

Hyeong Soo Chang

List of Publications by Year in descending order

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56
papers

662
citations

759233

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57
all docs

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docs citations

57
times ranked

357
citing authors

#	ARTICLE	IF	CITATIONS
1	An Adaptive Sampling Algorithm for Solving Markov Decision Processes. <i>Operations Research</i> , 2005, 53, 126-139.	1.9	80
2	Multitime scale markov decision processes. <i>IEEE Transactions on Automatic Control</i> , 2003, 48, 976-987.	5.7	62
3	Parallel Rollout for Online Solution of Partially Observable Markov Decision Processes. <i>Discrete Event Dynamic Systems: Theory and Applications</i> , 2004, 14, 309-341.	1.5	53
4	Converging Marriage in Honey-Bees Optimization and Application to Stochastic Dynamic Programming. <i>Journal of Global Optimization</i> , 2006, 35, 423-441.	1.8	39
5	Evolutionary policy iteration for solving Markov decision processes. <i>IEEE Transactions on Automatic Control</i> , 2005, 50, 1804-1808.	5.7	35
6	Simulation-Based Algorithms for Markov Decision Processes. <i>Communications and Control Engineering</i> , 2013, , .	1.6	28
7	Approximate receding horizon approach for Markov decision processes: average reward case. <i>Journal of Mathematical Analysis and Applications</i> , 2003, 286, 636-651.	1.0	26
8	A Stochastic Approximation Framework for a Class of Randomized Optimization Algorithms. <i>IEEE Transactions on Automatic Control</i> , 2012, 57, 165-178.	5.7	25
9	Two-person zero-sum markov games: receding horizon approach. <i>IEEE Transactions on Automatic Control</i> , 2003, 48, 1951-1961.	5.7	19
10	An Asymptotically Efficient Simulation-Based Algorithm for Finite Horizon Stochastic Dynamic Programming. <i>IEEE Transactions on Automatic Control</i> , 2007, 52, 89-94.	5.7	19
11	Recursive Learning Automata Approach to Markov Decision Processes. <i>IEEE Transactions on Automatic Control</i> , 2007, 52, 1349-1355.	5.7	13
12	A survey of some simulation-based algorithms for Markov decision processes. <i>Communications in Information and Systems</i> , 2007, 7, 59-92.	0.5	12
13	Adaptive Adversarial Multi-Armed Bandit Approach to Two-Person Zero-Sum Markov Games. <i>IEEE Transactions on Automatic Control</i> , 2010, 55, 463-468.	5.7	10
14	A policy improvement method for constrained average Markov decision processes. <i>Operations Research Letters</i> , 2007, 35, 434-438.	0.7	9
15	Dynamic sample budget allocation in model-based optimization. <i>Journal of Global Optimization</i> , 2011, 50, 575-596.	1.8	8
16	An ant system approach to Markov decision processes. , 2004, , .		8
17	Decentralized Learning in Finite Markov Chains: Revisited. <i>IEEE Transactions on Automatic Control</i> , 2009, 54, 1648-1653.	5.7	7
18	An ant system based exploration-exploitation for reinforcement learning. , 0, , .		6

