

# Dario Bauso

## List of Publications by Year in descending order

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Version: 2024-02-01

72  
papers

980  
citations

567281

15  
h-index

454955

30  
g-index

72  
all docs

72  
docs citations

72  
times ranked

659  
citing authors

#	ARTICLE	IF	CITATIONS
1	Non-linear protocols for optimal distributed consensus in networks of dynamic agents. Systems and Control Letters, 2006, 55, 918-928.	2.3	209
2	A General Approach to Coordination Control of Mobile Agents With Motion Constraints. IEEE Transactions on Automatic Control, 2018, 63, 1509-1516.	5.7	80
3	LPV model identification for gain scheduling control: An application to rotating stall and surge control problem. Control Engineering Practice, 2006, 14, 351-361.	5.5	79
4	Mean-Field Games and Dynamic Demand Management in Power Grids. Dynamic Games and Applications, 2014, 4, 155-176.	1.9	71
5	Robust Mean Field Games. Dynamic Games and Applications, 2016, 6, 277-303.	1.9	36
6	Robust dynamic cooperative games. International Journal of Game Theory, 2009, 38, 23-36.	0.5	34
7	Robust control strategies for multi-“inventory systems with average flow constraints. Automatica, 2006, 42, 1255-1266.	5.0	32
8	Consensus in Noncooperative Dynamic Games: A Multiretailer Inventory Application. IEEE Transactions on Automatic Control, 2008, 53, 998-1003.	5.7	31
9	Dynamic Coalitional TU Games: Distributed Bargaining Among Players' Neighbors. IEEE Transactions on Automatic Control, 2013, 58, 1363-1376.	5.7	31
10	Mean Field Linear Quadratic Games with Set Up Costs. Dynamic Games and Applications, 2013, 3, 89-104.	1.9	29
11	Consensus in opinion dynamics as a repeated game. Automatica, 2018, 90, 204-211.	5.0	25
12	On robustness and dynamics in (un)balanced coalitional games. Automatica, 2012, 48, 2592-2596.	5.0	21
13	The linear saturated decentralized strategy for constrained flow control is asymptotically optimal. Automatica, 2013, 49, 2206-2212.	5.0	19
14	Distributed $\epsilon$ -Player Approachability and Consensus in Coalitional Games. IEEE Transactions on Automatic Control, 2015, 60, 3107-3112.	5.7	17
15	Distributed consensus in noncooperative inventory games. European Journal of Operational Research, 2009, 192, 866-878.	5.7	16
16	Mixed integer optimal compensation: Decompositions and mean-field approximations. , 2012, , .		15
17	Bio-inspired evolutionary dynamics on complex networks under uncertain cross-inhibitory signals. Automatica, 2019, 100, 61-66.	5.0	15
18	Boolean-controlled systems via receding horizon and linear programming. Mathematics of Control, Signals, and Systems, 2009, 21, 69-91.	2.3	13

#	ARTICLE	IF	CITATIONS
19	Opinion Dynamics and Stubbornness Via Multi-Population Mean-Field Games. Journal of Optimization Theory and Applications, 2016, 170, 266-293.	1.5	13
20	The Role of Asymptomatic Infections in the COVID-19 Epidemic via Complex Networks and Stability Analysis. SIAM Journal on Control and Optimization, 2022, 60, S119-S144.	2.1	13
21	Dynamic Demand and Mean-Field Games. IEEE Transactions on Automatic Control, 2017, 62, 6310-6323.	5.7	12
22	Density Flow in Dynamical Networks via Mean-Field Games. IEEE Transactions on Automatic Control, 2017, 62, 1342-1355.	5.7	11
23	Attainability in Repeated Games with Vector Payoffs. Mathematics of Operations Research, 2015, 40, 739-755.	1.3	10
24	Consensus via multi-population robust mean-field games. Systems and Control Letters, 2017, 107, 76-83.	2.3	10
25	Objective function design for robust optimality of linear control under state-constraints and uncertainty. ESAIM - Control, Optimisation and Calculus of Variations, 2011, 17, 155-177.	1.3	9
26	Distributionally Robust Games. , 2017, , .		9
27	Bio-Inspired Evolutionary Game Dynamics in Symmetric and Asymmetric Models. , 2018, 2, 405-410.		9
28	Mean-Field Games for Marriage. PLoS ONE, 2014, 9, e94933.	2.5	9
29	Robust control of uncertain multi-inventory systems via linear matrix inequality. International Journal of Control, 2010, 83, 1727-1740.	1.9	7
30	Game Theoretic Decentralized Feedback Controls in Markov Jump Processes. Journal of Optimization Theory and Applications, 2017, 173, 704-726.	1.5	7
31	Evolutionary Game Dynamics for Collective Decision Making in Structured and Unstructured Environments. IFAC-PapersOnLine, 2017, 50, 11914-11919.	0.9	6
32	Mean-Field Game for Collective Decision-Making in Honeybees via Switched Systems. IEEE Transactions on Automatic Control, 2022, 67, 3863-3878.	5.7	6
33	Lower Network Degrees Promote Cooperation in the Prisoner's Dilemma With Environmental Feedback. , 2022, 6, 2725-2730.		6
34	Average Flow Constraints and Stabilizability in Uncertain Production-Distribution Systems. Journal of Optimization Theory and Applications, 2010, 144, 12-28.	1.5	5
35	Finite alphabet control of logistic networks with discrete uncertainty. Systems and Control Letters, 2014, 64, 20-26.	2.3	5
36	Opinion dynamics, stubbornness and mean-field games. , 2014, , .		4

