Tamer Basar

List of Publications by Citations

259 papers	6,258 citations	35 h-index	71 g-index
290 ext. papers	7,970 ext. citations	3.8 avg, IF	6.49 L-index

#	Paper	IF	Citations
259	. *IEEE Transactions on Smart Grid*, **2013**, 4, 120-132	10.7	507
258	Quantized consensus. *Automatica*, **2007**, 43, 1192-1203	5.7	460
257	Optimal control of LTI systems over unreliable communication links. *Automatica*, **2006**, 42, 1429-1439	5.7	402
256	Dynamic Noncooperative Game Theory, 2nd Edition **1998**,		389
255	H∞Optimal Control and Related. *Systems and Control: Foundations and Applications*, **1991**,	0.3	289
254	CDMA Uplink Power Control as a Noncooperative Game. *Wireless Networks*, **2002**, 8, 659-670	2.5	231
253	Optimal control in the presence of an intelligent jammer with limited actions **2010**,		135
252	Distributed algorithms for the computation of noncooperative equilibria. *Automatica*, **1987**, 23, 523-533	5.7	108
251	. *IEEE Transactions on Automatic Control*, **2013**, 58, 2246-2260	5.9	97
250	Robust and resilient control design for cyber-physical systems with an application to power systems **2011**,		97
249	Risk-Sensitive Mean-Field Games. *IEEE Transactions on Automatic Control*, **2014**, 59, 835-850	5.9	93
248	. *IEEE Transactions on Automatic Control*, **2015**, 60, 1886-1897	5.9	93
247	Informational properties of the Nash solutions of two stochastic nonzero-sum games. *Journal of Economic Theory*, **1974**, 7, 370-387	1.4	93
246	Simultaneous design of measurement and control strategies for stochastic systems with feedback. *Automatica*, **1989**, 25, 679-694	5.7	80
245	Stochastic Networked Control Systems **2013**,		71
244	Nash Equilibrium and Decentralized Negotiation in Auctioning Divisible Resources. *Group Decision and Negotiation*, **2003**, 12, 361-395	2.5	68
243	Optimal Nonlinear Pricing for a Monopolistic Network Service Provider with Complete and Incomplete Information. *IEEE Journal on Selected Areas in Communications*, **2007**, 25, 1216-1223	14.2	64

242	. *IEEE Transactions on Automatic Control*, **2017**, 62, 1062-1077	5.9	58
241	Prospect theory for enhanced cyber-physical security of drone delivery systems: A network interdiction game **2017**,		58
240	Game-theoretic analysis of an aerial jamming attack on a UAV communication network **2010**,		56
239	Stochastic games for security in networks with interdependent nodes **2009**,		56
238	Stability of epidemic models over directed graphs: A positive systems approach. *Automatica*, **2016**, 74, 126-134	5.7	55
237	Multi-Agent Reinforcement Learning: A Selective Overview of Theories and Algorithms. *Studies in Systems, Decision and Control*, **2021**, 321-384	0.8	52
236	Optimal estimation with limited measurements. *International Journal of Systems, Control and Communications*, **2010**, 2, 5	0.5	50
235	Relaxation techniques and asynchronous algorithms for on-line computation of non-cooperative equilibria. *Journal of Economic Dynamics and Control*, **1987**, 11, 531-549	1.3	50
234	. *IEEE Transactions on Automatic Control*, **2017**, 62, 6168-6182	5.9	49
233	Resilient control of cyber-physical systems against Denial-of-Service attacks **2013**,		49
232	. *IEEE Journal on Selected Areas in Communications*, **2012**, 30, 2220-2230	14.2	45
231	. *Proceedings of the IEEE*, **2017**, 105, 205-218	14.3	43
230	Dynamic policy-based IDS configuration **2009**,		42
229	. *IEEE Transactions on Automatic Control*, **2014**, 59, 555-570	5.9	40
228	. *IEEE Transactions on Control of Network Systems*, **2018**, 5, 770-781	4	37
227	. *IEEE Journal on Selected Areas in Communications*, **2012**, 30, 2006-2015	14.2	37
226	A differential game approach to distributed demand side management in smart grid **2012**,		37
225	A hierarchical security architecture for cyber-physical systems **2011**,		37

