

Hyeong Soo Chang

List of Publications by Year in descending order

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56
papers

662
citations

759233

12
h-index

610901

24
g-index

57
all docs

57
docs citations

57
times ranked

357
citing authors

#	ARTICLE	IF	CITATIONS
1	An index-based deterministic convergent optimal algorithm for constrained multi-armed bandit problems. <i>Automatica</i> , 2021, 129, 109673.	5.0	0
2	An asymptotically optimal strategy for constrained multi-armed bandit problems. <i>Mathematical Methods of Operations Research</i> , 2020, 91, 545-557.	1.0	3
3	Value set iteration for two-person zero-sum Markov games. <i>Automatica</i> , 2017, 76, 61-64.	5.0	0
4	Sleeping experts and bandits approach to constrained Markov decision processes. <i>Automatica</i> , 2016, 63, 182-186.	5.0	2
5	Combining Multiple Strategies for Multiarmed Bandit Problems and Asymptotic Optimality. <i>Journal of Control Science and Engineering</i> , 2015, 2015, 1-7.	1.0	0
6	On modification of population-based search algorithms for convergence in stochastic combinatorial optimization. <i>Optimization</i> , 2015, 64, 1647-1655.	1.7	0
7	Random search for constrained Markov decision processes with multi-policy improvement. <i>Automatica</i> , 2015, 58, 127-130.	5.0	3
8	An exact iterative search algorithm for constrained Markov decision processes. <i>Automatica</i> , 2014, 50, 1531-1534.	5.0	2
9	Value set iteration for Markov decision processes. <i>Automatica</i> , 2014, 50, 1940-1943.	5.0	3
10	Simulation-Based Algorithms for Markov Decision Processes. <i>Communications and Control Engineering</i> , 2013, , .	1.6	28
11	Policy set iteration for Markov decision processes. <i>Automatica</i> , 2013, 49, 3687-3689.	5.0	6
12	On functional equations for th best policies in Markov decision processes. <i>Automatica</i> , 2013, 49, 297-300.	5.0	2
13	On-Line Control Methods via Simulation. <i>Communications and Control Engineering</i> , 2013, , 179-218.	1.6	0
14	A Necessary Condition for Nash Equilibrium in Two-Person Zero-Sum Constrained Stochastic Games. <i>Game Theory</i> , 2013, 2013, 1-5.	0.5	1
15	Population-Based Evolutionary Approaches. <i>Communications and Control Engineering</i> , 2013, , 61-87.	1.6	0
16	Approximate stochastic annealing for online control of infinite horizon Markov decision processes. <i>Automatica</i> , 2012, 48, 2182-2188.	5.0	4
17	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
18	On the Probability of Correct Selection in Ordinal Comparison over Dynamic Networks. <i>Journal of Optimization Theory and Applications</i> , 2012, 155, 594-604.	1.5	0

#	ARTICLE	IF	CITATIONS
19	A policy iteration heuristic for constrained discounted controlled Markov Chains. Optimization Letters, 2012, 6, 1573-1577.	1.6	1
20	Dynamic sample budget allocation in model-based optimization. Journal of Global Optimization, 2011, 50, 575-596.	1.8	8
21	Adaptive Adversarial Multi-Armed Bandit Approach to Two-Person Zero-Sum Markov Games. IEEE Transactions on Automatic Control, 2010, 55, 463-468.	5.7	10
22	An Approximate Stochastic Annealing algorithm for finite horizon Markov decision processes. , 2010, , .		6
23	Decentralized Learning in Finite Markov Chains: Revisited. IEEE Transactions on Automatic Control, 2009, 54, 1648-1653.	5.7	7
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	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
26	A population-based cross-entropy method with dynamic sample allocation. , 2008, , .		1
27	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
28	An Asymptotically Efficient Simulation-Based Algorithm for Finite Horizon Stochastic Dynamic Programming. IEEE Transactions on Automatic Control, 2007, 52, 89-94.	5.7	19
29	Solving Controlled Markov Set-Chains With Discounting via Multipolicy Improvement. IEEE Transactions on Automatic Control, 2007, 52, 564-569.	5.7	2
30	Adversarial multi-armed bandit approach to two-person zero-sum Markov games. , 2007, , .		1
31	Recursive Learning Automata Approach to Markov Decision Processes. IEEE Transactions on Automatic Control, 2007, 52, 1349-1355.	5.7	13
32	A policy improvement method for constrained average Markov decision processes. Operations Research Letters, 2007, 35, 434-438.	0.7	9
33	A survey of some simulation-based algorithms for Markov decision processes. Communications in Information and Systems, 2007, 7, 59-92.	0.5	12
34	Adversarial Multi-Armed Bandit Approach to Stochastic Optimization. , 2006, , .		1
35	Advances in Dynamic Games, Applications to Economics, Finance, Optimization, and Stochastic Control. Automatica, 2006, 42, 190-192.	5.0	0
36	Converging Marriage in Honey-Bees Optimization and Application to Stochastic Dynamic Programming. Journal of Global Optimization, 2006, 35, 423-441.	1.8	39

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37	Perfect information two-person zero-sum markov games with imprecise transition probabilities. Mathematical Methods of Operations Research, 2006, 64, 335-351.	1.0	4
38	Reinforcement learning with supervision by combining multiple learnings and expert advices. , 2006, , .		3
39	Multi-policy improvement in stochastic optimization with forward recursive function criteria. Journal of Mathematical Analysis and Applications, 2005, 305, 130-139.	1.0	3
40	An Adaptive Sampling Algorithm for Solving Markov Decision Processes. Operations Research, 2005, 53, 126-139.	1.9	80
41	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
42	Evolutionary policy iteration for solving Markov decision processes. IEEE Transactions on Automatic Control, 2005, 50, 1804-1808.	5.7	35
43	Parallel Rollout for Online Solution of Partially Observable Markov Decision Processes. Discrete Event Dynamic Systems: Theory and Applications, 2004, 14, 309-341.	1.5	53
44	Multi-policy iteration with a distributed voting. Mathematical Methods of Operations Research, 2004, 60, 299-310.	1.0	4
45	Localization for a class of two-team zero-sum Markov games. , 2004, , .		0
46	An ant system approach to Markov decision processes. , 2004, , .		8
47	Approximate receding horizon approach for Markov decision processes: average reward case. Journal of Mathematical Analysis and Applications, 2003, 286, 636-651.	1.0	26
48	Multitime scale markov decision processes. IEEE Transactions on Automatic Control, 2003, 48, 976-987.	5.7	62
49	Two-person zero-sum markov games: receding horizon approach. IEEE Transactions on Automatic Control, 2003, 48, 1951-1961.	5.7	19
50	An asymptotically efficient algorithm for finite horizon stochastic dynamic programming problems. , 0, , .		5
51	A distributed algorithm for solving a class of multi-agent Markov decision problems. , 0, , .		2
52	An ant system based exploration-exploitation for reinforcement learning. , 0, , .		6
53	An adaptation of particle swarm optimization for markov decision processes. , 0, , .		1
54	On Solving Controlled Markov Set-Chains via Multi-Policy Improvement. , 0, , .		0

#	ARTICLE	IF	CITATIONS
55	Recursive Learning Automata for Control of Partially Observable Markov Decision Processes. , 0, , .		0
56	An Ant System Based Multicasting in Mobile Ad Hoc Network. , 0, , .		3