

# Tamer Basar

## 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.

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	Decentralized LQG Control with d-Step Delayed Information Sharing Pattern. <i>IEEE Transactions on Automatic Control</i> , <b>2022</b> , 1-1	5.9	0
258	On the H-Property for Step-Graphons and Edge Polytopes <b>2022</b> , 6, 1766-1771		1
257	Asynchronous Networked Aggregative Games. <i>Automatica</i> , <b>2022</b> , 136, 110054	5.7	1
256	Dynamic Programming and a Verification Theorem for the Recursive Stochastic Control Problem of Jump-Diffusion Models with Random Coefficients. <i>IEEE Transactions on Automatic Control</i> , <b>2021</b> , 1-1	5.9	
255	Robust Designs Through Risk Sensitivity: An Overview. <i>Journal of Systems Science and Complexity</i> , <b>2021</b> , 34, 1634-1665	1	1
254	. <i>IEEE Transactions on Control Systems Technology</i> , <b>2021</b> , 29, 1019-1034	4.8	2
253	Decentralized multi-agent reinforcement learning with networked agents: recent advances. <i>Frontiers of Information Technology and Electronic Engineering</i> , <b>2021</b> , 22, 802-814	2.2	8
252	Stackelberg solution for a two-agent rational expectations model. <i>Automatica</i> , <b>2021</b> , 129, 109601	5.7	1
251	. <i>IEEE Transactions on Automatic Control</i> , <b>2021</b> , 66, 2177-2190	5.9	4
250	Multi-competitive viruses over time-varying networks with mutations and human awareness. <i>Automatica</i> , <b>2021</b> , 123, 109330	5.7	6
249	Dynamic Contract Design for Systemic Cyber Risk Management of Interdependent Enterprise Networks. <i>Dynamic Games and Applications</i> , <b>2021</b> , 11, 294-325	1.1	1
248	Erratum to Analysis, Identification, and Validation of Discrete-Time Epidemic Processes[doi: 10.1109/TCST.2018.2869369]. <i>IEEE Transactions on Control Systems Technology</i> , <b>2021</b> , 29, 934-935	4.8	1
247	Bayesian Persuasion with State-Dependent Quadratic Cost Measures. <i>IEEE Transactions on Automatic Control</i> , <b>2021</b> , 1-1	5.9	1
246	. <i>IEEE Transactions on Signal Processing</i> , <b>2021</b> , 69, 284-299	4.8	7
245	Finite-Sample Analysis For Decentralized Batch Multi-Agent Reinforcement Learning With Networked Agents. <i>IEEE Transactions on Automatic Control</i> , <b>2021</b> , 1-1	5.9	2
244	. <i>IEEE Transactions on Control of Network Systems</i> , <b>2021</b> , 1-1	4	7
243	Deception-as-Defense Framework for Cyber-Physical Systems. <i>Lecture Notes in Control and Information Sciences</i> , <b>2021</b> , 287-317	0.5	1