224	On a Modified DeGroot-Friedkin model of opinion dynamics **2015**,		35
223	Decentralized risk-sensitive controller design for strict-feedback systems. *Systems and Control Letters*, **2003**, 50, 383-393	2.4	35
222	. *IEEE Transactions on Automatic Control*, **2019**, 64, 4891-4906	5.9	34
221	Heterogeneous learning in zero-sum stochastic games with incomplete information **2010**,		34
220	Linear quadratic mean field Stackelberg differential games. *Automatica*, **2018**, 97, 200-213	5.7	34
219	. *IEEE Transactions on Automatic Control*, **2016**, 61, 2936-2946	5.9	32
218	Prices of Anarchy, Information, and Cooperation in Differential Games. *Dynamic Games and Applications*, **2011**, 1, 50-73	1.1	31
217	Networked Multi-Agent Reinforcement Learning in Continuous Spaces **2018**,		31
216	. *IEEE Transactions on Automatic Control*, **2016**, 61, 3870-3884	5.9	30
215	. *IEEE Transactions on Automatic Control*, **2018**, 63, 3793-3808	5.9	29
214	. *IEEE Transactions on Automatic Control*, **2019**, 64, 2352-2367	5.9	29
213	Modeling, estimation, and analysis of epidemics over networks: An overview. *Annual Reviews in Control*, **2020**, 50, 345-360	10.3	28
212	. *IEEE Transactions on Control Systems Technology*, **2020**, 28, 79-93	4.8	28
211	Model Simplification and Optimal Control of Stochastic Singularly Perturbed Systems under Exponentiated Quadratic Cost. *SIAM Journal on Control and Optimization*, **1996**, 34, 1734-1766	1.9	27
210	Exponential convergence of a distributed algorithm for solving linear algebraic equations. *Automatica*, **2017**, 83, 37-46	5.7	26
209	Bayesian decision aggregation in collaborative intrusion detection networks **2010**,		25
208	Game Theory for Next Generation Wireless and Communication Networks: Modeling, Analysis, and Design **2019**,		25
207	Robust Mean Field Games. *Dynamic Games and Applications*, **2016**, 6, 277-303	1.1	24

206	Stability properties of infected networks with low curing rates **2014**,		24
205	Deceptive routing games **2012**,		24
204	Physical layer security: Coalitional games for distributed cooperation **2009**,		24
203	Optimum H designs under sampled state measurements. *Systems and Control Letters*, **1991**, 16, 399-409	2.4	24
202	H_{infty} Bumpless Transfer Under Controller Uncertainty. *IEEE Transactions on Automatic Control*, **2009**, 54, 1718-1723	5.9	23
201	Intrusion Response as a Resource Allocation Problem **2006**,		23
200	Stability structures of conjunctive Boolean networks. *Automatica*, **2018**, 89, 8-20	5.7	23
199	Complexity of equilibrium in competitive diffusion games on social networks. *Automatica*, **2016**, 68, 100-110	5.7	22
198	Common Information Based Markov Perfect Equilibria for Linear-Gaussian Games with Asymmetric Information. *SIAM Journal on Control and Optimization*, **2014**, 52, 3228-3260	1.9	22
197	Internal stability of linear consensus processes **2014**,		22
196	A dynamic transmitter-jammer game with asymmetric information **2012**,		22
195	A dynamic game-theoretic approach to resilient control system design for cascading failures **2012**,		22
194	Information-Driven Autonomous Intersection Control via Incentive Compatible Mechanisms. *IEEE Transactions on Intelligent Transportation Systems*, **2019**, 20, 912-924	6.1	21
193	Robust Rate Control for Heterogeneous Network Access in Multihomed Environments. *IEEE Transactions on Mobile Computing*, **2009**, 8, 41-51	4.6	21
192	. *IEEE Transactions on Automatic Control*, **2017**, 62, 291-304	5.9	20
191	Graph-theoretic approach for connectivity maintenance in mobile networks in the presence of a jammer **2010**,		20
190	Affine Incentive Schemes for Stochastic Systems with Dynamic Information. *SIAM Journal on Control and Optimization*, **1984**, 22, 199-210	1.9	20
189	Toward an Internet of Battlefield Things: A Resilience Perspective. *Computer*, **2018**, 51, 24-36	1.6	20

