Marco A Wiering

List of Publications by Year
in descending order

94 papers	2,485 citations	361413 20 h-index	315739 38 g-index
99 all docs	99 docs citations	99 times ranked	2083 citing authors

#	Article	IF	Citations
1	Reinforcement Learning and Markov Decision Processes. Adaptation, Learning, and Optimization, 2012, , 3-42.	0.6	257
2	Adaptive traffic signal control with actor-critic methods in a real-world traffic network with different traffic disruption events. Transportation Research Part C: Emerging Technologies, 2017, 85, 732-752.	7.6	136
3	Reinforcement Learning in Continuous Action Spaces. , 2007, , .		128
4	HQ-Learning. Adaptive Behavior, 1997, 6, 219-246.	1.9	120
5	Ensemble Algorithms in Reinforcement Learning. IEEE Transactions on Systems, Man, and Cybernetics, 2008, 38, 930-936.	5.0	110
6	Title is missing!. Machine Learning, 1997, 28, 105-130.	5.4	102
7	Junction detection in handwritten documents and its application to writer identification. Pattern Recognition, 2015, 48, 4036-4048.	8.1	86
8	Comparing Local Descriptors and Bags of Visual Words to Deep Convolutional Neural Networks for Plant Recognition. , 2017, , .		77
9	A theoretical and empirical analysis of Expected Sarsa. , 2009, , .		73
10	Recognition of handwritten characters using local gradient feature descriptors. Engineering Applications of Artificial Intelligence, 2015, 45, 405-414.	8.1	72
11	Data Augmentation for Plant Classification. Lecture Notes in Computer Science, 2017, , 615-626.	1.3	57
12	Comparing exploration strategies for Q-learning in random stochastic mazes. , 2016, , .		56
13	Fast Online Q(Î»). Machine Learning, 1998, 33, 105-115.	5.4	52
14	Recurrent neural network modeling of nearshore sandbar behavior. Neural Networks, 2007, 20, 509-518.	5.9	50
15	Deep Convolutional Neural Networks and Support Vector Machines for Gender Recognition. , 2015, , .		50
16	Deep Neural Networks with Intersection over Union Loss for Binary Image Segmentation. , 2019, , .		45
17	A Comparison of Feature and Pixel-Based Methods for Recognizing Handwritten Bangla Digits. , 2013, , .		35
18	Reinforcement learning algorithms for solving classification problems. , 2011, , .		33

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19	Performance of neural networks for localizing moving objects with an artificial lateral line. Bioinspiration and Biomimetics, 2017, 12, 056009.	2.9	33
20	Learning Team Strategies: Soccer Case Studies. Machine Learning, 1998, 33, 263-282.	5.4	32
21	Connectionist reinforcement learning for intelligent unit micro management in StarCraft. , 2011, , .		32
22	Traffic signal optimization through discrete and continuous reinforcement learning with robustness analysis in downtown Tehran. Advanced Engineering Informatics, 2018, 38, 639-655.	8.0	31
23	Computing Optimal Stationary Policies for Multi-Objective Markov Decision Processes. , 2007, , .		30
24	Using continuous action spaces to solve discrete problems. , 2009, , .		30
25	Reinforcement learning in the game of Othello: Learning against a fixed opponent and learning from self-play. , 2013, , .		30
26	Fixed partitioning and salient points with MPEG-7 cluster correlograms for image categorization. Pattern Recognition, 2010, 43, 650-662.	8.1	28
27	Feature selection for Bayesian network classifiers using the MDL-FS score. International Journal of Approximate Reasoning, 2010, 51, 695-717.	3.3	28
28	Neural-Fitted TD-Leaf Learning for Playing Othello With Structured Neural Networks. IEEE Transactions on Neural Networks and Learning Systems, 2012, 23, 1701-1713.	11.3	27
29	Identifying and characterizing high-risk clusters in a heterogeneous ICU population with deep embedded clustering. Scientific Reports, 2021, 11, 12109.	3.3	27
30	Reinforcement Learning Soccer Teams with Incomplete World Models. Autonomous Robots, 1999, 7, 77-88.	4.8	24
31	Model-based multi-objective reinforcement learning. , 2014, , .		23
32	Comparative study between deep learning and bag of visual words for wild-animal recognition. , 2016, , .		23
33	Self-Play and Using an Expert to Learn to Play Backgammon with Temporal Difference Learning. Journal of Intelligent Learning Systems and Applications, 2010, 02, 57-68.	0.5	23
34	An Ensemble of Deep Support Vector Machines for Image Categorization. , 2009, , .		22
35	Operational data augmentation in classifying single aerial images of animals. , 2017, , .		22
36	Spatial pyramids and two-layer stacking SVM classifiers for image categorization: A comparative study. , 2009, , .		21