242	Decentralized online convex optimization based on signs of relative states. <i>Automatica</i> , <b>2021</b> , 129, 10963-10969	3.6	2
241	L2-gain analysis for dynamic event-triggered networked control systems with packet losses and quantization. <i>Automatica</i> , <b>2021</b> , 129, 109587	5.7	8
240	. <i>IEEE/ACM Transactions on Networking</i> , <b>2021</b> , 29, 1745-1759	3.8	0
239	Sampled-Data Nash Equilibria in Differential Games with Impulse Controls. <i>Journal of Optimization Theory and Applications</i> , <b>2021</b> , 190, 999-1022	1.6	0
238	Minimax Detection (MAD) for Computer Security: A Dynamic Program Characterization <b>2021</b> , 113-136		
237	Centralized volatility reduction for electricity markets. <i>International Journal of Electrical Power and Energy Systems</i> , <b>2021</b> , 133, 107101	5.1	3
236	Multi-Agent Reinforcement Learning: A Selective Overview of Theories and Algorithms. <i>Studies in Systems, Decision and Control</i> , <b>2021</b> , 321-384	0.8	52
235	Decentralized Online Convex Optimization with Feedback Delays. <i>IEEE Transactions on Automatic Control</i> , <b>2021</b> , 1-1	5.9	3
234	Security Investment in Cyber-Physical Systems: Stochastic Games With Asymmetric Information and Resource Constrained Players. <i>IEEE Transactions on Automatic Control</i> , <b>2021</b> , 1-1	5.9	0
233	. <i>IEEE Transactions on Signal Processing</i> , <b>2020</b> , 68, 3296-3311	4.8	6
232	Distributed learning of average belief over networks using sequential observations. <i>Automatica</i> , <b>2020</b> , 115, 108857	5.7	3
231	Quantifying Market Efficiency Impacts of Aggregated Distributed Energy Resources. <i>IEEE Transactions on Power Systems</i> , <b>2020</b> , 35, 4067-4077	7	3
230	Finite-Sample Analysis For Decentralized Cooperative Multi-Agent Reinforcement Learning From Batch Data. <i>IFAC-PapersOnLine</i> , <b>2020</b> , 53, 1049-1056	0.7	1
229	Controlling a Networked SIS Model via a Single Input over Undirected Graphs. <i>IFAC-PapersOnLine</i> , <b>2020</b> , 53, 10981-10986	0.7	2
228	A Generalized Minimum Phase Property for Finite-Dimensional Continuous-Time MIMO LTI Systems with Additive Disturbances. <i>IFAC-PapersOnLine</i> , <b>2020</b> , 53, 4668-4675	0.7	
227	A Multi-Agent Off-Policy Actor-Critic Algorithm for Distributed Reinforcement Learning. <i>IFAC-PapersOnLine</i> , <b>2020</b> , 53, 1549-1554	0.7	6
226	. <i>IEEE Transactions on Automatic Control</i> , <b>2020</b> , 65, 2536-2549	5.9	7
225	. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2020</b> , 21, 4995-5009	6.1	3

224	Modeling, estimation, and analysis of epidemics over networks: An overview. <i>Annual Reviews in Control</i> , <b>2020</b> , 50, 345-360	10.3	28
223	. <i>IEEE Transactions on Automatic Control</i> , <b>2020</b> , 1-1	5.9	4
222	Nash Equilibrium Seeking in Quadratic Noncooperative Games Under Two Delayed Information-Sharing Schemes. <i>Journal of Optimization Theory and Applications</i> , <b>2020</b> , 1	1.6	1
221	A Game of Drones: Cyber-Physical Security of Time-Critical UAV Applications With Cumulative Prospect Theory Perceptions and Valuations. <i>IEEE Transactions on Communications</i> , <b>2020</b> , 68, 6990-7006	6.9	12
220	Approximate Markov-Nash Equilibria for Discrete-Time Risk-Sensitive Mean-Field Games. <i>Mathematics of Operations Research</i> , <b>2020</b> , 45, 1596-1620	1.5	4
219	Optimization of Web Service-Based Data-Collection System With Smart Sensor Nodes for Balance Between Network Traffic and Sensing Accuracy. <i>IEEE Transactions on Automation Science and Engineering</i> , <b>2020</b> , 1-13	4.9	1
218	. <i>IEEE Transactions on Control Systems Technology</i> , <b>2020</b> , 28, 79-93	4.8	28
217	Revisiting Client Puzzles for State Exhaustion Attacks Resilience <b>2019</b> ,		1
216	Approximate Nash Equilibria in Partially Observed Stochastic Games with Mean-Field Interactions. <i>Mathematics of Operations Research</i> , <b>2019</b> , 44, 1006-1033	1.5	4
215	Hierarchical multistage Gaussian signaling games in noncooperative communication and control systems. <i>Automatica</i> , <b>2019</b> , 107, 9-20	5.7	14
214	The Impact of Aggregating Distributed Energy Resources on Electricity Market Efficiency <b>2019</b> ,		2
213	. <i>IEEE Transactions on Signal Processing</i> , <b>2019</b> , 67, 2528-2542	4.8	4
212	. <i>IEEE Transactions on Automatic Control</i> , <b>2019</b> , 64, 4891-4906	5.9	34
211	Information-Driven Autonomous Intersection Control via Incentive Compatible Mechanisms. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2019</b> , 20, 912-924	6.1	21
210	. <i>IEEE Transactions on Automatic Control</i> , <b>2019</b> , 64, 1503-1518	5.9	12
209	On the Optimality of Linear Signaling to Deceive Kalman Filters over Finite/Infinite Horizons. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 459-478	0.9	3
208	Game Theory for Next Generation Wireless and Communication Networks: Modeling, Analysis, and Design <b>2019</b> ,		25
207	A Communication-Efficient Multi-Agent Actor-Critic Algorithm for Distributed Reinforcement Learning* <b>2019</b> ,		10