188	A game-theoretical approach to incentive design in collaborative intrusion detection networks **2009**,		19
187	Game-theoretic analysis of a visibility based pursuit-evasion game in the presence of obstacles **2009**,		18
186	Game-theoretic analysis of node capture and cloning attack with multiple attackers in wireless sensor networks **2012**,		18
185	Minimax control of switching systems under sampling. *Systems and Control Letters*, **1995**, 25, 315-325	2.4	18
184	**2015**,		17
183	Dynamic Games in Cyber-Physical Security: An Overview. *Dynamic Games and Applications*, **2019**, 9, 884-913	1.3	17
182	Optimal communication scheduling and remote estimation over an additive noise channel. *Automatica*, **2018**, 88, 57-69	5.7	17
181	Markov--Nash Equilibria in Mean-Field Games with Discounted Cost. *SIAM Journal on Control and Optimization*, **2018**, 56, 4256-4287	1.9	17
180	Minimax control over unreliable communication channels. *Automatica*, **2015**, 59, 182-193	5.7	16
179	Privacy constrained information processing **2015**,		16
178	Dynamic Interference Minimization Routing Game for On-Demand Cognitive Pilot Channel **2010**,		16
177	Robust Mean Field Games with Application to Production of an Exhaustible Resource. *IFAC Postprint Volumes IPPV / International Federation of Automatic Control*, **2012**, 45, 454-459		16
176	Multi-competitive viruses over static and time-varying networks **2017**,		15
175	Sampling multidimensional Wiener processes **2014**,		15
174	Distributed Coalition Formation Games for Secure Wireless Transmission. *Mobile Networks and Applications*, **2011**, 16, 231-245	2.9	15
173	Singular surfaces in multi-agent connectivity maintenance games **2011**,		15
172	. *IEEE Transactions on Control of Network Systems*, **2017**, 4, 71-81	4	14
171	Hierarchical multistage Gaussian signaling games in noncooperative communication and control systems. *Automatica*, **2019**, 107, 9-20	5.7	14

170	A Visibility-Based Pursuit-Evasion Game with a Circular Obstacle. *Journal of Optimization Theory and Applications*, **2016**, 171, 1071-1082	1.6	14
169	An impact-aware defense against Stuxnet **2013**,		14
168	Mixed integer optimal compensation: Decompositions and mean-field approximations **2012**,		14
167	Variations on the theme of the Witsenhausen counterexample **2008**,		14
166	Optimum design of measurement channels and control policies for linear-quadratic stochastic systems. *European Journal of Operational Research*, **1994**, 73, 226-236	5.6	14
165	Differential Game-Theoretic Approach to a Spatial Jamming Problem **2013**, 245-268		14
164	Risk-sensitive control of Markov jump linear systems: Caveats and difficulties. *International Journal of Control, Automation and Systems*, **2017**, 15, 462-467	2.9	13
163	. *IEEE Transactions on Information Theory*, **2015**, 61, 4331-4344	2.8	13
162	Unified stability criteria for slowly time-varying and switched linear systems. *Automatica*, **2018**, 96, 110-120	3.9	13
161	A Stackelberg game for multi-period demand response management in the smart grid **2015**,		13
160	On remote estimation with multiple communication channels **2016**,		13
159	On the analysis of a continuous-time bi-virus model **2016**,		13
158	. *IEEE Journal on Selected Topics in Signal Processing*, **2018**, 12, 673-687	7.5	12
157	**2015**,		12
156	Agent-based cyber control strategy design for resilient control systems: Concepts, architecture and methodologies **2012**,		12
155	Risk-Sensitive Mean-Field Stochastic Differential Games. *IFAC Postprint Volumes IPPV / International Federation of Automatic Control*, **2011**, 44, 3222-3227		12
154	Time-scale separation and robust controller design for uncertain nonlinear singularly perturbed systems under perfect state measurements. *International Journal of Robust and Nonlinear Control*, **1996**, 6, 585-608	3.6	12
153	. *IEEE Transactions on Automatic Control*, **2019**, 64, 1503-1518	5.9	12

