

Eitan Altman

List of Publications by Year in descending order

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141
papers

3,688
citations

136950

32
h-index

161849

54
g-index

144
all docs

144
docs citations

144
times ranked

2500
citing authors

#	ARTICLE	IF	CITATIONS
1	Analytical Model for Connectivity in Vehicular Ad Hoc Networks. IEEE Transactions on Vehicular Technology, 2008, 57, 3341-3356.	6.3	368
2	Methodologies for analyzing equilibria in wireless games. IEEE Signal Processing Magazine, 2009, 26, 41-52.	5.6	135
3	Analysis of customers' impatience in queues with server vacations. Queueing Systems, 2006, 52, 261-279.	0.9	132
4	Congestion control as a stochastic control problem with action delays. Automatica, 1999, 35, 1937-1950.	5.0	119
5	Joint Operator Pricing and Network Selection Game in Cognitive Radio Networks: Equilibrium, System Dynamics and Price of Anarchy. IEEE Transactions on Vehicular Technology, 2013, 62, 4576-4589.	6.3	104
6	Multimodularity, Convexity, and Optimization Properties. Mathematics of Operations Research, 2000, 25, 324-347.	1.3	96
7	The Impact of Channel Randomness on Coverage and Connectivity of Ad Hoc and Sensor Networks. IEEE Transactions on Wireless Communications, 2008, 7, 1062-1072.	9.2	89
8	Equilibrium, Games, and Pricing in Transportation and Telecommunication Networks. Networks and Spatial Economics, 2004, 4, 7-21.	1.6	88
9	A survey on discriminatory processor sharing. Queueing Systems, 2006, 53, 53-63.	0.9	76
10	Individual Equilibrium and Learning in Processor Sharing Systems. Operations Research, 1998, 46, 776-784.	1.9	74
11	Constrained cost-coupled stochastic games with independent state processes. Operations Research Letters, 2008, 36, 160-164.	0.7	73
12	Improving connectivity in vehicular ad hoc networks: An analytical study. Computer Communications, 2008, 31, 1653-1659.	5.1	71
13	Stability, monotonicity and invariant quantities in general polling systems. Queueing Systems, 1992, 11, 35-57.	0.9	69
14	Maximum Damage Malware Attack in Mobile Wireless Networks. IEEE/ACM Transactions on Networking, 2012, 20, 1347-1360.	3.8	67
15	Perturbation analysis for denumerable Markov chains with application to queueing models. Advances in Applied Probability, 2004, 36, 839-853.	0.7	67
16	Multihoming of Users to Access Points in WLANs: A Population Game Perspective. IEEE Journal on Selected Areas in Communications, 2007, 25, 1207-1215.	14.0	65
17	Stochastic Geometric Models for Green Networking. IEEE Access, 2015, 3, 2465-2474.	4.2	51
18	INFINITE-SERVER QUEUES WITH SYSTEM'S ADDITIONAL TASKS AND IMPATIENT CUSTOMERS. Probability in the Engineering and Informational Sciences, 2008, 22, 477-493.	0.8	49

#	ARTICLE	IF	CITATIONS
19	Decentralized Protection Strategies Against SIS Epidemics in Networks. IEEE Transactions on Control of Network Systems, 2015, 2, 406-419.	3.7	49
20	Optimal monotone forwarding policies in delay tolerant mobile ad-hoc networks. Performance Evaluation, 2010, 67, 299-317.	1.2	48
21	A Hybrid Approach for Radio Resource Management in Heterogeneous Cognitive Networks. IEEE Journal on Selected Areas in Communications, 2011, 29, 831-842.	14.0	47
22	Jamming in Wireless Networks Under Uncertainty. Mobile Networks and Applications, 2011, 16, 246-254.	3.3	45
23	Routing into Two Parallel Links: Game-Theoretic Distributed Algorithms. Journal of Parallel and Distributed Computing, 2001, 61, 1367-1381.	4.1	43
24	Performance of ad hoc networks with two-hop relay routing and limited packet lifetime (extended) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50	1.2	43
25	Analysis of Buffer Starvation With Application to Objective QoE Optimization of Streaming Services. IEEE Transactions on Multimedia, 2014, 16, 813-827.	7.2	42
26	Sensitivity of constrained Markov decision processes. Annals of Operations Research, 1991, 32, 1-22.	4.1	39
27	Denumerable Constrained Markov Decision Processes and Finite Approximations. Mathematics of Operations Research, 1994, 19, 169-191.	1.3	37
28	Zero-sum constrained stochastic games with independent state processes. Mathematical Methods of Operations Research, 2005, 62, 375-386.	1.0	37
29	Closed-loop control with delayed information. Performance Evaluation Review, 1992, 20, 193-204.	0.6	36
30	Closed form solutions for water-filling problems in optimization and game frameworks. Telecommunication Systems, 2011, 47, 153-164.	2.5	35
31	User Association and Resource Allocation Optimization in LTE Cellular Networks. IEEE Transactions on Network and Service Management, 2017, 14, 429-440.	4.9	34
32	On the stability of retrial queues. Queueing Systems, 1997, 26, 343-363.	0.9	33
33	Adaptive control of constrained Markov chains: Criteria and policies. Annals of Operations Research, 1991, 28, 101-134.	4.1	32
34	Optimality of monotonic policies for two-action Markovian decision processes, with applications to control of queues with delayed information. Queueing Systems, 1995, 21, 267-291.	0.9	32
35	Zero-sum Markov games and worst-case optimal control of queueing systems. Queueing Systems, 1995, 21, 415-447.	0.9	31
36	TCP in presence of bursty losses. Performance Evaluation, 2000, 42, 129-147.	1.2	31