#	ARTICLE	IF	CITATIONS
37	Robust consensus in social networks and coalitional games. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2014, 47, 1537-1542.	0.4	4
38	Game-Theoretic Learning and Allocations in Robust Dynamic Coalitional Games. SIAM Journal on Control and Optimization, 2019, 57, 2902-2923.	2.1	4
39	Online Pricing via Stackelberg and Incentive Games in a Micro-Grid. , 2019, , .		4
40	An evolutionary game perspective on quantised consensus in opinion dynamics. PLoS ONE, 2019, 14, e0209212.	2.5	4
41	Decomposition and Mean-Field Approach to Mixed Integer Optimal Compensation Problems. Journal of Optimization Theory and Applications, 2016, 169, 606-630.	1.5	3
42	Nonlinear network dynamics for interconnected micro-grids. Systems and Control Letters, 2018, 118, 8-15.	2.3	3
43	Online pricing for demand-side management in a low-voltage resistive microgrid via a Stackelberg game with incentive strategies. IET Smart Grid, 2022, 5, 76-89.	2.2	3
44	Environmental Feedback incorporated on a Collective Decision Making Model. IFAC-PapersOnLine, 2020, 53, 2832-2837.	0.9	3
45	The impact of irrational behaviors in the optional prisoner's dilemma with game-environment feedback. International Journal of Robust and Nonlinear Control, 2023, 33, 5145-5158.	3.7	3
46	Distributed n-player approachability via time and space average consensus. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2012, 45, 198-203.	0.4	2
47	Strategic thinking under social influence: Scalability, stability and robustness of allocations. European Journal of Control, 2016, 32, 1-15.	2.6	2
48	Mean-Field Game Modeling the Bandwagon Effect with Activation Costs. Dynamic Games and Applications, 2016, 6, 456-476.	1.9	2
49	Stationary and initial-terminal value problem for collective decision making via mean-field games. , 2017, , .		2
50	Transient dynamics of heterogeneous micro grids using second order consensus. , 2017, , .		2
51	On the nonexistence of stationary solutions in bio-inspired collective decision making via mean-field game. , 2017, , .		2
52	Aggregate Energy Production in Wind Farms via Dynamic Robust Coalitional Games. , 2022, 6, 55-60.		2
53	Learning of cooperative behaviour in robot populations. , 2016, , .		1
54	A saturated strategy robustly ensures stability of the cooperative equilibrium for Prisoner's dilemma. , 2016, , .		1

#	ARTICLE	IF	CITATIONS
55	Stabilizability of Dynamic Coalitional Games with Transferable Utility**This work was partially funded by EPSRC Grant No. EP/J011894/2.. IFAC-PapersOnLine, 2016, 49, 121-126.	0.9	1
56	Adaptation, coordination, and local interactions via distributed approachability. Automatica, 2017, 84, 48-55.	5.0	1
57	A Robust Saturated Strategy for $n$ -Player Prisoner's Dilemma. SIAM Journal on Control and Optimization, 2018, 56, 3478-3498.	2.1	1
58	Mean Field Games on Prosumers. , 2019, , .		1
59	Dynamic Coordination Games with Activation Costs. Dynamic Games and Applications, 2021, 11, 580-596.	1.9	1
60	Multi-model Adaptive Learning for Robots Under Uncertainty. , 2020, , .		1
61	Evolutionary Game Dynamics for Crowd Behavior in Emergency Evacuations. , 2020, , .		1
62	Demand-Side Management in a Micro-Grid with Multiple Retailers: A Coalitional Game Approach. , 2021, , .		1
63	Coordinated Replenishment Game and Learning Under Time Dependency and Uncertainty of the Parameters. Dynamic Games and Applications, 0, , 1.	1.9	1
64	Impulsively-controlled systems and reverse dwell time: A linear programming approach. Nonlinear Analysis: Hybrid Systems, 2015, 16, 40-51.	3.5	0
65	Aggregate Wind Power Production via Coalitional Games and Optimal Control. Journal of Optimization Theory and Applications, 2018, 178, 289-303.	1.5	0
66	A Two-Point Boundary Value Formulation of a Class of Multi-Population Mean-Field Games. , 2018, , .		0
67	Networked Bio-Inspired Evolutionary Dynamics on a Multi-Population. , 2019, , .		0
68	Robust Sub-optimality of Linear-Saturated Control via Quadratic Zero-Sum Differential Games. Journal of Optimization Theory and Applications, 2020, 184, 1109-1125.	1.5	0
69	On the Combination of Game-Theoretic Learning and Multi Model Adaptive Filters. Lecture Notes in Computer Science, 2021, , 73-105.	1.3	0
70	Risk-Aware Control and Games in Engineering. , 2020, , .		0
71	Transient and stability analysis of heterogeneous micro-Grid networks subject to uncertainties. IET Smart Grid, 2020, 3, 851-859.	2.2	0
72	Coordinated maintenance in a multi-component system with compound Poisson deterioration. Nonlinear Analysis: Hybrid Systems, 2022, 44, 101159.	3.5	0