152	Secure Sensor Design for Cyber-Physical Systems Against Advanced Persistent Threats. *Lecture Notes in Computer Science*, **2017**, 91-111	0.9	12
151	A Game of Drones: Cyber-Physical Security of Time-Critical UAV Applications With Cumulative Prospect Theory Perceptions and Valuations. *IEEE Transactions on Communications*, **2020**, 68, 6990-7006	6.9	12
150	Robust mean field games for coupled Markov jump linear systems. *International Journal of Control*, **2016**, 89, 1367-1381	1.5	11
149	Stability properties of infection diffusion dynamics over directed networks **2014**,		11
148	Characterizing the positive semidefiniteness of signed Laplacians via Effective Resistances **2016**,		11
147	Control over lossy networks: A dynamic game approach **2014**,		10
146	Optimal control with limited control actions and lossy transmissions **2008**,		10
145	Design of minimax controllers for linear systems with non-zero initial states under specified information structures. *International Journal of Robust and Nonlinear Control*, **1992**, 2, 1-30	3.6	10
144	Jamming in mobile networks: A game-theoretic approach. *Numerical Algebra, Control and Optimization*, **2013**, 3, 1-30	1.7	10
143	A Communication-Efficient Multi-Agent Actor-Critic Algorithm for Distributed Reinforcement Learning* **2019**,		10
142	Time-scale separation and robust controller design for uncertain nonlinear singularly perturbed systems under perfect state measurements **1996**, 6, 585		10
141	Minimax estimation with intermittent observations. *Automatica*, **2015**, 62, 122-133	5.7	9
140	A continuous-time distributed algorithm for solving linear equations **2016**,		9
139	Convergence Time of Quantized Metropolis Consensus Over Time-Varying Networks. *IEEE Transactions on Automatic Control*, **2016**, 61, 4048-4054	5.9	9
138	On a continuous-time multi-group bi-virus model with human awareness **2017**,		9
137	**2015**,		9
136	Optimal sensor scheduling and remote estimation over an additive noise channel **2015**,		9
135	Hybrid risk-sensitive mean-field stochastic differential games with application to molecular biology **2011**,		9

116	Security games with decision and observation errors **2010**,		7
115	Optimum coding and decoding schemes for the transmission of a stochastic process over a continuous-time stochastic channel with partially unknown statisticst ▯*Stochastics*, **1982**, 8, 213-237		7
114	. *IEEE Transactions on Automatic Control*, **2020**, 65, 2536-2549	5.9	7
113	**2016**,		7
112	On Semidefiniteness of Signed Laplacians with Application to Microgrids. *IFAC-PapersOnLine*, **2016**, 49, 97-102	0.7	7
111	. *IEEE Transactions on Signal Processing*, **2021**, 69, 284-299	4.8	7
110	. *IEEE Transactions on Control of Network Systems*, **2021**, 1-1	4	7
109	. *IEEE Transactions on Signal Processing*, **2020**, 68, 3296-3311	4.8	6
108	Multi-Resolution Large Population Stochastic Differential Games and Their Application to Demand Response Management in the Smart Grid. *Dynamic Games and Applications*, **2013**, 3, 68-88	1.1	6
107	Numerical approximation for a visibility based pursuit-evasion game **2014**,		6
106	Estimation over lossy networks: A dynamic game approach **2013**,		6
105	Stochastic incentive problems with partial dynamic information and multiple levels of hierarchy. *European Journal of Political Economy*, **1989**, 5, 203-217	2	6
104	A Bandwidth expanding scheme for communication channels with noiseless feedback in the presence of unknown jamming noise. *Journal of the Franklin Institute*, **1984**, 317, 73-88	4	6
103	On stochastic incentive control problems with partial dynamic information. *Systems and Control Letters*, **1985**, 6, 69-75	2.4	6
102	A Multi-Agent Off-Policy Actor-Critic Algorithm for Distributed Reinforcement Learning. *IFAC-PapersOnLine*, **2020**, 53, 1549-1554	0.7	6
101	Communication scheduling and remote estimation with adversarial intervention. *IEEE/CAA Journal of Automatica Sinica*, **2019**, 6, 32-44	7	6
100	. *IEEE Transactions on Automatic Control*, **2019**, 64, 3085-3100	5.9	6
99	Multi-competitive viruses over time-varying networks with mutations and human awareness. *Automatica*, **2021**, 123, 109330	5.7	6