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37	Non zero-sum stochastic games in admission, service and routing control in queueing systems. Queueing Systems, 1996, 23, 259-279.	0.9	30
38	Queueing in space. Advances in Applied Probability, 1994, 26, 1095-1116.	0.7	29
39	Inefficient Noncooperation in Networking Games of Common-Pool Resources. IEEE Journal on Selected Areas in Communications, 2008, 26, 1260-1268.	14.0	29
40	Dynamic Discrete Power Control in Cellular Networks. IEEE Transactions on Automatic Control, 2009, 54, 2328-2340.	5.7	29
41	Optimal Control of Sleep Periods for Wireless Terminals. IEEE Journal on Selected Areas in Communications, 2011, 29, 1605-1617.	14.0	29
42	Constrained Markov decision processes with total cost criteria: Occupation measures and primal LP. Mathematical Methods of Operations Research, 1996, 43, 45-72.	1.0	28
43	Constrained Markov decision processes with total cost criteria: Lagrangian approach and dual linear program. Mathematical Methods of Operations Research, 1998, 48, 387-417.	1.0	27
44	Delay Optimal Scheduling in a Two-Hop Vehicular Relay Network. Mobile Networks and Applications, 2010, 15, 97-111.	3.3	26
45	Bio-inspired delayed evolutionary game dynamics with networking applications. Telecommunication Systems, 2011, 47, 137-152.	2.5	26
46	On Elevator polling with globally gated regime. Queueing Systems, 1992, 11, 85-90.	0.9	25
47	ON THE COMPARISON OF QUEUEING SYSTEMS WITH THEIR FLUID LIMITS. Probability in the Engineering and Informational Sciences, 2001, 15, 165-178.	0.8	25
48	Analysis of TCP Vegas and TCP Reno. Telecommunication Systems, 2000, 15, 381-404.	2.5	24
49	Non-cooperative routing in loss networks. Performance Evaluation, 2002, 49, 257-272.	1.2	24
50	Non-Atomic Games for Multi-User Systems. IEEE Journal on Selected Areas in Communications, 2008, 26, 1047-1058.	14.0	24
51	On the Integration of Best-Effort and Guaranteed Performance Services. European Transactions on Telecommunications, 1999, 10, 125-134.	1.2	23
52	Expected waiting time in symmetric polling systems with correlated walking times. Queueing Systems, 2007, 56, 241-253.	0.9	22
53	Optimum and Equilibrium in Assignment Problems With Congestion: Mobile Terminals Association to Base Stations. IEEE Transactions on Automatic Control, 2013, 58, 2018-2031.	5.7	22
54	Caching games between Content Providers and Internet Service Providers. Performance Evaluation, 2017, 113, 13-25.	1.2	22

