

# Zhengyuan Zhou

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2397197/publications.pdf>

Version: 2024-02-01

37  
papers

792  
citations

840776

11  
h-index

839539

18  
g-index

37  
all docs

37  
docs citations

37  
times ranked

532  
citing authors

#	ARTICLE	IF	CITATIONS
1	Tensor Recovery With Weighted Tensor Average Rank. IEEE Transactions on Neural Networks and Learning Systems, 2024, 35, 1142-1156.	11.3	4
2	Offline Multi-Action Policy Learning: Generalization and Optimization. Operations Research, 2023, 71, 148-183.	1.9	14
3	Smart Greedy Distributed Energy Allocation: A Random Games Approach. IEEE Transactions on Automatic Control, 2022, 67, 2208-2220.	5.7	2
4	Batched Learning in Generalized Linear Contextual Bandits With General Decision Sets. , 2022, 6, 37-42.		2
5	Distributed Stochastic Optimization with Large Delays. Mathematics of Operations Research, 2022, 47, 2082-2111.	1.3	6
6	Robust Low-Rank Tensor Recovery with Rectification and Alignment. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 238-255.	13.9	132
7	Robust Power Management via Learning and Game Design. Operations Research, 2021, 69, 331-345.	1.9	10
8	Batched Learning in Generalized Linear Contextual Bandits with General Decision Sets. , 2021, , .		0
9	Smarter Lions: Efficient Cooperative Pursuit in General Bounded Arenas. SIAM Journal on Control and Optimization, 2020, 58, 1229-1256.	2.1	11
10	On the Convergence of Mirror Descent beyond Stochastic Convex Programming. SIAM Journal on Optimization, 2020, 30, 687-716.	2.0	8
11	Smart Greedy Distributed Allocation in Microgrids. , 2019, , .		6
12	Bidding-Based Dynamic Power Pricing Scheme in Smart Grids. , 2019, , .		2
13	Anesthesiologist Surgery Assignments using Policy Learning. , 2019, , .		3
14	Learning in games with continuous action sets and unknown payoff functions. Mathematical Programming, 2019, 173, 465-507.	2.4	81
15	Efficient path planning algorithms in reach-avoid problems. Automatica, 2018, 89, 28-36.	5.0	55
16	Power Control with Random Delays: Robust Feedback Averaging. , 2018, , .		1
17	Deterministic and Stochastic Wireless Network Games: Equilibrium, Dynamics, and Price of Anarchy. Operations Research, 2018, 66, 1498-1516.	1.9	11
18	Sensing-Constrained Power Control in Digital Health. , 2018, , .		3

#	ARTICLE	IF	CITATIONS
19	Optimal Sensing for Patient Health Monitoring. , 2018, , .		3
20	Infinite Time Horizon Maximum Causal Entropy Inverse Reinforcement Learning. IEEE Transactions on Automatic Control, 2018, 63, 2787-2802.	5.7	39
21	Multiplayer Reach-Avoid Games via Pairwise Outcomes. IEEE Transactions on Automatic Control, 2017, 62, 1451-1457.	5.7	104
22	Service Rate Control of Tandem Queues With Power Constraints. IEEE Transactions on Automatic Control, 2017, 62, 5111-5123.	5.7	8
23	Dynamic control of data center network and computation resources. , 2017, , .		0
24	Asynchronous best-response dynamics for resource allocation games in cloud computing. , 2017, , .		4
25	Improving predictions of pediatric surgical durations with supervised learning. International Journal of Data Science and Analytics, 2017, 4, 35-52.	4.1	31
26	Stable Power Control in Wireless Networks via Dual Averaging. , 2017, , .		4
27	Mirror descent learning in continuous games. , 2017, , .		17
28	Least action routing: Identifying the optimal path in a wireless relay network. , 2017, , .		1
29	Repeated games for power control in wireless communications: Equilibrium and regret. , 2016, , .		12
30	A Stochastic Stability Characterization of the Foschini-Miljanic Algorithm in Random Wireless Networks. , 2016, , .		9
31	Cooperative pursuit with Voronoi partitions. Automatica, 2016, 72, 64-72.	5.0	130
32	Stochastic Control With Uncertain Parameters via Chance Constrained Control. IEEE Transactions on Automatic Control, 2016, 61, 2892-2905.	5.7	32
33	Scalable Data Center Power Management via a Global Stress Signal. , 2015, , .		2
34	Wireless communications games in fixed and random environments. , 2015, , .		17
35	A general model for resource allocation in utility computing. , 2015, , .		16
36	Scalable Data Center Power Management via a Global Stress Signal. , 2014, , .		1

#	ARTICLE	IF	CITATIONS
37	An efficient algorithm for a visibility-based surveillance-evasion game. Communications in Mathematical Sciences, 2014, 12, 1303-1327.	1.0	11