98	Nonzero-Sum Differential Games **2018**, 61-110		6
97	Price of anarchy and an approximation algorithm for the binary-preference capacitated selfish replication game. *Automatica*, **2017**, 76, 153-163	5.7	5
96	. *IEEE Transactions on Communications*, **2018**, 66, 6040-6049	6.9	5
95	Optimal capacity allocation for sampled networked systems. *Automatica*, **2017**, 85, 100-112	5.7	5
94	Cash-settled options for wholesale electricity markets. *IFAC-PapersOnLine*, **2017**, 50, 13605-13611	0.7	5
93	**2015**,		5
92	Fictitious play with time-invariant frequency update for network security **2010**,		5
91	A constrained evolutionary Gaussian multiple access channel game **2009**,		5
90	**2016**,		5
89	Strategic control of a tracking system **2016**,		5
88	Risk-Sensitive Mean Field Games via the Stochastic Maximum Principle. *Dynamic Games and Applications*, **2019**, 9, 1100-1125	1.1	5
87	Differentially Private Gossip Gradient Descent **2018**,		5
86	Approximate Nash Equilibria in Partially Observed Stochastic Games with Mean-Field Interactions. *Mathematics of Operations Research*, **2019**, 44, 1006-1033	1.5	4
85	. *IEEE Transactions on Signal Processing*, **2019**, 67, 2528-2542	4.8	4
84	Riccati Equations in Nash and Stackelberg Differential and Dynamic Games. *IFAC-PapersOnLine*, **2017**, 50, 9547-9554	0.7	4
83	Modification of social dominance in social networks by selective adjustment of interpersonal weights **2017**,		4
82	Discrete-time decentralized control using the risk-sensitive performance criterion in the large population regime: A mean field approach **2015**,		4
81	Controllability of formations over directed graphs **2015**,		4

80	Distributed evaluation and convergence of self-appraisals in social networks **2015**,		4
79	Value of demand response in the smart grid **2013**,		4
78	L1 adaptive controller for a rotary steerable system **2011**,		4
77	Evolutionary Games for Hybrid Additive White Gaussian Noise Multiple Access Control **2009**,		4
76	Distributed hypothesis testing with a fusion center: The conditionally dependent case **2008**,		4
75	On the existence and uniqueness of closed-loop sampled-data nash controls in linear-quadratic stochastic differential games **1980**, 193-203		4
74	Stochastic Differential Games and Intricacy of Information Structures. *Dynamic Modeling and Econometrics in Economics and Finance*, **2014**, 23-49		4
73	. *IEEE Transactions on Automatic Control*, **2020**, 1-1	5.9	4
72	Approximate Markov-Nash Equilibria for Discrete-Time Risk-Sensitive Mean-Field Games. *Mathematics of Operations Research*, **2020**, 45, 1596-1620	1.5	4
71	. *IEEE Transactions on Automatic Control*, **2021**, 66, 2177-2190	5.9	4
70	Dynamic Information Disclosure for Deception* **2018**,		4
69	Distributed learning of average belief over networks using sequential observations. *Automatica*, **2020**, 115, 108857	5.7	3
68	Quantifying Market Efficiency Impacts of Aggregated Distributed Energy Resources. *IEEE Transactions on Power Systems*, **2020**, 35, 4067-4077	7	3
67	Optimal strategies for dynamic weight selection in consensus protocols in the presence of an adversary **2014**,		3
66	Countries' survival in networked international environments **2017**,		3
65	Asymptotic behavior of a reduced conjunctive Boolean network **2017**,		3
64	A dynamic random access game with energy constraints **2009**,		3
63	On the Optimality of Linear Signaling to Deceive Kalman Filters over Finite/Infinite Horizons. *Lecture Notes in Computer Science*, **2019**, 459-478	0.9	3

