

# Marco A Wiering

## List of Publications by Year in descending order

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Version: 2024-02-01

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	Active Learning for Reducing Labeling Effort in Text Classification Tasks. Communications in Computer and Information Science, 2022, , 3-29.	0.5	3
2	An Investigation Into the Effect of the Learning Rate on Overestimation Bias of Connectionist Q-learning. , 2021, , .		8
3	Variation-resistant Q-learning: Controlling and Utilizing Estimation Bias in Reinforcement Learning for Better Performance. , 2021, , .		2
4	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
5	Two-stage visual navigation by deep neural networks and multi-goal reinforcement learning. Robotics and Autonomous Systems, 2021, 138, 103731.	5.1	6
6	Identifying and characterizing high-risk clusters in a heterogeneous ICU population with deep embedded clustering. Scientific Reports, 2021, 11, 12109.	3.3	27
7	Reinforcement Learning with Potential Functions Trained to Discriminate Good and Bad States. , 2021, , .		0
8	Deep Learning for Identification of Acute Illness and Facial Cues of Illness. Frontiers in Medicine, 2021, 8, 661309.	2.6	7
9	Explainable Reinforcement Learning with the Tsetlin Machine. Lecture Notes in Computer Science, 2021, , 173-187.	1.3	2
10	Machine Learning for Digital Twins to Predict Responsiveness of Cyber-Physical Energy Systems. , 2020, , .		15
11	Deep Learning with Data Augmentation for Fruit Counting. Lecture Notes in Computer Science, 2020, , 203-214.	1.3	2
12	A framework for brain learning-based control of smart structures. Advanced Engineering Informatics, 2019, 42, 100986.	8.0	5
13	Unsupervised Keyphrase Extraction for Web Pages. Multimodal Technologies and Interaction, 2019, 3, 58.	2.5	2
14	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
15	Deep Neural Networks with Intersection over Union Loss for Binary Image Segmentation. , 2019, , .		45
16	Learning from Monte Carlo Rollouts with Opponent Models for Playing Tron. Lecture Notes in Computer Science, 2019, , 105-129.	1.3	0
17	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
18	Continuous residual reinforcement learning for traffic signal control optimization. Canadian Journal of Civil Engineering, 2018, 45, 690-702.	1.3	15

#	ARTICLE	IF	CITATIONS
19	Learning to Play Pac-Xon with Q-Learning and Two Double Q-Learning Variants. , 2018, , .		6
20	Hierarchical Reinforcement Learning for Playing a Dynamic Dungeon Crawler Game. , 2018, , .		3
21	Extra Domain Data Generation with Generative Adversarial Nets. , 2018, , .		0
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	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
24	Learning to Evaluate Chess Positions with Deep Neural Networks and Limited Lookahead. , 2018, , .		4
25	A Deep Convolutional Neural Network for Location Recognition and Geometry based Information. , 2018, , .		3
26	Hierarchical Reinforcement Learning for Real-Time Strategy Games. , 2018, , .		2
27	Learning to Play Donkey Kong Using Neural Networks and Reinforcement Learning. Communications in Computer and Information Science, 2018, , 145-160.	0.5	1
28	Detection and Recognition of Badgers Using Deep Learning. Lecture Notes in Computer Science, 2018, , 554-563.	1.3	2
29	Opponent Modelling in the Game of Tron using Reinforcement Learning. , 2018, , .		9
30	Exploration Methods for Connectionist Q-learning in Bomberman. , 2018, , .		5
31	Performance of neural networks for localizing moving objects with an artificial lateral line. Bioinspiration and Biomimetics, 2017, 12, 056009.	2.9	33
32	Operational data augmentation in classifying single aerial images of animals. , 2017, , .		22
33	Data Augmentation for Plant Classification. Lecture Notes in Computer Science, 2017, , 615-626.	1.3	57
34	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
35	Using Deep Convolutional Neural Networks to Predict Goal-scoring Opportunities in Soccer. , 2017, , .		9
36	Comparing Local Descriptors and Bags of Visual Words to Deep Convolutional Neural Networks for Plant Recognition. , 2017, , .		77

#	ARTICLE	IF	CITATIONS
37	Comparative study between deep learning and bag of visual words for wild-animal recognition. , 2016, , .		23
38	Q-learning with experience replay in a dynamic environment. , 2016, , .		12
39	Comparing exploration strategies for Q-learning in random stochastic mazes. , 2016, , .		56
40	Dynamic parameter update for robot navigation systems through unsupervised environmental situational analysis. , 2016, , .		1
41	Evaluating automatically parallelized versions of the support vector machine. Concurrency Computation Practice and Experience, 2016, 28, 2274-2294.	2.2	9
42	Robust Face Identification with Small Sample Sizes using Bag of Words and Histogram of Oriented Gradients. , 2016, , .		6
43	Temporal Difference Learning for the Game Tic-Tac-Toe 3D: Applying Structure to Neural Networks. , 2015, , .		9
44	Ensemble Methods for Robust 3D Face Recognition Using Commodity Depth Sensors. , 2015, , .		3
45	Robust Face Recognition by Computing Distances From Multiple Histograms of Oriented Gradients. , 2015, , .		10
46	Indoor localization by denoising autoencoders and semi-supervised learning in 3D simulated environment. , 2015, , .		5
47	Deep Convolutional Neural Networks and Support Vector Machines for Gender Recognition. , 2015, , .		50
48	The neural-SIFT feature descriptor for visual vocabulary object recognition. , 2015, , .		1
49	Junction detection in handwritten documents and its application to writer identification. Pattern Recognition, 2015, 48, 4036-4048.	8.1	86
50	Recognition of handwritten characters using local gradient feature descriptors. Engineering Applications of Artificial Intelligence, 2015, 45, 405-414.	8.1	72
51	Recognizing Handwritten Characters with Local Descriptors and Bags of Visual Words. Communications in Computer and Information Science, 2015, , 255-264.	0.5	4
52	Model-based multi-objective reinforcement learning. , 2014, , .		23
53	Machine learning for multi-view eye-pair detection. Engineering Applications of Artificial Intelligence, 2014, 33, 69-79.	8.1	8
54	Bandit-Inspired Memetic Algorithms for solving Quadratic Assignment Problems. , 2013, , .		3

