

Tristan Cazenave

List of Publications by Year in descending order

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Version: 2024-02-01

21
papers

274
citations

1307594

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1125743

13
g-index

22
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22
docs citations

22
times ranked

100
citing authors

#	ARTICLE	IF	CITATIONS
1	Parallel Nested Monte-Carlo search. , 2009, , .		59
2	A Parallel General Game Player. KI - Kunstliche Intelligenz, 2011, 25, 43-47.	3.2	33
3	Optimization of the Nested Monte-Carlo Algorithm on the Traveling Salesman Problem with Time Windows. Lecture Notes in Computer Science, 2011, , 501-510.	1.3	32
4	Algorithm and knowledge engineering for the TSPTW problem. , 2013, , .		31
5	Application of the Nested Rollout Policy Adaptation Algorithm to the Traveling Salesman Problem with Time Windows. Lecture Notes in Computer Science, 2012, , 42-54.	1.3	26
6	Residual Networks for Computer Go. IEEE Transactions on Games, 2018, 10, 107-110.	1.4	19
7	Playout policy adaptation with move features. Theoretical Computer Science, 2016, 644, 43-52.	0.9	16
8	Sequential Halving Applied to Trees. IEEE Transactions on Games, 2015, 7, 102-105.	1.4	12
9	Playout Policy Adaptation for Games. Lecture Notes in Computer Science, 2015, , 20-28.	1.3	7
10	Improving Model and Search for Computer Go. , 2021, , .		7
11	Distributed Nested Rollout Policy for SameGame. Communications in Computer and Information Science, 2018, , 108-120.	0.5	5
12	Mobile Networks for Computer Go. IEEE Transactions on Games, 2022, 14, 76-84.	1.4	5
13	Policy adaptation for vehicle routing. AI Communications, 2021, 34, 21-35.	1.2	4
14	Nested Rollout Policy Adaptation with Selective Policies. Communications in Computer and Information Science, 2017, , 44-56.	0.5	4
15	Monte Carlo Search Algorithms for Network Traffic Engineering. Lecture Notes in Computer Science, 2021, , 486-501.	1.3	3
16	Monte Carlo Inverse Folding. Communications in Computer and Information Science, 2021, , 84-99.	0.5	3
17	Spatial Average Pooling for Computer Go. Communications in Computer and Information Science, 2019, , 119-126.	0.5	2
18	Improved Policy Networks for Computer Go. Lecture Notes in Computer Science, 2017, , 90-100.	1.3	2

#	ARTICLE	IF	CITATIONS
19	Memorizing the Playout Policy. Communications in Computer and Information Science, 2018, , 96-107.	0.5	2
20	Monte Carlo Game Solver. Communications in Computer and Information Science, 2021, , 56-70.	0.5	2
21	Guest Editorial Special Issue on Game Competition Frameworks for Research and Education. IEEE Transactions on Games, 2019, 11, 192-194.	1.4	0