Tristan Cazenave

List of Publications by Year
in descending order

21 papers	274 citations	1307594 7 h-index	1125743 13 g-index
22 all docs	22 docs citations	22 times ranked	100 citing authors

#	Article	IF	Citations
1	Mobile Networks for Computer *Go*. IEEE Transactions on Games, 2022, 14, 76-84.	1.4	5
2	Monte Carlo Search Algorithms forÂNetwork Traffic Engineering. Lecture Notes in Computer Science, 2021, , 486-501.	1.3	3
3	Policy adaptation for vehicle routing. AI Communications, 2021, 34, 21-35.	1.2	4
4	Monte Carlo Inverse Folding. Communications in Computer and Information Science, 2021, , 84-99.	0.5	3
5	Monte Carlo Game Solver. Communications in Computer and Information Science, 2021, , 56-70.	0.5	2
6	Improving Model and Search for Computer Go. , 2021, , .		7
7	Spatial Average Pooling for Computer Go. Communications in Computer and Information Science, 2019, , 119-126.	0.5	2
8	Guest Editorial Special Issue on Game Competition Frameworks for Research and Education. IEEE Transactions on Games, 2019, 11, 192-194.	1.4	0
9	Residual Networks for Computer Go. IEEE Transactions on Games, 2018, 10, 107-110.	1.4	19
10	Distributed Nested Rollout Policy for SameGame. Communications in Computer and Information Science, 2018, , 108-120.	0.5	5
11	Memorizing the Playout Policy. Communications in Computer and Information Science, 2018, , 96-107.	0.5	2
12	Improved Policy Networks for Computer Go. Lecture Notes in Computer Science, 2017, , 90-100.	1.3	2
13	Nested Rollout Policy Adaptation with Selective Policies. Communications in Computer and Information Science, 2017, , 44-56.	0.5	4
14	Playout policy adaptation with move features. Theoretical Computer Science, 2016, 644, 43-52.	0.9	16
15	Sequential Halving Applied to Trees. IEEE Transactions on Games, 2015, 7, 102-105.	1.4	12
16	Playout Policy Adaptation for Games. Lecture Notes in Computer Science, 2015, , 20-28.	1.3	7
17	Algorithm and knowledge engineering for the TSPTW problem. , 2013, , .		31
18	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

#	Article	IF	Citations
19	A Parallel General Game Player. KI - Kunstliche Intelligenz, 2011, 25, 43-47.	3.2	33
20	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
21	Parallel Nested Monte-Carlo search. , 2009, , .		59