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55	Reinforcement learning to train Ms. Pac-Man using higher-order action-relative inputs. , 2013, , .		21
56	A Comparison of Feature and Pixel-Based Methods for Recognizing Handwritten Bangla Digits. , 2013, , .		35
57	Reinforcement learning in the game of Othello: Learning against a fixed opponent and learning from self-play. , 2013, , .		30
58	Reinforcement Learning and Markov Decision Processes. Adaptation, Learning, and Optimization, 2012, , 3-42.	0.6	257
59	4D unconstrained real-time face recognition using a commodity depth camera. , 2012, , .		2
60	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
61	Conclusions, Future Directions and Outlook. Adaptation, Learning, and Optimization, 2012, , 613-630.	0.6	17
62	Connectionist reinforcement learning for intelligent unit micro management in StarCraft. , 2011, , .		32
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	Reinforcement learning algorithms for solving classification problems. , 2011, , .		33
65	How Longer Saccade Latencies Lead to a Competition for Saliency. Psychological Science, 2011, 22, 916-923.	3.3	13
66	Fixed partitioning and salient points with MPEG-7 cluster correlograms for image categorization. Pattern Recognition, 2010, 43, 650-662.	8.1	28
67	Feature selection for Bayesian network classifiers using the MDL-FS score. International Journal of Approximate Reasoning, 2010, 51, 695-717.	3.3	28
68	Region enhanced neural Q-learning for solving model-based POMDPs. , 2010, , .		3
69	Ensembles of novel visual keywords descriptors for image categorization. , 2010, , .		10
70	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
71	Using continuous action spaces to solve discrete problems. , 2009, , .		30
72	Spatial pyramids and two-layer stacking SVM classifiers for image categorization: A comparative study. , 2009, , .		21

#	ARTICLE	IF	CITATIONS
73	An Ensemble of Deep Support Vector Machines for Image Categorization. , 2009, , .		22
74	The QV family compared to other reinforcement learning algorithms. , 2009, , .		15
75	A theoretical and empirical analysis of Expected Sarsa. , 2009, , .		73
76	Ensemble Algorithms in Reinforcement Learning. IEEE Transactions on Systems, Man, and Cybernetics, 2008, 38, 930-936.	5.0	110
77	Democratic Liquid State Machines for Music Recognition. Studies in Computational Intelligence, 2008, , 191-215.	0.9	8
78	Convergence of Model-Based Temporal Difference Learning for Control. , 2007, , .		0
79	Computing Optimal Stationary Policies for Multi-Objective Markov Decision Processes. , 2007, , .		30
80	CIREC : Cluster Correlogram Image Retrieval and Categorization using MPEG-7 Descriptors. , 2007, , .		9
81	Two Novel On-policy Reinforcement Learning Algorithms based on TD( $\hat{\nu}$ )-methods. , 2007, , .		17
82	Reinforcement Learning in Continuous Action Spaces. , 2007, , .		128
83	Recurrent neural network modeling of nearshore sandbar behavior. Neural Networks, 2007, 20, 509-518.	5.9	50
84	Cognitive Developmental Pattern Recognition: Learning to learn. , 2006, , .		0
85	Red Queen dynamics in a predator-prey ecosystem. , 2006, , .		2
86	Utile distinction hidden Markov models. , 2004, , .		6
87	Convergence and Divergence in Standard and Averaging Reinforcement Learning. Lecture Notes in Computer Science, 2004, , 477-488.	1.3	21
88	Clockwork Orange: The Dutch RoboSoccer Team. Lecture Notes in Computer Science, 2002, , 627-630.	1.3	0
89	Reinforcement Learning Soccer Teams with Incomplete World Models. Autonomous Robots, 1999, 7, 77-88.	4.8	24
90	Fast Online Q( $\hat{\nu}$ ). Machine Learning, 1998, 33, 105-115.	5.4	52

#	ARTICLE	IF	CITATIONS
91	Learning Team Strategies: Soccer Case Studies. Machine Learning, 1998, 33, 263-282.	5.4	32
92	CMAC Models Learn to Play Soccer. Perspectives in Neural Computing, 1998, , 443-448.	0.1	1
93	HQ-Learning. Adaptive Behavior, 1997, 6, 219-246.	1.9	120
94	Title is missing!. Machine Learning, 1997, 28, 105-130.	5.4	102