

# Quanyan Zhu

## List of Publications by Year in descending order

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Version: 2024-02-01

185  
papers

4,617  
citations

136950

32  
h-index

149698

56  
g-index

198  
all docs

198  
docs citations

198  
times ranked

3945  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Cross-Layer Design Approach to Strategic Cyber Defense and Robust Switching Control of Cyber-Physical Wind Energy Systems. IEEE Transactions on Automation Science and Engineering, 2023, 20, 624-635.	5.2	8
2	A Dynamic Game Framework for Rational and Persistent Robot Deception With an Application to Deceptive Pursuit-Evasion. IEEE Transactions on Automation Science and Engineering, 2022, 19, 2918-2932.	5.2	6
3	Optimal Cyber-Insurance Contract Design for Dynamic Risk Management and Mitigation. IEEE Transactions on Computational Social Systems, 2022, 9, 1087-1100.	4.4	3
4	Reinforcement Learning for feedback-enabled cyber resilience. Annual Reviews in Control, 2022, 53, 273-295.	7.9	28
5	Preface to Special Issue on Dynamic Games for Modeling and Control of Epidemics. Dynamic Games and Applications, 2022, 12, 1-6.	1.9	1
6	Game-Theoretic Frameworks for Epidemic Spreading and Human Decision-Making: A Review. Dynamic Games and Applications, 2022, 12, 7-48.	1.9	19
7	Herd Behaviors in Epidemics: A Dynamics-Coupled Evolutionary Games Approach. Dynamic Games and Applications, 2022, 12, 183-213.	1.9	7
8	Introduction to the special section on learning and security for multi-agent systems. Annual Reviews in Control, 2022, 53, 249-251.	7.9	1
9	Transactive Resilience in Renewable Microgrids: A Contract-Theoretic Approach. , 2022, , .		0
10	Coalitional Stochastic Differential Games for Networks. , 2022, 6, 2707-2712.		3
11	Rolling horizon games of resilient networks with non-uniform horizons. European Journal of Control, 2022, 68, 100693.	2.6	2
12	ADVERT: An Adaptive and Data-Driven Attention Enhancement Mechanism for Phishing Prevention. IEEE Transactions on Information Forensics and Security, 2022, 17, 2585-2597.	6.9	8
13	Stackelberg Strategic Guidance for Heterogeneous Robots Collaboration. , 2022, , .		2
14	QoE Based Revenue Maximizing Dynamic Resource Allocation and Pricing for Fog-Enabled Mission-Critical IoT Applications. IEEE Transactions on Mobile Computing, 2021, 20, 3395-3408.	5.8	14
15	Robust and Stochastic Optimization With a Hybrid Coherent Risk Measure With an Application to Supervised Learning. , 2021, 5, 965-970.		1
16	Distributed Stabilization of Two Interdependent Markov Jump Linear Systems With Partial Information. , 2021, 5, 713-718.		2
17	Dynamic Contract Design for Systemic Cyber Risk Management of Interdependent Enterprise Networks. Dynamic Games and Applications, 2021, 11, 294-325.	1.9	5
18	Dynamic Resilient Network Games With Applications to Multiagent Consensus. IEEE Transactions on Control of Network Systems, 2021, 8, 246-259.	3.7	13