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55	Time-Sharing Policies for Controlled Markov Chains. <i>Operations Research</i> , 1993, 41, 1116-1124.	1.9	21
56	Markov Decision Evolutionary Games. <i>IEEE Transactions on Automatic Control</i> , 2010, 55, 1560-1569.	5.7	21
57	Stochastic Recursive Equations with Applications to Queues with Dependent Vacations. <i>Annals of Operations Research</i> , 2002, 112, 43-61.	4.1	20
58	Spatial SINR Games of Base Station Placement and Mobile Association. <i>IEEE/ACM Transactions on Networking</i> , 2012, 20, 1856-1869.	3.8	20
59	Optimal Forwarding in Delay-Tolerant Networks With Multiple Destinations. <i>IEEE/ACM Transactions on Networking</i> , 2013, 21, 1812-1826.	3.8	20
60	Self-Organizing Relays: Dimensioning, Self-Optimization, and Learning. <i>IEEE Transactions on Network and Service Management</i> , 2012, 9, 487-500.	4.9	19
61	Distributed Coordination of Self-Organizing Mechanisms in Communication Networks. <i>IEEE Transactions on Control of Network Systems</i> , 2014, 1, 328-337.	3.7	17
62	State-Policy Dynamics in Evolutionary Games. <i>Dynamic Games and Applications</i> , 2018, 8, 93-116.	1.9	17
63	Scheduling gain for frequency-selective Rayleigh-fading channels with application to self-organizing packet scheduling. <i>Performance Evaluation</i> , 2011, 68, 690-709.	1.2	16
64	Tradeoffs in green cellular networks. <i>Performance Evaluation Review</i> , 2011, 39, 67-71.	0.6	16
65	Polling systems with synchronization constraints. <i>Annals of Operations Research</i> , 1992, 35, 231-267.	4.1	15
66	Control of a hybrid stochastic system. <i>Systems and Control Letters</i> , 1993, 20, 307-314.	2.3	15
67	Stochastic Geometry Based Medium Access Games in Wireless Ad Hoc Networks. <i>IEEE Journal on Selected Areas in Communications</i> , 2012, 30, 2146-2157.	14.0	15
68	A Stochastic Game Approach for Competition over Popularity in Social Networks. <i>Dynamic Games and Applications</i> , 2013, 3, 313-323.	1.9	15
69	Dynamic Control of Coding for Progressive Packet Arrivals in DTNs. <i>IEEE Transactions on Wireless Communications</i> , 2013, 12, 725-735.	9.2	15
70	Reliable Transport in Delay-Tolerant Networks With Opportunistic Routing. <i>IEEE Transactions on Wireless Communications</i> , 2014, 13, 5546-5557.	9.2	15
71	Self-Optimizing Load Balancing With Backhaul-Constrained Radio Access Networks. <i>IEEE Wireless Communications Letters</i> , 2015, 4, 645-648.	5.0	15
72	Rate based flow control with bandwidth information. <i>European Transactions on Telecommunications</i> , 1997, 8, 55-65.	1.2	14

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73	Optimal Dissemination of Security Patches in Mobile Wireless Networks. IEEE Transactions on Information Theory, 2012, 58, 4714-4732.	2.4	14
74	A Controlled Matching Game for WLANs. IEEE Journal on Selected Areas in Communications, 2017, 35, 707-720.	14.0	14
75	An asymptotic simplex method for singularly perturbed linear programs. Operations Research Letters, 2002, 30, 295-307.	0.7	13
76	Semi-linear Stochastic Difference Equations. Discrete Event Dynamic Systems: Theory and Applications, 2009, 19, 115-136.	1.5	13
77	Multiscale fairness and its application to resource allocation in wireless networks. Computer Communications, 2012, 35, 820-828.	5.1	13
78	Discrete time queues with delayed information. Queueing Systems, 1995, 19, 361-376.	0.9	12
79	Stationary Anonymous Sequential Games with Undiscounted Rewards. Journal of Optimization Theory and Applications, 2015, 166, 686-710.	1.5	12
80	Optimal Investment Strategies for Competing Camps in a Social Network: A Broad Framework. IEEE Transactions on Network Science and Engineering, 2019, 6, 628-645.	6.4	12
81	A two phase investment game for competitive opinion dynamics in social networks. Information Processing and Management, 2020, 57, 102064.	8.6	12
82	Designing Virus-Resistant, High-Performance Networks: A Game-Formation Approach. IEEE Transactions on Control of Network Systems, 2018, 5, 1682-1692.	3.7	12
83	Control of a random walk with noisy delayed information. Systems and Control Letters, 1995, 24, 207-213.	2.3	11
84	Polling on a space with general arrival and service time distribution. Operations Research Letters, 1997, 20, 187-194.	0.7	11
85	Impact of mobility on call block, call drops and optimal cell size in small cell networks. , 2010, , .		11
86	Nash equilibrium based fairness. Mathematical Methods of Operations Research, 2012, 76, 43-65.	1.0	11
87	Fairness in online social network timelines: Measurements, models and mechanism design. Performance Evaluation, 2019, 129, 15-39.	1.2	11
88	On asymptotic optimization of a class of nonlinear stochastic hybrid systems. Mathematical Methods of Operations Research, 1998, 47, 289-315.	1.0	10
89	SCHEDULING OF AN INPUT-QUEUED SWITCH TO ACHIEVE MAXIMAL THROUGHPUT. Probability in the Engineering and Informational Sciences, 2000, 14, 327-334.	0.8	10
90	On loss probabilities in presence of redundant packets with random drop. Performance Evaluation, 2003, 53, 147-167.	1.2	10