206	Stochastic Zero-Sum Differential Games for Forward-Backward SDEs <b>2019</b> ,		1
205	Networked Infectious Disease Contaminated Water Model <b>2019</b> ,		1
204	Dynamic Games in Cyber-Physical Security: An Overview. <i>Dynamic Games and Applications</i> , <b>2019</b> , 9, 884-913	1.3	17
203	Risk-Sensitive Mean Field Games via the Stochastic Maximum Principle. <i>Dynamic Games and Applications</i> , <b>2019</b> , 9, 1100-1125	1.1	5
202	Communication scheduling and remote estimation with adversarial intervention. <i>IEEE/CAA Journal of Automatica Sinica</i> , <b>2019</b> , 6, 32-44	7	6
201	. <i>IEEE Transactions on Automatic Control</i> , <b>2019</b> , 64, 3085-3100	5.9	6
200	. <i>IEEE Transactions on Automatic Control</i> , <b>2019</b> , 64, 2352-2367	5.9	29
199	Influence of Conformist and Manipulative Behaviors on Public Opinion. <i>IEEE Transactions on Control of Network Systems</i> , <b>2019</b> , 6, 202-214	4	8
198	. <i>IEEE Transactions on Control of Network Systems</i> , <b>2018</b> , 5, 770-781	4	37
197	. <i>IEEE Transactions on Automatic Control</i> , <b>2018</b> , 63, 3793-3808	5.9	29
196	Will Distributed Computing Revolutionize Peace? The Emergence of Battlefield IoT <b>2018</b> ,		8
195	Unified stability criteria for slowly time-varying and switched linear systems. <i>Automatica</i> , <b>2018</b> , 96, 110-120	1.3	13
194	. <i>IEEE Transactions on Communications</i> , <b>2018</b> , 66, 6040-6049	6.9	5
193	. <i>IEEE Journal on Selected Topics in Signal Processing</i> , <b>2018</b> , 12, 673-687	7.5	12
192	Optimal communication scheduling and remote estimation over an additive noise channel. <i>Automatica</i> , <b>2018</b> , 88, 57-69	5.7	17
191	Stability structures of conjunctive Boolean networks. <i>Automatica</i> , <b>2018</b> , 89, 8-20	5.7	23
190	Dynamic Information Disclosure for Deception* <b>2018</b> ,		4
189	Networked Multi-Agent Reinforcement Learning in Continuous Spaces <b>2018</b> ,		31

188	Toward an Internet of Battlefield Things: A Resilience Perspective. <i>Computer</i> , <b>2018</b> , 51, 24-36	1.6	20
187	Differentially Private Gossip Gradient Descent <b>2018</b> ,		5
186	On Communication Scheduling and Remote Estimation in the Presence of an Adversary as a Nonzero-sum Game <b>2018</b> ,		3
185	Markov--Nash Equilibria in Mean-Field Games with Discounted Cost. <i>SIAM Journal on Control and Optimization</i> , <b>2018</b> , 56, 4256-4287	1.9	17
184	Linear quadratic mean field Stackelberg differential games. <i>Automatica</i> , <b>2018</b> , 97, 200-213	5.7	34
183	Distributed Aggregative Games on Graphs in Adversarial Environments. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 296-313	0.9	
182	Deceptive Multi-dimensional Information Disclosure over a Gaussian Channel* <b>2018</b> ,		2
181	Network Games <b>2018</b> , 547-593		
180	Nonzero-Sum Differential Games <b>2018</b> , 61-110		6
179	Generalized Minimum Phase Property for Finite-Dimensional Continuous-Time SISO LTI Systems with Additive Disturbances <b>2018</b> ,		1
178	. <i>IEEE Transactions on Control of Network Systems</i> , <b>2017</b> , 4, 71-81	4	14
177	. <i>IEEE Transactions on Automatic Control</i> , <b>2017</b> , 62, 1062-1077	5.9	58
176	. <i>IEEE Transactions on Automatic Control</i> , <b>2017</b> , 62, 291-304	5.9	20
175	Price of anarchy and an approximation algorithm for the binary-preference capacitated selfish replication game. <i>Automatica</i> , <b>2017</b> , 76, 153-163	5.7	5
174	Team-optimal distributed MMSE estimation in general and tree networks <b>2017</b> , 64, 83-95		1
173	. <i>IEEE Transactions on Automatic Control</i> , <b>2017</b> , 62, 6168-6182	5.9	49
172	Risk-sensitive control of Markov jump linear systems: Caveats and difficulties. <i>International Journal of Control, Automation and Systems</i> , <b>2017</b> , 15, 462-467	2.9	13
171	Orbit-controlling sets for conjunctive Boolean networks <b>2017</b> ,		7

