

Georgios C Chasparis

List of Publications by Year in descending order

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Version: 2024-02-01

40
papers

349
citations

1163117

8
h-index

1058476

14
g-index

40
all docs

40
docs citations

40
times ranked

284
citing authors

#	ARTICLE	IF	CITATIONS
1	Feature and model selection for day-ahead electricity-load forecasting in residential buildings. Energy and Buildings, 2021, 249, 111200.	6.7	18
2	Corrections to “Stochastic Stability of Perturbed Learning Automata in Positive-Utility Games” [Nov 19 4454-4469]. IEEE Transactions on Automatic Control, 2020, 65, 1822-1822.	5.7	0
3	Reinforcement-Learning-based Optimization for Day-ahead Flexibility Extraction in Battery Pools. IFAC-PapersOnLine, 2020, 53, 13351-13358.	0.9	4
4	Feature Extraction for Day-ahead Electricity-Load Forecasting in Residential Buildings. IFAC-PapersOnLine, 2020, 53, 13094-13100.	0.9	4
5	Measurement-based efficient resource allocation with demand-side adjustments. Automatica, 2019, 106, 274-283.	5.0	1
6	Stochastic Stability of Perturbed Learning Automata in Positive-Utility Games. IEEE Transactions on Automatic Control, 2019, 64, 4454-4469.	5.7	6
7	Learning-Based Dynamic Pinning of Parallelized Applications in Many-Core Systems. , 2019, , .		0
8	Efficient Dynamic Pinning of Parallelized Applications by Distributed Reinforcement Learning. International Journal of Parallel Programming, 2019, 47, 24-38.	1.5	3
9	A cooperative demand-response framework for day-ahead optimization in battery pools. Energy Informatics, 2019, 2, .	2.3	8
10	Aspiration-based Perturbed Learning Automata. , 2018, , .		2
11	Generalized online transfer learning for climate control in residential buildings. Energy and Buildings, 2017, 139, 63-71.	6.7	43
12	Supervisory output prediction for bilinear systems by reinforcement learning. IET Control Theory and Applications, 2017, 11, 1514-1521.	2.1	2
13	Efficient Dynamic Pinning of Parallelized Applications by Reinforcement Learning with Applications. Lecture Notes in Computer Science, 2017, , 164-176.	1.3	4
14	Stochastic stability analysis of perturbed learning automata with constant step-size in strategic-form games. , 2017, , .		2
15	Regression Models for Output Prediction of Thermal Dynamics in Buildings. Journal of Dynamic Systems, Measurement and Control, Transactions of the ASME, 2017, 139, .	1.6	4
16	On the optimization of material usage in power transformer manufacturing. , 2016, , .		2
17	Online transfer learning for climate control in residential buildings. , 2016, , .		2
18	Design and implementation of distributed resource management for time-sensitive applications. Automatica, 2016, 64, 44-53.	5.0	9

#	ARTICLE	IF	CITATIONS
19	Framework for Fast Prototyping of Energy-Saving Controllers. , 2015, , .		0
20	Reinforcement-learning-based efficient resource allocation with demand-side adjustments. , 2015, , .		3
21	Nonconvergence to saddle boundary points under perturbed reinforcement learning. International Journal of Game Theory, 2015, 44, 667-699.	0.5	9
22	Supervisory system identification for bilinear systems with application to thermal dynamics in buildings. , 2014, , .		3
23	Coevolutionary modeling in network formation. , 2014, , .		0
24	Realistic User Behavior Modeling for Energy Saving in Residential Buildings. , 2014, , .		5
25	Nonlinear system identification of thermal dynamics in buildings. , 2014, , .		5
26	Network Formation: Neighborhood Structures, Establishment Costs, and Distributed Learning. IEEE Transactions on Cybernetics, 2013, 43, 1950-1962.	9.5	12
27	A Game-Theoretic Resource Manager for RT Applications. , 2013, , .		16
28	Aspiration Learning in Coordination Games. SIAM Journal on Control and Optimization, 2013, 51, 465-490.	2.1	13
29	Distributed management of CPU resources for time-sensitive applications. , 2013, , .		4
30	A decomposition approach to multi-region optimal power flow in electricity networks. , 2013, , .		2
31	Distributed Dynamic Reinforcement of Efficient Outcomes in Multiagent Coordination and Network Formation. Dynamic Games and Applications, 2012, 2, 18-50.	1.9	25
32	Perturbed learning automata in potential games. , 2011, , .		11
33	Aspiration learning in coordination games. , 2010, , .		5
34	Control of preferences in social networks. , 2010, , .		26
35	Efficient network formation by distributed reinforcement. , 2008, , .		4
36	Distributed dynamic reinforcement of efficient outcomes in multiagent coordination. , 2007, , .		1

#	ARTICLE	IF	CITATIONS
37	Analysis and Model-Based Control of Servomechanisms With Friction. Journal of Dynamic Systems, Measurement and Control, Transactions of the ASME, 2004, 126, 911-915.	1.6	40
38	Analysis and model-based control of servomechanisms with friction. , 0, , .		27
39	Linear-programming-based multi-vehicle path planning with adversaries. , 0, , .		23
40	LP-Based Multi-Vehicle Path Planning with Adversaries. , 0, , 261-279.		1