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37	Reinforcement learning to train Ms. Pac-Man using higher-order action-relative inputs. , 2013, , .		21
38	Convergence and Divergence in Standard and Averaging Reinforcement Learning. Lecture Notes in Computer Science, 2004, , 477-488.	1.3	21
39	An analysis of rotation matrix and colour constancy data augmentation in classifying images of animals. Journal of Information and Telecommunication, 2018, 2, 465-491.	2.8	20
40	Two Novel On-policy Reinforcement Learning Algorithms based on TD(λ)-methods. , 2007, , .		17
41	Conclusions, Future Directions and Outlook. Adaptation, Learning, and Optimization, 2012, , 613-630.	0.6	17
42	Developing adaptive traffic signal control by actor–critic and direct exploration methods. Proceedings of the Institution of Civil Engineers: Transport, 2019, 172, 289-298.	0.6	16
43	The QV family compared to other reinforcement learning algorithms. , 2009, , .		15
44	Continuous residual reinforcement learning for traffic signal control optimization. Canadian Journal of Civil Engineering, 2018, 45, 690-702.	1.3	15
45	Machine Learning for Digital Twins to Predict Responsiveness of Cyber-Physical Energy Systems. , 2020, , .		15
46	How Longer Saccade Latencies Lead to a Competition for Salience. Psychological Science, 2011, 22, 916-923.	3.3	13
47	Q-learning with experience replay in a dynamic environment. , 2016, , .		12
48	Ensembles of novel visual keywords descriptors for image categorization. , 2010, , .		10
49	Robust Face Recognition by Computing Distances From Multiple Histograms of Oriented Gradients. , 2015, , .		10
50	CIREC : Cluster Correlogram Image Retrieval and Categorization using MPEG-7 Descriptors. , 2007, , .		9
51	Temporal Difference Learning for the Game Tic-Tac-Toe 3D: Applying Structure to Neural Networks. , 2015, , .		9
52	Evaluating automatically parallelized versions of the support vector machine. Concurrency Computation Practice and Experience, 2016, 28, 2274-2294.	2.2	9
53	Using Deep Convolutional Neural Networks to Predict Goal-scoring Opportunities in Soccer. , 2017, , .		9
54	Opponent Modelling in the Game of Tron using Reinforcement Learning. , 2018, , .		9