170	Optimal capacity allocation for sampled networked systems. <i>Automatica</i> , <b>2017</b> , 85, 100-112	5.7	5
169	Multi-competitive viruses over static and time-varying networks <b>2017</b> ,		15
168	Prospect theory for enhanced cyber-physical security of drone delivery systems: A network interdiction game <b>2017</b> ,		58
167	Distributed belief averaging using sequential observations <b>2017</b> ,		1
166	. <i>Proceedings of the IEEE</i> , <b>2017</b> , 105, 205-218	14.3	43
165	Riccati Equations in Nash and Stackelberg Differential and Dynamic Games. <i>IFAC-PapersOnLine</i> , <b>2017</b> , 50, 9547-9554	0.7	4
164	Group Testing Game. <i>IFAC-PapersOnLine</i> , <b>2017</b> , 50, 9668-9673	0.7	0
163	Cash-settled options for wholesale electricity markets. <i>IFAC-PapersOnLine</i> , <b>2017</b> , 50, 13605-13611	0.7	5
162	Strategic communication between prospect theoretic agents over a Gaussian test channel <b>2017</b> ,		8
161	Modification of social dominance in social networks by selective adjustment of interpersonal weights <b>2017</b> ,		4
160	Countries' survival in networked international environments <b>2017</b> ,		3
159	On a continuous-time multi-group bi-virus model with human awareness <b>2017</b> ,		9
158	Asymptotic behavior of a reduced conjunctive Boolean network <b>2017</b> ,		3
157	State-controlling Sets for Conjunctive Boolean Networks. <i>IFAC-PapersOnLine</i> , <b>2017</b> , 50, 14290-14295	0.7	
156	Network Games <b>2017</b> , 1-46		1
155	Secure Sensor Design for Cyber-Physical Systems Against Advanced Persistent Threats. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 91-111	0.9	12
154	Exponential convergence of a distributed algorithm for solving linear algebraic equations. <i>Automatica</i> , <b>2017</b> , 83, 37-46	5.7	26
153	. <i>IEEE Transactions on Automatic Control</i> , <b>2016</b> , 61, 1767-1779	5.9	8

152	A continuous-time distributed algorithm for solving linear equations <b>2016</b> ,		9
151	A Visibility-Based Pursuit-Evasion Game with a Circular Obstacle. <i>Journal of Optimization Theory and Applications</i> , <b>2016</b> , 171, 1071-1082	1.6	14
150	On the structure of equilibrium strategies in dynamic Gaussian signaling games <b>2016</b> ,		1
149	Joint optimization of communication scheduling and online power allocation in remote estimation <b>2016</b> ,		2
148	Robust Mean Field Games. <i>Dynamic Games and Applications</i> , <b>2016</b> , 6, 277-303	1.1	24
147	Robust mean field games for coupled Markov jump linear systems. <i>International Journal of Control</i> , <b>2016</b> , 89, 1367-1381	1.5	11
146	. <i>IEEE Transactions on Automatic Control</i> , <b>2016</b> , 61, 2936-2946	5.9	32
145	Convergence Time of Quantized Metropolis Consensus Over Time-Varying Networks. <i>IEEE Transactions on Automatic Control</i> , <b>2016</b> , 61, 4048-4054	5.9	9
144	. <i>IEEE Transactions on Automatic Control</i> , <b>2016</b> , 61, 3870-3884	5.9	30
143	Complexity of equilibrium in competitive diffusion games on social networks. <i>Automatica</i> , <b>2016</b> , 68, 100-110	5.7	22
142	A Game-Theoretic Approach to Respond to Attacker Lateral Movement. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 294-313	0.9	8
141	On remote estimation with multiple communication channels <b>2016</b> ,		13
140	<b>2016</b> ,		7
139	On Remote Estimation with communication scheduling and power allocation <b>2016</b> ,		3
138	Input-output stability of linear consensus processes <b>2016</b> ,		2
137	<b>2016</b> ,		5
136	Characterizing the positive semidefiniteness of signed Laplacians via Effective Resistances <b>2016</b> ,		11
135	On Semidefiniteness of Signed Laplacians with Application to Microgrids. <i>IFAC-PapersOnLine</i> , <b>2016</b> , 49, 97-102	0.7	7