62	On Communication over Gaussian Sensor Networks with Adversaries: Further Results. *Lecture Notes in Computer Science*, **2013**, 1-9	0.9	3
61	. *IEEE Transactions on Intelligent Transportation Systems*, **2020**, 21, 4995-5009	6.1	3
60	On Remote Estimation with communication scheduling and power allocation **2016**,		3
59	On Communication Scheduling and Remote Estimation in the Presence of an Adversary as a Nonzero-sum Game **2018**,		3
58	Centralized volatility reduction for electricity markets. *International Journal of Electrical Power and Energy Systems*, **2021**, 133, 107101	5.1	3
57	Decentralized Online Convex Optimization with Feedback Delays. *IEEE Transactions on Automatic Control*, **2021**, 1-1	5.9	3
56	The Impact of Aggregating Distributed Energy Resources on Electricity Market Efficiency **2019**,		2
55	Joint optimization of communication scheduling and online power allocation in remote estimation **2016**,		2
54	**2015**,		2
53	Connections between stability conditions for slowly time-varying and switched linear systems **2015**,		2
52	Consensus with linear objective maps **2015**,		2
51	Products of generalized stochastic Sarymsakov matrices **2015**,		2
50	Dynamic incentive design in multi-stage linear-Gaussian games with asymmetric information: A common information based approach **2014**,		2
49	L1 adaptive controller for systems with input quantization **2010**,		2
48	Dynamic Secure Routing Game in Distributed Cognitive Radio Networks **2011**,		2
47	H∞ optimal control for singularly perturbed systems part i: perfect state measurements **1992**,		2
46	Controlling a Networked SIS Model via a Single Input over Undirected Graphs. *IFAC-PapersOnLine*, **2020**, 53, 10981-10986	0.7	2
45	A Three-Stage Colonel Blotto Game with Applications to Cyber-Physical Security **2014**,		2

44	. *IEEE Transactions on Control Systems Technology*, **2021**, 29, 1019-1034	4.8	2
43	Input-output stability of linear consensus processes **2016**,		2
42	Decomposition and Mean-Field Approach to Mixed Integer Optimal Compensation Problems. *Journal of Optimization Theory and Applications*, **2016**, 169, 606-630	1.6	2
41	Finite-Sample Analysis For Decentralized Batch Multi-Agent Reinforcement Learning With Networked Agents. *IEEE Transactions on Automatic Control*, **2021**, 1-1	5.9	2
40	Deceptive Multi-dimensional Information Disclosure over a Gaussian Channel* **2018**,		2
39	Decentralized online convex optimization based on signs of relative states. *Automatica*, **2021**, 129, 109676		2
38	Team-optimal distributed MMSE estimation in general and tree networks **2017**, 64, 83-95		1
37	Revisiting Client Puzzles for State Exhaustion Attacks Resilience **2019**,		1
36	On the structure of equilibrium strategies in dynamic Gaussian signaling games **2016**,		1
35	Evolutionary Games for Multiple Access Control **2013**, 39-71		1
34	Distributed belief averaging using sequential observations **2017**,		1
33	A game-theoretic framework for control of distributed renewable-based energy resources in smart grids **2012**,		1
32	L1 adaptive controller for quantized systems **2011**,		1
31	Optimal Estimation over Channels with Limits on Usage. *IFAC Postprint Volumes IPPV / International Federation of Automatic Control*, **2008**, 41, 6632-6637		1
30	Hierarchical Network Games with Various Types of Public and Private Information **2006**,		1
29	Risk-Averse Designs: From Exponential Cost to Stochastic Games. *Kluwer International Series in Engineering and Computer Science*, **2000**, 131-143		1
28	On the H-Property for Step-Graphons and Edge Polytopes **2022**, 6, 1766-1771		1
27	Finite-Sample Analysis For Decentralized Cooperative Multi-Agent Reinforcement Learning From Batch Data. *IFAC-PapersOnLine*, **2020**, 53, 1049-1056	0.7	1