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19	Optimal Curing Strategy for Competing Epidemics Spreading Over Complex Networks. IEEE Transactions on Signal and Information Processing Over Networks, 2021, 7, 294-308.	2.8	12
20	I-SCRAM: A Framework for IoT Supply Chain Risk Analysis and Mitigation Decisions. IEEE Access, 2021, 9, 29827-29840.	4.2	11
21	Locally-Aware Constrained Games on Networks. , 2021, , .		0
22	A Dynamic Game Approach to Designing Secure Interdependent IoT-Enabled Infrastructure Network. IEEE Transactions on Network Science and Engineering, 2021, 8, 2601-2612.	6.4	7
23	Controlling Fake News by Collective Tagging: A Branching Process Analysis. , 2021, 5, 2108-2113.		8
24	Duplicity Games for Deception Design With an Application to Insider Threat Mitigation. IEEE Transactions on Information Forensics and Security, 2021, 16, 4843-4856.	6.9	18
25	Cluster Formation in Multiagent Consensus via Dynamic Resilient Graph Games. , 2021, , .		1
26	Rolling Horizon Games for Cluster Formation of Resilient Multiagent Systems. , 2021, , .		0
27	Efficient Episodic Learning of Nonstationary and Unknown Zero-Sum Games Using Expert Game Ensembles. , 2021, , .		1
28	A Game-theoretic Taxonomy and Survey of Defensive Deception for Cybersecurity and Privacy. ACM Computing Surveys, 2020, 52, 1-28.	23.0	76
29	Optimal Secure Two-Layer IoT Network Design. IEEE Transactions on Control of Network Systems, 2020, 7, 398-409.	3.7	31
30	Meta-Network Modeling and Resilience Analysis. Springer Briefs in Electrical and Computer Engineering, 2020, , 13-48.	0.5	0
31	Interdependent Decision-Making on Complex Networks. Springer Briefs in Electrical and Computer Engineering, 2020, , 49-73.	0.5	0
32	Optimal Secure Interdependent Infrastructure Network Design. Springer Briefs in Electrical and Computer Engineering, 2020, , 75-102.	0.5	0
33	A Dynamic Game Approach to Strategic Design of Secure and Resilient Infrastructure Network. IEEE Transactions on Information Forensics and Security, 2020, 15, 462-474.	6.9	35
34	A Differential Game Approach to Decentralized Virus-Resistant Weight Adaptation Policy Over Complex Networks. IEEE Transactions on Control of Network Systems, 2020, 7, 944-955.	3.7	30
35	Effective Utilization of Licensed and Unlicensed Spectrum in Large Scale Ad Hoc Networks. IEEE Transactions on Cognitive Communications and Networking, 2020, 6, 618-630.	7.9	3
36	Feedback Nash Equilibrium for Randomly Switching Differential Algebraic Games. IEEE Transactions on Automatic Control, 2020, 65, 3286-3301.	5.7	5

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37	A dynamic games approach to proactive defense strategies against Advanced Persistent Threats in cyber-physical systems. <i>Computers and Security</i> , 2020, 89, 101660.	6.0	81
38	$\text{FlipIn}$ : A Game-Theoretic Cyber Insurance Framework for Incentive-Compatible Cyber Risk Management of Internet of Things. <i>IEEE Transactions on Information Forensics and Security</i> , 2020, 15, 2026-2041.	6.9	35
39	Distributed Multi-Battery Coordination for Cooperative Energy Management via ADMM-based Iterative Learning. , 2020, , .		0
40	RloTS: Risk Analysis of IoT Supply Chain Threats. , 2020, , .		6
41	PhD Forum: Enabling Autonomic IoT for Smart Urban Services. , 2020, , .		0
42	Sequential Hypothesis Testing Game. , 2020, , .		3
43	Fundamental Limitations in Sequential Prediction and Recursive Algorithms: Lp Bounds via an Entropic Analysis. , 2020, , .		0
44	Dynamic games for secure and resilient control system design. <i>National Science Review</i> , 2020, 7, 1125-1141.	9.5	26
45	Finite-horizon semi-Markov game for time-sensitive attack response and probabilistic risk assessment in nuclear power plants. <i>Reliability Engineering and System Safety</i> , 2020, 201, 106878.	8.9	26
46	Control of Multilayer Mobile Autonomous Systems in Adversarial Environments: A Games-in-Games Approach. <i>IEEE Transactions on Control of Network Systems</i> , 2020, 7, 1056-1068.	3.7	17
47	Stuck on a phishing lure: differential use of base rates in self and social judgments of susceptibility to cyber risk. <i>Comprehensive Results in Social Psychology</i> , 2020, 4, 25-52.	1.8	7
48	Modeling and Assessment of IoT Supply Chain Security Risks: The Role of Structural and Parametric Uncertainties. , 2020, , .		5
49	On Optimal Control of Discounted Cost Infinite-Horizon Markov Decision Processes Under Local State Information Structures. <i>IFAC-PapersOnLine</i> , 2020, 53, 6881-6886.	0.9	1
50	Cross-Layer Framework for CPSs. <i>Advances in Information Security</i> , 2020, , 9-15.	1.2	0
51	A Data-Driven Distributionally Robust Game Using Wasserstein Distance. <i>Lecture Notes in Computer Science</i> , 2020, , 405-421.	1.3	4
52	Dynamic Resilient Network Games Considering Connectivity. , 2020, , .		4
53	Dynamic Resilient Graph Games for State-Dependent Jamming Attacks Analysis on Multi-Agent Systems. <i>IFAC-PapersOnLine</i> , 2020, 53, 3421-3426.	0.9	3
54	A Game-Theoretic Approach to Secure Control of 3D Printers. <i>Advances in Information Security</i> , 2020, , 71-90.	1.2	0

