Zhi Wang

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/7326258/publications.pdf

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		1307594	1474206	
12	195	7	9	
papers	citations	h-index	g-index	
12	12	12	100	
all docs	docs citations	times ranked	citing authors	

#	Article	IF	CITATIONS
1	Incremental Reinforcement Learning With Prioritized Sweeping for Dynamic Environments. IEEE/ASME Transactions on Mechatronics, 2019, 24, 621-632.	5.8	43
2	Reinforcement Learning-Based Optimal Sensor Placement for Spatiotemporal Modeling. IEEE Transactions on Cybernetics, 2020, 50, 2861-2871.	9.5	30
3	Incremental Spatiotemporal Learning for Online Modeling of Distributed Parameter Systems. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2019, 49, 2612-2622.	9.3	29
4	Incremental Reinforcement Learning in Continuous Spaces via Policy Relaxation and Importance Weighting. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 1870-1883.	11.3	22
5	A novel incremental learning scheme for reinforcement learning in dynamic environments. , 2016, , .		15
6	Lifelong Incremental Reinforcement Learning With Online Bayesian Inference. IEEE Transactions on Neural Networks and Learning Systems, 2022, 33, 4003-4016.	11.3	15
7	Rule-Based Reinforcement Learning for Efficient Robot Navigation With Space Reduction. IEEE/ASME Transactions on Mechatronics, 2022, 27, 846-857.	5. 8	12
8	IEDQN: Information Exchange DQN with a Centralized Coordinator for Traffic Signal Control. , 2020, , .		10
9	Dissimilarity Analysis-Based Multimode Modeling for Complex Distributed Parameter Systems. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2021, 51, 2789-2797.	9.3	10
10	Instance Weighted Incremental Evolution Strategies for Reinforcement Learning in Dynamic Environments. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 9742-9756.	11.3	5
11	A Coordinated Multiagent Reinforcement Learning Method Using Chicken Game. , 2020, , .		2
12	A Dirichlet Process Mixture of Robust Task Models for Scalable Lifelong Reinforcement Learning. IEEE Transactions on Cybernetics, 2023, 53, 7509-7520.	9.5	2