

Minyi Huang

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

58
papers

2,169
citations

17
h-index

46
g-index

67
ext. papers

2,763
ext. citations

3.2
avg, IF

5.47
L-index

#	Paper	IF	Citations
58	Linear Quadratic Mean Field Games: Decentralized $O(1/N)$ -Nash Equilibria. <i>Journal of Systems Science and Complexity</i> , 2021 , 34, 2003-2035	1	1
57	Mean-Field Transmission Power Control in Dense Networks. <i>IEEE Transactions on Control of Network Systems</i> , 2021 , 8, 99-110	4	3
56	Linear-quadratic mean field games with a major player: Nash certainty equivalence versus master equations. <i>Communications in Information and Systems</i> , 2021 , 21, 441-471	0.8	0
55	Linear quadratic mean field games with a major player: The multi-scale approach. <i>Automatica</i> , 2020 , 113, 108774	5.7	6
54	Mean Field Stackelberg Games: State Feedback Equilibrium. <i>IFAC-PapersOnLine</i> , 2020 , 53, 2237-2242	0.7	
53	Linear Quadratic Mean Field Games: Asymptotic Solvability and Relation to the Fixed Point Approach. <i>IEEE Transactions on Automatic Control</i> , 2020 , 65, 1397-1412	5.9	12
52	Linear-quadratic mean field control: The invariant subspace method. <i>Automatica</i> , 2019 , 107, 582-586	5.7	4
51	Binary Mean Field Stochastic Games: Stationary Equilibria and Comparative Statics. <i>The IMA Volumes in Mathematics and Its Applications</i> , 2019 , 283-313	0.5	
50	Graphon Mean Field Games and the GMFG Equations: ϵ Nash Equilibria 2019 ,		4
49	Linear quadratic mean field social optimization: Asymptotic solvability 2019 ,		3
48	Stochastic Optimal Control with Markovian Lossy State Observations 2019 ,		1
47	Mean field production output control with sticky prices: Nash and social solutions. <i>Automatica</i> , 2019 , 100, 90-98	5.7	17
46	Mean field games for production output adjustment with noisy sticky prices 2018 ,		1
45	Linear-Quadratic Mean Field Control: The Hamiltonian Matrix and Invariant Subspace Method 2018 ,		2
44	Graphon Mean Field Games and the GMFG Equations 2018 ,		13
43	Mean Field Games 2018 , 345-372		5
42	Robust Mean Field Linear-Quadratic-Gaussian Games with Unknown L^2 -Disturbance. <i>SIAM Journal on Control and Optimization</i> , 2017 , 55, 2811-2840	1.9	21

41	Mean field stochastic games with binary actions: Stationary threshold policies 2017 ,		1
40	Mean field games with poisson point processes and impulse control 2017 ,		2
39	Mean Field Games 2017 , 1-28		23
38	A Characterization of Sub-game Perfect Equilibria for SDEs of Mean-Field Type. <i>Dynamic Games and Applications</i> , 2016 , 6, 55-81	1.1	18
37	Linear-quadratic mean field teams with a major agent 2016 ,		13
36	Mean field social control with decentralized strategies and optimality characterization 2016 ,		4
35	Mean field stochastic games: Monotone costs and threshold policies 2016 ,		5
34	Mean field games for stochastic growth with relative consumption 2016 ,		1
33	Mean Field Games for Stochastic Growth with Relative Utility. <i>Applied Mathematics and Optimization</i> , 2016 , 74, 643-668	1.5	11
32	Mean field social optima in production output adjustment 2016 ,		2
31	Dynamic production output adjustment with sticky prices: A mean field game approach 2015 ,		5
30	A Mean Field Game Theoretic Approach for Security Enhancements in Mobile Ad hoc Networks. <i>IEEE Transactions on Wireless Communications</i> , 2014 , 13, 1616-1627	9.6	54
29	Mean field capital accumulation with stochastic depreciation 2014 ,		3
28	A Mean Field Capital Accumulation Game with HARA Utility. <i>Dynamic Games and Applications</i> , 2013 , 3, 446-472	1.1	17
27	A distributed interference control scheme in large cellular networks using mean-field game theory 2013 ,		2
26	Mean field LQG games with model uncertainty 2013 ,		2
25	Mean field capital accumulation games: The long time behavior 2013 ,		8
24	Opinion dynamics with noisy information 2013 ,		5

23	Stochastic Approximation for Consensus: A New Approach via Ergodic Backward Products. <i>IEEE Transactions on Automatic Control</i> , 2012 , 57, 2994-3008	5.9	38
22	Linear-Quadratic-Gaussian Mixed Games with Continuum-Parametrized Minor Players. <i>SIAM Journal on Control and Optimization</i> , 2012 , 50, 2907-2937	1.9	65
21	. <i>IEEE Transactions on Automatic Control</i> , 2012 , 57, 1736-1751	5.9	115
20	Mean Field Stochastic Games with Discrete States and Mixed Players. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2012 , 138-151	0.2	8
19	Mean Field LQG Control in Leader-Follower Stochastic Multi-Agent Systems: Likelihood Ratio Based Adaptation. <i>IEEE Transactions on Automatic Control</i> , 2012 , 57, 2801-2816	5.9	30
18	Mean field LQG games with mass behavior responsive to a major player 2012 ,		14
17	Mean field LQG games with a major player: Continuum parameters for minor players 2011 ,		4
16	Social dynamics in mean field LQG control: Egoistic and altruistic agents 2010 ,		6
15	Optimality of adaption based Mean Field control laws in leader-follower stochastic collective dynamics 2010 ,		3
14	Stochastic approximation for consensus with general time-varying weight matrices 2010 ,		4
13	Probabilistic Analysis of Resequencing Queue Length in Multipath Packet Data Networks 2010 ,		2
12	Stochastic Consensus Seeking With Noisy and Directed Inter-Agent Communication: Fixed and Randomly Varying Topologies. <i>IEEE Transactions on Automatic Control</i> , 2010 , 55, 235-241	5.9	121
11	Large-Population LQG Games Involving a Major Player: The Nash Certainty Equivalence Principle. <i>SIAM Journal on Control and Optimization</i> , 2010 , 48, 3318-3353	1.9	175
10	The NCE (Mean Field) Principle With Locality Dependent Cost Interactions. <i>IEEE Transactions on Automatic Control</i> , 2010 , 55, 2799-2805	5.9	48
9	A Distributed Consensus-Based Cooperative Spectrum-Sensing Scheme in Cognitive Radios. <i>IEEE Transactions on Vehicular Technology</i> , 2010 , 59, 383-393	6.8	167
8	Defense against spectrum sensing data falsification attacks in mobile ad hoc networks with cognitive radios 2009 ,		52
7	Distributed Spectrum Sensing in Cognitive Radio Networks 2009 ,		5
6	Stochastic consensus seeking with measurement noise: Convergence and asymptotic normality 2008 ,		7

5	A locality generalization of the NCE (Mean Field) principle: Agent specific cost interactions 2008 ,		1
4	Large-Population Cost-Coupled LQG Problems With Nonuniform Agents: Individual-Mass Behavior and Decentralized ϵ -Nash Equilibria. <i>IEEE Transactions on Automatic Control</i> , 2007 , 52, 1560-1571	5.9	536
3	Large population stochastic dynamic games: closed-loop McKean-Vlasov systems and the Nash certainty equivalence principle. <i>Communications in Information and Systems</i> , 2006 , 6, 221-252	0.8	469
2			29
1	Linear Quadratic Mean Field Social Optimization: Asymptotic Solvability and Decentralized Control. <i>Applied Mathematics and Optimization</i> , 1	1.5	1