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55	Optimal Control of Joint Multi-Virus Infection and Information Spreading. IFAC-PapersOnLine, 2020, 53, 6650-6655.	0.9	5
56	Types of Games. Advanced Sciences and Technologies for Security Applications, 2020, , 79-97.	0.5	0
57	MASAGE: Model-Agnostic Sequential and Adaptive Game Estimation. Lecture Notes in Computer Science, 2020, , 365-384.	1.3	2
58	Experiments on a Real-Time Energy Management System for Islanded Prosumer Microgrids. Electronics (Switzerland), 2019, 8, 925.	3.1	3
59	Consensus-Based Distributed Discrete Optimal Transport for Decentralized Resource Matching. IEEE Transactions on Signal and Information Processing Over Networks, 2019, 5, 511-524.	2.8	5
60	Interdependent Strategic Security Risk Management With Bounded Rationality in the Internet of Things. IEEE Transactions on Information Forensics and Security, 2019, 14, 2958-2971.	6.9	43
61	Modeling, Analysis, and Mitigation of Dynamic Botnet Formation in Wireless IoT Networks. IEEE Transactions on Information Forensics and Security, 2019, 14, 2412-2426.	6.9	58
62	Simulation for Cyber Risk Management “Where are we, and Where do we Want to Go? , 2019, , .		2
63	Generic Variance Bounds on Estimation and Prediction Errors in Time Series Analysis: An Entropy Perspective. , 2019, , .		5
64	Game-Theoretic Analysis of Optimal Control and Sampling for Linear Stochastic Systems. , 2019, , .		2
65	Generic Bounds On The Maximum Deviations In Sequential Prediction: An Information-Theoretic Analysis. , 2019, , .		1
66	On Convergence Rate of Adaptive Multiscale Value Function Approximation for Reinforcement Learning. , 2019, , .		3
67	Achieving Social Optimum in Dynamic Weight Adaptation for Virus Mitigation: A Potential Differential Game Approach. IFAC-PapersOnLine, 2019, 52, 241-246.	0.9	3
68	Modeling and Analysis of Leaky Deception Using Signaling Games With Evidence. IEEE Transactions on Information Forensics and Security, 2019, 14, 1871-1886.	6.9	43
69	iSTRIC: An Interdependent Strategic Trust Mechanism for the Cloud-Enabled Internet of Controlled Things. IEEE Transactions on Information Forensics and Security, 2019, 14, 1654-1669.	6.9	39
70	Optimal control of diffusion processes pertaining to an opioid epidemic dynamical model with random perturbations. Journal of Mathematical Biology, 2019, 78, 1425-1438.	1.9	6
71	Deceptive Reinforcement Learning Under Adversarial Manipulations on Cost Signals. Lecture Notes in Computer Science, 2019, , 217-237.	1.3	21
72	A games-in-games approach to mosaic command and control design of dynamic network-of-networks for secure and resilient multi-domain operations. , 2019, , .		2