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91	Opportunistic Scheduling in Cellular Systems in the Presence of Noncooperative Mobiles. IEEE Transactions on Information Theory, 2012, 58, 1757-1773.	2.4	10
92	Rate of Convergence of Empirical Measures and Costs in Controlled Markov Chains and Transient Optimality. Mathematics of Operations Research, 1994, 19, 955-974.	1.3	9
93	TCP modeling in the presence of nonlinear window growth. Teletraffic Science and Engineering, 2001, 4, 883-894.	0.4	9
94	Improving the transport performance in delay tolerant networks by random linear network coding and global acknowledgments. Ad Hoc Networks, 2013, 11, 2567-2587.	5.5	9
95	Generalising diagonal strict concavity property for uniqueness of Nash equilibrium. Indian Journal of Pure and Applied Mathematics, 2016, 47, 213-228.	0.5	9
96	Two-Tier Cellular Networks for Throughput Maximization of Static and Mobile Users. IEEE Transactions on Wireless Communications, 2019, 18, 997-1010.	9.2	9
97	On the Efficiency of Sampling and Countermeasures to Critical-Infrastructure-Targeted Malware Campaigns. Performance Evaluation Review, 2016, 43, 33-42.	0.6	9
98	Optimality of a Threshold Policy in the M/M/1 queue with repeated vacations. Mathematical Methods of Operations Research, 1996, 44, 75-96.	1.0	8
99	Analysis of Alternating-Priority Queueing Models with (Cross) Correlated Switchover Times. Queueing Systems, 2005, 51, 199-247.	0.9	8
100	Continuous polling models and application to ferry assisted WLAN. Annals of Operations Research, 2012, 198, 185-218.	4.1	8
101	Gated polling with stationary ergodic walking times, Markovian routing and random feedback. Annals of Operations Research, 2012, 198, 145-164.	4.1	8
102	Enforcing Bitrate-Stability for Adaptive Streaming Traffic in Cellular Networks. IEEE Transactions on Network and Service Management, 2019, 16, 1812-1825.	4.9	8
103	Timelines are Publisher-Driven Caches. Performance Evaluation Review, 2017, 44, 26-29.	0.6	8
104	On the value function in constrained control of Markov chains. Mathematical Methods of Operations Research, 1996, 44, 387-399.	1.0	7
105	Applications of Borovkov's Renovation Theory to Non-Stationary Stochastic Recursive Sequences and Their Control. Advances in Applied Probability, 1997, 29, 388-413.	0.7	6
106	Selected papers from the First Workshop on Modeling and Optimization in Mobile, Ad Hoc and Wireless Networks (WiOpt'2003). Performance Evaluation, 2004, 57, 423-425.	1.2	6
107	Mean-Field Game Approach to Admission Control of an M/M/1 Queue with Shared Service Cost. Dynamic Games and Applications, 2016, 6, 538-566.	1.9	6
108	Regular Ordering and Applications in Control Policies. Discrete Event Dynamic Systems: Theory and Applications, 2002, 12, 187-210.	1.5	5

