Diego Perez

List of Publications by Year
in descending order

57 papers	2,726 citations	759233 12 h-index	1058476 14 g-index
57 all docs	57 docs citations	57 times ranked	1577 citing authors

#	Article	IF	Citations
1	Rolling Horizon Evolutionary Algorithms for General Video Game Playing. IEEE Transactions on Games, 2022, 14, 232-242.	1.4	6
2	Portfolio Search and Optimization for General Strategy Game-Playing. , 2021, , .		6
3	Game State and Action Abstracting Monte Carlo Tree Search for General Strategy Game-Playing. , 2021, , .		5
4	Generating Diverse and Competitive Play-Styles for Strategy Games. , 2021, , .		9
5	MAP-Elites to Generate a Team of Agents that Elicits Diverse Automated Gameplay. , 2021, , .		3
6	Self-Adaptive Rolling Horizon Evolutionary Algorithms for General Video Game Playing. , 2020, , .		5
7	Evaluating Generalisation in General Video Game Playing. , 2020, , .		1
8	A Local Approach to Forward Model Learning: Results on the Game of Life Game. , 2019, , .		12
9	Tackling Sparse Rewards in Real-Time Games with Statistical Forward Planning Methods. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 1691-1698.	4.9	12
10	Teaching on a Budget in Multi-Agent Deep Reinforcement Learning. , 2019, , .		16
11	General Video Game AI: A Multitrack Framework for Evaluating Agents, Games, and Content Generation Algorithms. IEEE Transactions on Games, 2019, 11, 195-214.	1.4	78
12	Evolving Game State Evaluation Functions for a Hybrid Planning Approach. , 2019, , .		3
13	Ensemble Decision Systems for General Video Game Playing. , 2019, , .		1
14	Learning Local Forward Models on Unforgiving Games. , 2019, , .		9
15	Rinascimento: Optimising Statistical Forward Planning Agents for Playing Splendor. , 2019, , .		6
16	The 2016 Two-Player GVGAI Competition. IEEE Transactions on Games, 2018, 10, 209-220.	1.4	21
17	Pac-Man Conquers Academia: Two Decades of Research Using a Classic Arcade Game. IEEE Transactions on Games, 2018, 10, 233-256.	1.4	24
18	Using a Team of General AI Algorithms to Assist Game Design and Testing. , 2018, , .		19

#	Article	IF	Citations
19	The N-Tuple Bandit Evolutionary Algorithm for Game Agent Optimisation. , 2018, , .		27
20	General Win Prediction from Agent Experience. , 2018, , .		4
21	Shallow Decision-Making Analysis in General Video Game Playing. , 2018, , .		5
22	Self-adaptive MCTS for General Video Game Playing. Lecture Notes in Computer Science, 2018, , 358-375.	1.3	14
23	Evolutionary Behavior Tree Approaches for Navigating Platform Games. IEEE Transactions on Games, 2017, 9, 227-238.	1.4	44
24	Default policies for global optimisation of noisy functions with severe noise. Journal of Global Optimization, 2017, 67, 893-907.	1.8	0
25	General Video Game AI: Learning from screen capture. , 2017, , .		12
26	The N-Tuple bandit evolutionary algorithm for automatic game improvement. , 2017, , .		24
27	Evaluating and modelling Hanabi-playing agents. , 2017, , .		23
28	Population seeding techniques for Rolling Horizon Evolution in General Video Game Playing. , 2017, , .		24
29	Evolving Game Skill-Depth using General Video Game AI agents. , 2017, , .		16
30	Opponent models comparison for 2 players in GVGAI competitions. , 2017, , .		5
31	HTN fighter: Planning in a highly-dynamic game. , 2017, , .		9
32	Rolling horizon evolution enhancements in general video game playing. , 2017, , .		36
33	General video game playing escapes the no free lunch theorem. , 2017, , .		8
34	Beyond playing to win: Diversifying heuristics for GVGAI. , 2017, , .		17
35	General video game rule generation. , 2017, , .		30
36	Building an automatic sprite generator with deep convolutional generative adversarial networks. , 2017, , .		8

#	Article	IF	Citations
37	Introducing real world physics and macro-actions to general video game ai. , 2017, , .		10
38	Analysis of Vanilla Rolling Horizon Evolution Parameters in General Video Game Playing. Lecture Notes in Computer Science, 2017, , 418-434.	1.3	35
39	MCTS/EA hybrid GVGAI players and game difficulty estimation. , 2016, , .		14
40	Analyzing the robustness of general video game playing agents. , 2016, , .		12
41	Multi-objective tree search approaches for general video game playing. , 2016, , .		9
42	General Video Game for 2 players: Framework and competition. , 2016, , .		20
43	Ms. Pac-Man Versus Ghost Team CIG 2016 competition. , 2016, , .		17
44	The 2014 General Video Game Playing Competition. IEEE Transactions on Games, 2016, 8, 229-243.	1.4	114
45	Predicting Dominance Rankings for Score-Based Games. IEEE Transactions on Games, 2016, 8, 1-12.	1.4	7
46	Neuroevolution for General Video Game Playing. , 2015, , .		12
47	Procedural level generation with answer set programming for general Video Game playing. , 2015, , .		13
48	Monte Carlo Tree Search applied to co-operative problems. , 2015, , .		3
49	Multiobjective Monte Carlo Tree Search for Real-Time Games. IEEE Transactions on Games, 2015, 7, 347-360.	1.4	18
50	Automated Map Generation for the Physical Traveling Salesman Problem. IEEE Transactions on Evolutionary Computation, 2014, 18, 708-720.	10.0	16
51	Knowledge-based fast evolutionary MCTS for general video game playing. , 2014, , .		53
52	The 2013 Multi-objective Physical Travelling Salesman Problem Competition. , 2014, , .		1
53	Solving the Physical Traveling Salesman Problem: Tree Search and Macro Actions. IEEE Transactions on Games, 2014, 6, 31-45.	1.4	36
54	Online and offline learning in multi-objective Monte Carlo Tree Search. , 2013, , .		5

#	Article	IF	Citations
55	The physical travelling salesman problem: WCCI 2012 competition. , 2012, , .		34
56	Monte Carlo Tree Search: Long-term versus short-term planning. , 2012, , .		6
57	A Survey of Monte Carlo Tree Search Methods. IEEE Transactions on Games, 2012, 4, 1-43.	1.4	1,749