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73	Optimal Timing in Dynamic and Robust Attacker Engagement During Advanced Persistent Threats. , 2019, , .		5
74	Subgame Perfect Equilibrium Analysis for Jamming Attacks on Resilient Graphs. , 2019, , .		10
75	On Multi-Phase and Multi-Stage Game-Theoretic Modeling of Advanced Persistent Threats. IEEE Access, 2018, 6, 13958-13971.	4.2	54
76	On the Secure and Reconfigurable Multi-Layer Network Design for Critical Information Dissemination in the Internet of Battlefield Things (IoBT). IEEE Transactions on Wireless Communications, 2018, 17, 2618-2632.	9.2	60
77	Distributed Privacy-Preserving Collaborative Intrusion Detection Systems for VANETs. IEEE Transactions on Signal and Information Processing Over Networks, 2018, 4, 148-161.	2.8	116
78	A hybrid stochastic game for secure control of cyber-physical systems. Automatica, 2018, 93, 55-63.	5.0	59
79	A Game-Theoretic Approach to Design Secure and Resilient Distributed Support Vector Machines. IEEE Transactions on Neural Networks and Learning Systems, 2018, 29, 5512-5527.	11.3	23
80	A Stackelberg Game Approach for Two-Level Distributed Energy Management in Smart Grids. IEEE Transactions on Smart Grid, 2018, 9, 6554-6565.	9.0	44
81	A network framework for dynamic models of urban food, energy and water systems (FEWS). Environmental Progress and Sustainable Energy, 2018, 37, 122-131.	2.3	23
82	Feedback Nash Equilibrium for Markov Jump Games under Differential-Algebraic Constraints with Application to Robust Control. , 2018, , .		1
83	DISTRIBUTED AND OPTIMAL RESILIENT PLANNING OF LARGE-SCALE INTERDEPENDENT CRITICAL INFRASTRUCTURES. , 2018, , .		12
84	Adaptive and Resilient Revenue Maximizing Dynamic Resource Allocation and Pricing for Cloud-Enabled IoT Systems. , 2018, , .		2
85	Cross-Layer Secure and Resilient Control of Delay-Sensitive Networked Robot Operating Systems. , 2018, , .		4
86	Optimal Control of Heterogeneous Mutating Viruses. Games, 2018, 9, 103.	0.6	16
87	Game-Theoretic Approach to Group Learning Enhancement Through Peer-to-Peer Explanation and Competition. IEEE Access, 2018, 6, 53684-53697.	4.2	3
88	A Multi-Layer Feedback System Approach to Resilient Connectivity of Remotely Deployed Mobile Internet of Things. IEEE Transactions on Cognitive Communications and Networking, 2018, 4, 422-432.	7.9	23
89	Security investment under cognitive constraints: A Gestalt Nash equilibrium approach. , 2018, , .		7
90	Consensus-based transfer linear support vector machines for decentralized multi-task multi-agent learning. , 2018, , .		4