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109	A Markovian Model for TCP Analysis in a Differentiated Services Network. Telecommunication Systems, 2004, 25, 129-155.	2.5	5
110	Spatial queueing for analysis, design and dimensioning of Picocell networks with mobile users. Performance Evaluation, 2011, 68, 710-727.	1.2	5
111	Normalized Nash Equilibrium for Power Allocation in Cognitive Radio Networks. IEEE Transactions on Cognitive Communications and Networking, 2015, 1, 86-99.	7.9	5
112	On the True Number of COVID-19 Infections: Effect of Sensitivity, Specificity and Number of Tests on Prevalence Ratio Estimation. International Journal of Environmental Research and Public Health, 2020, 17, 5328.	2.6	5
113	Performance Bounds and Pathwise Stability for Generalized Vacation and Polling Systems. Operations Research, 1998, 46, 137-148.	1.9	4
114	A Mixed Optimum in Symmetric Distributed Computer Systems. IEEE Transactions on Automatic Control, 2008, 53, 631-635.	5.7	4
115	An Author-Topic based Approach to Cluster Tweets and Mine their Location. Procedia Environmental Sciences, 2015, 27, 26-29.	1.4	4
116	Location Aware Opportunistic Bandwidth Sharing between Static and Mobile Users with Stochastic Learning in Cellular Networks. IEEE Transactions on Mobile Computing, 2019, 18, 1802-1815.	5.8	4
117	Sample Path Analysis of Token Rings. Teletraffic Science and Engineering, 1994, 1, 811-820.	0.4	4
118	Open-loop routing to M parallel servers with no buffers. Journal of Applied Probability, 2000, 37, 668-684.	0.7	3
119	On the workload process in a fluid queue with bursty input and selective discarding. Teletraffic Science and Engineering, 2001, 4, 757-768.	0.4	3
120	Queueing and Fluid Analysis of Partial Message Discarding Policy. Queueing Systems, 2003, 44, 253-280.	0.9	3
121	The Ordered Timeline Game: Strategic Posting Times Over a Temporally Ordered Shared Medium. Dynamic Games and Applications, 2016, 6, 429-455.	1.9	3
122	The Mask Game with Multiple Populations. Dynamic Games and Applications, 2022, 12, 147-167.	1.9	3
123	Perturbation of linear quadratic systems with jump parameters and hybrid controls. Mathematical Methods of Operations Research, 2000, 51, 399-417.	1.0	2
124	Estimating membership in a multicast session. Performance Evaluation Review, 2003, 31, 250-260.	0.6	2
125	Information Concealing Games. IEEE Transactions on Information Theory, 2010, 56, 4608-4630.	2.4	2
126	On The Robustness of Price-Anticipating Kelly Mechanism. IEEE/ACM Transactions on Networking, 2019, 27, 1558-1571.	3.8	2

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127	Beyond Herd Immunity Against Strategic Attackers. IEEE Access, 2020, 8, 66365-66399.	4.2	2
128	On the stability of timed token rings. Performance Evaluation, 1996, 26, 219-234.	1.2	1
129	La th�orie des jeux non-coop�ratifs appliqu�e aux r�seaux de t�l�communication. Annales Des Telecommunications/Annals of Telecommunications, 2007, 62, 827-846.	2.5	1
130	Impact of macrodiversity on capacity and coverage of �cellular �network. Telecommunication Systems, 2010, 43, 133-143.	2.5	1
131	Guest editorial: The economics of communication networks and systems. IEEE Journal on Selected Areas in Communications, 2012, 30, 2089-2092.	14.0	1
132	Preface: DGAA Special Issue on Dynamic Games for Networks. Dynamic Games and Applications, 2013, 3, 1-2.	1.9	1
133	Hawks and Doves in a Dynamic Framework. Dynamic Games and Applications, 2013, 3, 24-37.	1.9	1
134	Paradoxes in Semi-Dynamic Evolutionary Power Control Game: When Intuition Fools You!. IEEE Transactions on Wireless Communications, 2013, 12, 5728-5739.	9.2	1
135	On Nonzero-Sum Game Considered on Solutions of a Hybrid System with Frequent Random Jumps. Dynamic Games and Applications, 2017, 7, 386-401.	1.9	1
136	Competitive Selection of Ephemeral Relays in Wireless Networks. IEEE Journal on Selected Areas in Communications, 2017, 35, 586-600.	14.0	1
137	Core Stable Algorithms for Coalition Games with Complementarities and Peer Effects. Performance Evaluation Review, 2015, 43, 72-75.	0.6	1
138	ON THE WORKLOAD PROCESS IN A FLUID QUEUE WITH A RESPONSIVE BURSTY INPUT AND SELECTIVE DISCARDING. Probability in the Engineering and Informational Sciences, 2003, 17, 527-543.	0.8	0
139	Guest Editorial: Special Issue ��SM 85-Wireless and Mobile Computing, Networking and Communications��. Mobile Networks and Applications, 2010, 15, 187-190.	3.3	0
140	Correction to "Analysis and Optimization of Sleeping Mode in WiMAX via Stochastic Decomposition Techniques" [Sep 11 1630-1640]. IEEE Journal on Selected Areas in Communications, 2012, 30, 846-846.	14.0	0
141	Routing into parallel collision channels. Performance Evaluation Review, 2020, 48, 15-17.	0.6	0