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55	Machine learning for multi-view eye-pair detection. Engineering Applications of Artificial Intelligence, 2014, 33, 69-79.	8.1	8
56	An Investigation Into the Effect of the Learning Rate on Overestimation Bias of Connectionist Q-learning. , 2021, , .		8
57	Democratic Liquid State Machines for Music Recognition. Studies in Computational Intelligence, 2008, , 191-215.	0.9	8
58	Deep Learning for Identification of Acute Illness and Facial Cues of Illness. Frontiers in Medicine, 2021, 8, 661309.	2.6	7
59	Utile distinction hidden Markov models. , 2004, , .		6
60	Learning to Play Pac-Xon with Q-Learning and Two Double Q-Learning Variants. , 2018, , .		6
61	Two-stage visual navigation by deep neural networks and multi-goal reinforcement learning. Robotics and Autonomous Systems, 2021, 138, 103731.	5.1	6
62	Robust Face Identification with Small Sample Sizes using Bag of Words and Histogram of Oriented Gradients. , 2016, , .		6
63	Saccadic selection and crowding in visual search: stronger lateral masking leads to shorter search times. Experimental Brain Research, 2011, 211, 119-131.	1.5	5
64	Indoor localization by denoising autoencoders and semi-supervised learning in 3D simulated environment. , 2015, , .		5
65	A framework for brain learning-based control of smart structures. Advanced Engineering Informatics, 2019, 42, 100986.	8.0	5
66	Exploration Methods for Connectionist Q-learning in Bomberman. , 2018, , .		5
67	Ensemble machine learning prediction and variable importance analysis of 5-year mortality after cardiac valve and CABG operations. Scientific Reports, 2021, 11, 3467.	3.3	4
68	Learning to Evaluate Chess Positions with Deep Neural Networks and Limited Lookahead. , 2018, , .		4
69	Recognizing Handwritten Characters with Local Descriptors and Bags of Visual Words. Communications in Computer and Information Science, 2015, , 255-264.	0.5	4
70	Region enhanced neural Q-learning for solving model-based POMDPs. , 2010, , .		3
71	Bandit-Inspired Memetic Algorithms for solving Quadratic Assignment Problems. , 2013, , .		3
72	Ensemble Methods for Robust 3D Face Recognition Using Commodity Depth Sensors. , 2015, , .		3

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73	Hierarchical Reinforcement Learning for Playing a Dynamic Dungeon Crawler Game. , 2018, , .		3
74	A Deep Convolutional Neural Network for Location Recognition and Geometry based Information. , 2018, , .		3
75	A Bayesian Network Analysis of the Diagnostic Process and its Accuracy to Determine How Clinicians Estimate Cardiac Function in Critically Ill Patients: Prospective Observational Cohort Study. JMIR Medical Informatics, 2019, 7, e15358.	2.6	3
76	Active Learning for Reducing Labeling Effort in Text Classification Tasks. Communications in Computer and Information Science, 2022, , 3-29.	0.5	3
77	Red Queen dynamics in a predator-prey ecosystem. , 2006, , .		2
78	4D unconstrained real-time face recognition using a commodity depth camera. , 2012, , .		2
79	Unsupervised Keyphrase Extraction for Web Pages. Multimodal Technologies and Interaction, 2019, 3, 58.	2.5	2
80	Variation-resistant Q-learning: Controlling and Utilizing Estimation Bias in Reinforcement Learning for Better Performance. , 2021, , .		2
81	Explainable Reinforcement Learning with the Tsetlin Machine. Lecture Notes in Computer Science, 2021, , 173-187.	1.3	2
82	Hierarchical Reinforcement Learning for Real-Time Strategy Games. , 2018, , .		2
83	Detection and Recognition of Badgers Using Deep Learning. Lecture Notes in Computer Science, 2018, , 554-563.	1.3	2
84	Deep Learning with Data Augmentation for Fruit Counting. Lecture Notes in Computer Science, 2020, , 203-214.	1.3	2
85	The neural-SIFT feature descriptor for visual vocabulary object recognition. , 2015, , .		1
86	Dynamic parameter update for robot navigation systems through unsupervised environmental situational analysis. , 2016, , .		1
87	CMAC Models Learn to Play Soccer. Perspectives in Neural Computing, 1998, , 443-448.	0.1	1
88	Learning to Play Donkey Kong Using Neural Networks and Reinforcement Learning. Communications in Computer and Information Science, 2018, , 145-160.	0.5	1
89	Cognitive Developmental Pattern Recognition: Learning to learn. , 2006, , .		0
90	Convergence of Model-Based Temporal Difference Learning for Control. , 2007, , .		0

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91	Extra Domain Data Generation with Generative Adversarial Nets. , 2018, , .		0
92	Reinforcement Learning with Potential Functions Trained to Discriminate Good and Bad States. , 2021, , .		0
93	Clockwork Orange: The Dutch RoboSoccer Team. Lecture Notes in Computer Science, 2002, , 627-630.	1.3	0
94	Learning from Monte Carlo Rollouts with Opponent Models for Playing Tron. Lecture Notes in Computer Science, 2019, , 105-129.	1.3	0