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91	Optimal dynamic contract for spectrum reservation in mission-critical UNB-IoT systems. , 2018, , .		3
92	Coding Schemes for Securing Cyber-Physical Systems Against Stealthy Data Injection Attacks. IEEE Transactions on Control of Network Systems, 2017, 4, 106-117.	3.7	160
93	A Bi-Level Game Approach to Attack-Aware Cyber Insurance of Computer Networks. IEEE Journal on Selected Areas in Communications, 2017, 35, 779-794.	14.0	47
94	Physical Intrusion Games—Optimizing Surveillance by Simulation and Game Theory. IEEE Access, 2017, 5, 8394-8407.	4.2	32
95	A Game-Theoretic Approach to Secure Control of Communication-Based Train Control Systems Under Jamming Attacks. , 2017, , .		18
96	Security as a Service for Cloud-Enabled Internet of Controlled Things Under Advanced Persistent Threats: A Contract Design Approach. IEEE Transactions on Information Forensics and Security, 2017, 12, 2736-2750.	6.9	73
97	Epidemic Protection Over Heterogeneous Networks Using Evolutionary Poisson Games. IEEE Transactions on Information Forensics and Security, 2017, 12, 1786-1800.	6.9	38
98	Conceptual Modeling Framework to Integrate Resilient and Interdependent Infrastructure in Extreme Weather. Journal of Infrastructure Systems, 2017, 23, .	1.8	39
99	HIV-1-infected T-cells dynamics and prognosis: An evolutionary game model. Computer Methods and Programs in Biomedicine, 2017, 152, 1-14.	4.7	3
100	Optimal impulse control of bi-virus SIR epidemics with application to heterogeneous Internet of Things. , 2017, , .		7
101	CONGRESS: A Hybrid Reputation System for Coping with Rating Subjectivity. IEEE Transactions on Computational Social Systems, 2017, 4, 163-178.	4.4	3
102	Strategic Trust in Cloud-Enabled Cyber-Physical Systems With an Application to Glucose Control. IEEE Transactions on Information Forensics and Security, 2017, 12, 2906-2919.	6.9	54
103	A game-theoretic analysis of label flipping attacks on distributed support vector machines. , 2017, , .		15
104	Minimax robust optimal control of multiscale linear-quadratic systems. , 2017, , .		3
105	Secure and reconfigurable network design for critical information dissemination in the Internet of battlefield things (IoBT). , 2017, , .		23
106	Optimizing mission critical data dissemination in massive IoT networks. , 2017, , .		16
107	A Game-Theoretic Framework for Resilient and Distributed Generation Control of Renewable Energies in Microgrids. IEEE Transactions on Smart Grid, 2017, 8, 285-295.	9.0	81
108	Dynamic Differential Privacy for ADMM-Based Distributed Classification Learning. IEEE Transactions on Information Forensics and Security, 2017, 12, 172-187.	6.9	130

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109	A Secure Data Assimilation for Large-Scale Sensor Networks Using an Untrusted Cloud. IFAC-PapersOnLine, 2017, 50, 2609-2614.	0.9	1
110	Optimal Impulsive Control of Epidemic Spreading of Heterogeneous Malware. IFAC-PapersOnLine, 2017, 50, 15038-15043.	0.9	10
111	Heterogeneous Multi-Layer Adversarial Network Design for the IoT-Enabled Infrastructures. , 2017, , .		10
112	Interdependent strategic cyber defense and robust switching control design for wind energy systems. , 2017, , .		10
113	A Factored MDP Approach to Optimal Mechanism Design for Resilient Large-Scale Interdependent Critical Infrastructures. , 2017, , .		12
114	A game-theoretic framework for resilient and distributed generation control of renewable energies in microgrids. , 2017, , .		0
115	Cognitive Connectivity Resilience in Multi-Layer Remotely Deployed Mobile Internet of Things. , 2017, , .		4
116	Secure and practical output feedback control for cloud-enabled cyber-physical systems. , 2017, , .		10
117	A game-theoretic defense against data poisoning attacks in distributed support vector machines. , 2017, , .		14
118	A mean-field stackelberg game approach for obfuscation adoption in empirical risk minimization. , 2017, , .		12
119	Minimax game-theoretic approach to multiscale H-infinity optimal filtering. , 2017, , .		1
120	Learning from experience: A dynamic closed-loop QoE optimization for video adaptation and delivery. , 2017, , .		8
121	Manipulating Adversary's Belief: A Dynamic Game Approach to Deception by Design for Proactive Network Security. Lecture Notes in Computer Science, 2017, , 273-294.	1.3	48
122	A Dynamic Game Analysis and Design of Infrastructure Network Protection and Recovery. Performance Evaluation Review, 2017, 45, 128.	0.6	23
123	Student research highlight: Secure and resilient distributed machine learning under adversarial environments. IEEE Aerospace and Electronic Systems Magazine, 2016, 31, 34-36.	1.3	2
124	Resilient and decentralized control of multi-level cooperative mobile networks to maintain connectivity under adversarial environment. , 2016, , .		26
125	Interdependent network formation games with an application to critical infrastructures. , 2016, , .		9
126	On solving large-scale low-rank zero-sum security games of incomplete information. , 2016, , .		3