26	Asynchronous Networked Aggregative Games. *Automatica*, **2022**, 136, 110054	5.7	1
25	Provably Efficient Reinforcement Learning in Decentralized General-Sum Markov Games. *Dynamic Games and Applications*,1	1.1	1
24	Robust Designs Through Risk Sensitivity: An Overview. *Journal of Systems Science and Complexity*, **2021**, 34, 1634-1665	1	1
23	Network Games **2017**, 1-46		1
22	Nash Equilibrium Seeking in Quadratic Noncooperative Games Under Two Delayed Information-Sharing Schemes. *Journal of Optimization Theory and Applications*, **2020**, 1	1.6	1
21	Optimization of Web Service-Based Data-Collection System With Smart Sensor Nodes for Balance Between Network Traffic and Sensing Accuracy. *IEEE Transactions on Automation Science and Engineering*, **2020**, 1-13	4.9	1
20	Stackelberg solution for a two-agent rational expectations model. *Automatica*, **2021**, 129, 109601	5.7	1
19	Stochastic Zero-Sum Differential Games for Forward-Backward SDEs **2019**,		1
18	Networked Infectious Disease‒Contaminated Water Model **2019**,		1
17	Dynamic Contract Design for Systemic Cyber Risk Management of Interdependent Enterprise Networks. *Dynamic Games and Applications*, **2021**, 11, 294-325	1.1	1
16	Erratum to Analysis, Identification, and Validation of Discrete-Time Epidemic Processes [doi: 10.1109/TCST.2018.2869369]. *IEEE Transactions on Control Systems Technology*, **2021**, 29, 934-935	4.8	1
15	Bayesian Persuasion with State-Dependent Quadratic Cost Measures. *IEEE Transactions on Automatic Control*, **2021**, 1-1	5.9	1
14	Deception-as-Defense Framework for Cyber-Physical Systems. *Lecture Notes in Control and Information Sciences*, **2021**, 287-317	0.5	1
13	Generalized Minimum Phase Property for Finite-Dimensional Continuous-Time SISO LTI Systems with Additive Disturbances **2018**,		1
12	Group Testing Game. *IFAC-PapersOnLine*, **2017**, 50, 9668-9673	0.7	0
11	Information induced multimodel solutions in multiple deeisionmaker problems. *IEEE Transactions on Systems, Man, and Cybernetics*, **1983**, SMC-13, 515-526		0
10	Decentralized LQG Control with d-Step Delayed Information Sharing Pattern. *IEEE Transactions on Automatic Control*, **2022**, 1-1	5.9	0
9	. *IEEE/ACM Transactions on Networking*, **2021**, 29, 1745-1759	3.8	0

8	Sampled-Data Nash Equilibria in Differential Games with Impulse Controls. *Journal of Optimization Theory and Applications*, **2021**, 190, 999-1022	1.6	0
7	Security Investment in Cyber-Physical Systems: Stochastic Games With Asymmetric Information and Resource Constrained Players. *IEEE Transactions on Automatic Control*, **2021**, 1-1	5.9	0
6	State-controlling Sets for Conjunctive Boolean Networks. *IFAC-PapersOnLine*, **2017**, 50, 14290-14295	0.7	
5	A Generalized Minimum Phase Property for Finite-Dimensional Continuous-Time MIMO LTI Systems with Additive Disturbances. *IFAC-PapersOnLine*, **2020**, 53, 4668-4675	0.7	
4	Dynamic Programming and a Verification Theorem for the Recursive Stochastic Control Problem of Jump-Diffusion Models with Random Coefficients. *IEEE Transactions on Automatic Control*, **2021**, 1-1	5.9	
3	Distributed Aggregative Games on Graphs in Adversarial Environments. *Lecture Notes in Computer Science*, **2018**, 296-313	0.9	
2	Network Games **2018**, 547-593		
1	Minimax Detection (MAD) for Computer Security: A Dynamic Program Characterization **2021**, 113-136		