#	ARTICLE	IF	CITATIONS
19	An Approximate Stochastic Annealing algorithm for finite horizon Markov decision processes. , 2010, , .		6
20	Policy set iteration for Markov decision processes. Automatica, 2013, 49, 3687-3689.	5.0	6
21	An asymptotically efficient algorithm for finite horizon stochastic dynamic programming problems. , 0, , .		5
22	Multi-policy iteration with a distributed voting. Mathematical Methods of Operations Research, 2004, 60, 299-310.	1.0	4
23	Perfect information two-person zero-sum markov games with imprecise transition probabilities. Mathematical Methods of Operations Research, 2006, 64, 335-351.	1.0	4
24	Converging Coevolutionary Algorithm for Two-Person Zero-Sum Discounted Markov Games With Perfect Information. IEEE Transactions on Automatic Control, 2008, 53, 596-601.	5.7	4
25	Approximate stochastic annealing for online control of infinite horizon Markov decision processes. Automatica, 2012, 48, 2182-2188.	5.0	4
26	Multi-policy improvement in stochastic optimization with forward recursive function criteria. Journal of Mathematical Analysis and Applications, 2005, 305, 130-139.	1.0	3
27	An Ant System Based Multicasting in Mobile Ad Hoc Network. , 0, , .		3
28	Reinforcement learning with supervision by combining multiple learnings and expert advices. , 2006, , .		3
29	Value set iteration for Markov decision processes. Automatica, 2014, 50, 1940-1943.	5.0	3
30	Random search for constrained Markov decision processes with multi-policy improvement. Automatica, 2015, 58, 127-130.	5.0	3
31	An asymptotically optimal strategy for constrained multi-armed bandit problems. Mathematical Methods of Operations Research, 2020, 91, 545-557.	1.0	3
32	A distributed algorithm for solving a class of multi-agent Markov decision problems. , 0, , .		2
33	Error bounds for finite step approximations for solving infinite horizon controlled Markov set-chains. IEEE Transactions on Automatic Control, 2005, 50, 1413-1418.	5.7	2
34	Solving Controlled Markov Set-Chains With Discounting via Multipolicy Improvement. IEEE Transactions on Automatic Control, 2007, 52, 564-569.	5.7	2
35	Finite-Step Approximation Error Bounds for Solving Average-Reward-Controlled Markov Set-Chains. IEEE Transactions on Automatic Control, 2008, 53, 350-355.	5.7	2
36	On functional equations for th best policies in Markov decision processes. Automatica, 2013, 49, 297-300.	5.0	2

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37	An exact iterative search algorithm for constrained Markov decision processes. Automatica, 2014, 50, 1531-1534.	5.0	2
38	Sleeping experts and bandits approach to constrained Markov decision processes. Automatica, 2016, 63, 182-186.	5.0	2
39	An adaptation of particle swarm optimization for markov decision processes. , 0, , .		1
40	Adversarial Multi-Armed Bandit Approach to Stochastic Optimization. , 2006, , .		1
41	Adversarial multi-armed bandit approach to two-person zero-sum Markov games. , 2007, , .		1
42	A population-based cross-entropy method with dynamic sample allocation. , 2008, , .		1
43	A policy iteration heuristic for constrained discounted controlled Markov Chains. Optimization Letters, 2012, 6, 1573-1577.	1.6	1
44	A Necessary Condition for Nash Equilibrium in Two-Person Zero-Sum Constrained Stochastic Games. Game Theory, 2013, 2013, 1-5.	0.5	1
45	Localization for a class of two-team zero-sum Markov games. , 2004, , .		0
46	On Solving Controlled Markov Set-Chains via Multi-Policy Improvement. , 0, , .		0
47	Recursive Learning Automata for Control of Partially Observable Markov Decision Processes. , 0, , .		0
48	Advances in Dynamic Games, Applications to Economics, Finance, Optimization, and Stochastic Control. Automatica, 2006, 42, 190-192.	5.0	0
49	Stochastic Iterative Approximation for Parallel Rollout and Policy Switching. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2008, 41, 15475-15479.	0.4	0
50	On the Probability of Correct Selection in Ordinal Comparison over Dynamic Networks. Journal of Optimization Theory and Applications, 2012, 155, 594-604.	1.5	0
51	On-Line Control Methods via Simulation. Communications and Control Engineering, 2013, , 179-218.	1.6	0
52	Combining Multiple Strategies for Multiarmed Bandit Problems and Asymptotic Optimality. Journal of Control Science and Engineering, 2015, 2015, 1-7.	1.0	0
53	On modification of population-based search algorithms for convergence in stochastic combinatorial optimization. Optimization, 2015, 64, 1647-1655.	1.7	0
54	Value set iteration for two-person zero-sum Markov games. Automatica, 2017, 76, 61-64.	5.0	0

#	ARTICLE	IF	CITATIONS
55	An index-based deterministic convergent optimal algorithm for constrained multi-armed bandit problems. Automatica, 2021, 129, 109673.	5.0	0
56	Population-Based Evolutionary Approaches. Communications and Control Engineering, 2013, , 61-87.	1.6	0