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127	Decomposition and Mean-Field Approach to Mixed Integer Optimal Compensation Problems. Journal of Optimization Theory and Applications, 2016, 169, 606-630.	1.5	3
128	Compliance signaling games: toward modeling the deterrence of insider threats. Computational and Mathematical Organization Theory, 2016, 22, 318-349.	2.0	22
129	FACID: A trust-based collaborative decision framework for intrusion detection networks. Ad Hoc Networks, 2016, 53, 17-31.	5.5	37
130	Cross-layer secure cyber-physical control system design for networked 3D printers. , 2016, , .		4
131	Promoting resilience for food, energy, and water interdependencies. Journal of Environmental Studies and Sciences, 2016, 6, 50-61.	2.0	42
132	Optimal information disclosure policies in strategic queueing games. Operations Research Letters, 2016, 44, 109-113.	0.7	31
133	Environment-aware power generation scheduling in smart grids. , 2015, , .		2
134	Distributed strategic mode selection for large-scale D2D communications based on Queue State Information. , 2015, , .		1
135	Evolutionary Poisson games for controlling large population behaviors. , 2015, , .		3
136	Optimal allocation of robotic wind turbine inspectors in a wind farm. , 2015, , .		1
137	A cyber-physical game framework for secure and resilient multi-agent autonomous systems. , 2015, , .		21
138	PHY-layer location privacy-preserving access point selection mechanism in next-generation wireless networks. , 2015, , .		25
139	Resilient and secure network design for cyber attack-induced cascading link failures in critical infrastructures. , 2015, , .		11
140	Resilient control in the presence of DoS attack: Switched system approach. International Journal of Control, Automation and Systems, 2015, 13, 1423-1435.	2.7	59
141	Coding sensor outputs for injection attacks detection. , 2014, , .		49
142	Risk-Sensitive Mean-Field Games. IEEE Transactions on Automatic Control, 2014, 59, 835-850.	5.7	119
143	Interference-aware QoS multicast routing for smart grid. Ad Hoc Networks, 2014, 22, 13-26.	5.5	21
144	A moving-horizon hybrid stochastic game for secure control of cyber-physical systems. , 2014, , .		13

