Publication List

Martin Schmid

June 2021

List of author's publications, their respective venue ((P)atent, (J)ournal / (C)onference / (W)orkshop / (A)rXiv) and the number of citations (based on Google Scholar, accessed June 04 2021).

Venue	Publication	Citations
J	Moravcik Matej*, Martin Schmid*, Neil Burch, Viliam Lisý, Dustin Morrill, Nolan Bard, Trevor Davis, Kevin Waugh, Michael Johanson, and Michael Bowling. "Deepstack: Expert-level artificial intelligence in heads-up no-limit poker." Science 356, no. 6337 (2017): 508-513.	575
C	Kadlec, Rudolf, et al. "Text Understanding with the Attention Sum Reader Network." Proceedings of the 54th Annual Meeting of the Association for Computational Linguistics (Volume 1: Long Papers). 2016.	273
A	Kadlec, R., Schmid, M. and Kleindienst, J., 2015. Improved deep learning baselines for ubuntu corpus dialogs. arXiv preprint arXiv:1510.03753.	102
C	Schmid, Martin, et al. "Variance reduction in monte carlo counterfactual regret minimization (VR-MCCFR) for extensive form games using baselines." Proceedings of the AAAI Conference on Artificial Intelligence. Vol. 33. No. 01. 2019.	27
C	Moravcik, M., Schmid, M., Ha, K., Hladik, M. and Gaukrodger, S.J., 2016, February. Refining subgames in large imperfect information games. In Thirtieth AAAI Conference on Artificial Intelligence.	26
A	Kovarik, V., Schmid, M., Burch, N., Bowling, M. and Lisy, V., 2019. Rethinking formal models of partially observable multiagent decision making. arXiv preprint arXiv:1906.11110.	19
P	Kantor, Arthur, Jan Kleindienst, and Martin Schmid. "Automatic question generation from natural text." U.S. Patent No. 9,904,675. 27 Feb. 2018.	18
J	Burch, N., Moravcik, M. and Schmid, M., 2019. Revisiting cfr+ and alternating updates. Journal of Artificial Intelligence Research, 64, pp.429-443.	17
C	Burch, N., Schmid, M., Moravcik, M., Morill, D. and Bowling, M., 2018, April. Aivat: A new variance reduction technique for agent evaluation in imperfect information games. In Thirty-Second AAAI Conference on Artificial Intelligence.	12
C	Schmid, M., Moravcik, M. and Hladik, M., 2014, June. Bounding the support size in extensive form games with imperfect information. In Twenty-Eighth AAAI Conference on Artificial Intelligence.	9

[0]*Equal contribution, alphabetical order.

A	Gruslys, Audrunas, et al. "The advantage regret-matching actor-critic." arXiv preprint arXiv:2008.12234 (2020).	4
C	Davis, Trevor, Martin Schmid, and Michael Bowling. "Low-Variance and Zero-Variance Baselines for Extensive-Form Games." International Conference on Machine Learning. PMLR, 2020.	3
C	Sustr, M., Schmid, M., Moravcik, M., Burch, N., Lanctot, M., & Bowling, M. (2020). "Sound search in imperfect information games" 20th International Conference on Autonomous Agents and Multiagent Systems	3
A	Timbers, F., Lockhart, E., Schmid, M., Lanctot, M., Bowling, M. (2020). Approximate exploitability: Learning a best response in large games. arXiv preprint arXiv:2004.09677.	3
W	Schmid, Martin, et al. "Automatic public state space abstraction in imperfect information games." AAAI Workshop: Computer Poker and Imperfect Information. 2015.	2
A	Sokota, Samuel, et al. "Solving Common-Payoff Games with Approximate Policy Iteration." arXiv preprint arXiv:2101.04237 (2020).	1
W	Schmid, Martin, and Matej Moravcik. "Equilibrium's Action Bound in Extensive Form Games with Many Actions." Workshops at the Twenty-Seventh AAAI Conference on Artificial Intelligence. 2013.	1