Multi-Criteria Comparison of Coevolution and Temporal Difference Learning on Othello. Lecture Notes in Computer Science, 2014, , 301-312.	1.0	5
38	The performance profile: A multi–criteria performance evaluation method for test–based problems. International Journal of Applied Mathematics and Computer Science, 2016, 26, 215-229.	1.5	4
39	Accelerating coevolution with adaptive matrix factorization. , 2017, , .		4
40	Does Transcranial Direct Current Stimulation Affect the Learning of a Fine Sequential Hand Motor Skill with Motor Imagery?. Journal of Motor Behavior, 2019, 51, 451-465.	0.5	4
41	On selecting the best individual in noisy environments. , 2008, , .		3
42	Multi-task code reuse in genetic programming. , 2008, , .		2
43	The Role of Behavioral Diversity and Difficulty of Opponents in Coevolving Game-Playing Agents. Lecture Notes in Computer Science, 2015, , 394-405.	1.0	2
44	Formal analysis and algorithms for extracting coordinate systems of games. , 2009, , .		1
45	Genetic Programming for Generative Learning and Recognition of Hand-Drawn Shapes. Studies in Computational Intelligence, 2009, , 73-90.	0.7	0