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145	Multi-Resolution Large Population Stochastic Differential Games and Their Application to Demand Response Management in the Smart Grid. <i>Dynamic Games and Applications</i> , 2013, 3, 68-88.	1.9	7
146	A hierarchical multi-agent dynamical system architecture for resilient control systems. , 2013, , .		10
147	Dynamic Service Placement in Geographically Distributed Clouds. <i>IEEE Journal on Selected Areas in Communications</i> , 2013, 31, 762-772.	14.0	121
148	Resilient control of cyber-physical systems against Denial-of-Service attacks. , 2013, , .		70
149	Dependable Demand Response Management in the Smart Grid: A Stackelberg Game Approach. <i>IEEE Transactions on Smart Grid</i> , 2013, 4, 120-132.	9.0	687
150	Value of demand response in the smart grid. , 2013, , .		12
151	SELINDA: A secure, scalable and light-weight data collection protocol for smart grids. , 2013, , .		10
152	Deployment and exploitation of deceptive honeybots in social networks. , 2013, , .		2
153	An impact-aware defense against Stuxnet. , 2013, , .		19
154	Optimal control of influenza epidemic model with virus mutations. , 2013, , .		25
155	Game-Theoretic Approach to Feedback-Driven Multi-stage Moving Target Defense. <i>Lecture Notes in Computer Science</i> , 2013, , 246-263.	1.3	71
156	Game-theoretic analysis of node capture and cloning attack with multiple attackers in wireless sensor networks. , 2012, , .		22
157	Mixed integer optimal compensation: Decompositions and mean-field approximations. , 2012, , .		15
158	GUIDEX: A Game-Theoretic Incentive-Based Mechanism for Intrusion Detection Networks. <i>IEEE Journal on Selected Areas in Communications</i> , 2012, 30, 2220-2230.	14.0	58
159	A game-theoretic framework for control of distributed renewable-based energy resources in smart grids. , 2012, , .		8
160	Interference Aware Routing Game for Cognitive Radio Multi-Hop Networks. <i>IEEE Journal on Selected Areas in Communications</i> , 2012, 30, 2006-2015.	14.0	42
161	Agent-based cyber control strategy design for resilient control systems: Concepts, architecture and methodologies. , 2012, , .		19
162	Dynamic Service Placement in Geographically Distributed Clouds. , 2012, , .		62

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163	A differential game approach to distributed demand side management in smart grid. , 2012, , .		47
164	Deceptive routing games. , 2012, , .		31
165	Deceptive Routing in Relay Networks. Lecture Notes in Computer Science, 2012, , 171-185.	1.3	28
166	Dynamic Secure Routing Game in Distributed Cognitive Radio Networks. , 2011, , .		4
167	$\infty$ adaptive control for positive LTI systems. , 2011, , .		0
168	Robust and resilient control design for cyber-physical systems with an application to power systems. , 2011, , .		129
169	A hierarchical security architecture for cyber-physical systems. , 2011, , .		58
170	Dynamic Resource Allocation for Spot Markets in Cloud Computing Environments. , 2011, , .		97
171	Prices of Anarchy, Information, and Cooperation in Differential Games. Dynamic Games and Applications, 2011, 1, 50-73.	1.9	38
172	Bayesian decision aggregation in collaborative intrusion detection networks. , 2010, , .		31
173	Distributed correlated Q-learning for dynamic transmission control of sensor networks. , 2010, , .		10
174	Dynamic Interference Minimization Routing Game for On-Demand Cognitive Pilot Channel. , 2010, , .		17
175	Network Security Configurations: A Nonzero-Sum Stochastic Game Approach. , 2010, , .		7
176	Price of anarchy and price of information in N-person linear-quadratic differential games. , 2010, , .		2
177	Evolutionary Games for Hybrid Additive White Gaussian Noise Multiple Access Control. , 2009, , .		7
178	Dynamic policy-based IDS configuration. , 2009, , .		54
179	Enabling differentiated services using generalized power control model in optical networks. IEEE Transactions on Communications, 2009, 57, 2570-2575.	7.8	8
180	A constrained evolutionary Gaussian multiple access channel game. , 2009, , .		5

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181	A game-theoretical approach to incentive design in collaborative intrusion detection networks. , 2009, , .		25
182	End-to-end DWDM optical link power control via a Stackelberg revenue maximizing model. International Journal of Network Management, 2008, 18, 505-520.	2.2	4
183	Nonlinear Quadratic Pricing for Concavifiable Utilities in Network Rate Control. , 2008, , .		2
184	A Lagrangian approach to constrained potential games: Theory and examples. , 2008, , .		16
185	On Incentive Compatibility in Dynamic Mechanism Design With Exit Option in a Markovian Environment. Dynamic Games and Applications, 0, , 1.	1.9	1