

# Guo Xian

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8996928/publications.pdf>

Version: 2024-02-01

20  
papers

85  
citations

1937685

4  
h-index

2272923

4  
g-index

20  
all docs

20  
docs citations

20  
times ranked

64  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Survey of Sim-to-Real Transfer Techniques Applied to Reinforcement Learning for Bioinspired Robots. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 3444-3459.	11.3	7
2	Deep FBSDE Controller for Attitude Control of Hypersonic Aircraft. , 2021, , .		0
3	Path Following for Snake Robot Using Crawler Gait Based on Path Integral Reinforcement Learning. , 2021, , .		0
4	Critic PI2: Master Continuous Planning via Policy Improvement with Path Integrals and Deep Actor-Critic Reinforcement Learning. , 2021, , .		0
5	Relational Navigation Learning in Continuous Action Space among Crowds. , 2021, , .		1
6	Vision-based Path Following of Snake-like Robots. , 2021, , .		3
7	Goal-driven Motion Control of Snake Robots with Onboard Cameras via Policy Improvement with Path Integrals. , 2021, , .		3
8	Deep Integrate Value Error for Trajectory Tracking Controller of Wheeled Inverted Pendulum Robot. , 2021, , .		0
9	A Path-Integral-Based Reinforcement Learning Algorithm for Path Following of an Autoassembly Mobile Robot. IEEE Transactions on Neural Networks and Learning Systems, 2020, 31, 4487-4499.	11.3	21
10	Approximate Soft Policy Iteration Based Reinforcement Learning for Differential Games with Two Pursuers versus One Evader. , 2020, , .		1
11	A Deep Reinforcement Learning Approach for the Pursuit Evasion Game in the Presence of Obstacles. , 2020, , .		4
12	Reinforcement Learning-based Hierarchical Control for Path Following of a Salamander-like Robot. , 2020, , .		2
13	Self-Tuning Attitude Control Design of Hypersonic Aircraft with Multi-Constraints Based on Soft-Constrained PI2 with Action Smooth. , 2020, , .		1
14	Robot Confrontation Based On Genetic Fuzzy System Guided Deep Deterministic Policy Gradient Algorithm. , 2020, , .		0
15	A Novel Locomotion Controller Based on Coordination Between Leg and Spine for a Quadruped Salamander-Like Robot. , 2019, , .		2
16	Learning to Navigate in Unknown Environments Based on GMRP-N. , 2019, , .		2
17	Any Curve Path Following of Snake-like Robots. , 2019, , .		2
18	Guided Motion Planning for Snake-like Robots Based on Geometry Mechanics and HJB Equation. IEEE Transactions on Industrial Electronics, 2019, 66, 7120-7130.	7.9	17

#	ARTICLE	IF	CITATIONS
19	A Novel Serpentine Gait Generation Method for Snakelike Robots Based on Geometry Mechanics. IEEE/ASME Transactions on Mechatronics, 2018, 23, 1249-1258.	5.8	19
20	Key Frame Extraction of Assembly Process Based on Deep Learning. , 2018, , .		0