134	On the analysis of a continuous-time bi-virus model <b>2016</b> ,		13
133	Convergence rate of the modified DeGroot-Friedkin model with doubly stochastic relative interaction matrices <b>2016</b> ,		9
132	Strategic control of a tracking system <b>2016</b> ,		5
131	Decomposition and Mean-Field Approach to Mixed Integer Optimal Compensation Problems. <i>Journal of Optimization Theory and Applications</i> , <b>2016</b> , 169, 606-630	1.6	2
130	Distributed averaging with linear objective maps. <i>Automatica</i> , <b>2016</b> , 70, 179-188	5.7	9
129	Stability of epidemic models over directed graphs: A positive systems approach. <i>Automatica</i> , <b>2016</b> , 74, 126-134	5.7	55
128	Minimax control over unreliable communication channels. <i>Automatica</i> , <b>2015</b> , 59, 182-193	5.7	16
127	. <i>IEEE Transactions on Information Theory</i> , <b>2015</b> , 61, 4331-4344	2.8	13
126	Minimax estimation with intermittent observations. <i>Automatica</i> , <b>2015</b> , 62, 122-133	5.7	9
125	<b>2015</b> ,		17
124	<b>2015</b> ,		2
123	On a Modified DeGroot-Friedkin model of opinion dynamics <b>2015</b> ,		35
122	A Stackelberg game for multi-period demand response management in the smart grid <b>2015</b> ,		13
121	<b>2015</b> ,		5
120	Privacy constrained information processing <b>2015</b> ,		16
119	Discrete-time decentralized control using the risk-sensitive performance criterion in the large population regime: A mean field approach <b>2015</b> ,		4
118	<b>2015</b> ,		9
117	<b>2015</b> ,		12

116	Connections between stability conditions for slowly time-varying and switched linear systems <b>2015</b> ,		2
115	Controllability of formations over directed graphs <b>2015</b> ,		4
114	Consensus with linear objective maps <b>2015</b> ,		2
113	Optimal sensor scheduling and remote estimation over an additive noise channel <b>2015</b> ,		9
112	Products of generalized stochastic Sarymsakov matrices <b>2015</b> ,		2
111	Distributed evaluation and convergence of self-appraisals in social networks <b>2015</b> ,		4
110	. <i>IEEE Transactions on Automatic Control</i> , <b>2015</b> , 60, 1886-1897	5.9	93
109	. <i>IEEE Transactions on Automatic Control</i> , <b>2014</b> , 59, 555-570	5.9	40
108	Risk-Sensitive Mean-Field Games. <i>IEEE Transactions on Automatic Control</i> , <b>2014</b> , 59, 835-850	5.9	93
107	Information spread in networks: Control, games, and equilibria <b>2014</b> ,		7
106	Common Information Based Markov Perfect Equilibria for Linear-Gaussian Games with Asymmetric Information. <i>SIAM Journal on Control and Optimization</i> , <b>2014</b> , 52, 3228-3260	1.9	22
105	Control over lossy networks: A dynamic game approach <b>2014</b> ,		10
104	Optimal strategies for dynamic weight selection in consensus protocols in the presence of an adversary <b>2014</b> ,		3
103	Complex constrained consensus <b>2014</b> ,		7
102	Stability properties of infected networks with low curing rates <b>2014</b> ,		24
101	Internal stability of linear consensus processes <b>2014</b> ,		22
100	Stability of a distributed algorithm for solving linear algebraic equations <b>2014</b> ,		7
99	Linear-quadratic risk-sensitive mean field games <b>2014</b> ,		8

98	Sampling multidimensional Wiener processes <b>2014</b> ,		15
97	Stability properties of infection diffusion dynamics over directed networks <b>2014</b> ,		11
96	Dynamic incentive design in multi-stage linear-Gaussian games with asymmetric information: A common information based approach <b>2014</b> ,		2
95	Numerical approximation for a visibility based pursuit-evasion game <b>2014</b> ,		6
94	A Three-Stage Colonel Blotto Game with Applications to Cyber-Physical Security <b>2014</b> ,		2
93	Stochastic Differential Games and Intricacy of Information Structures. <i>Dynamic Modeling and Econometrics in Economics and Finance</i> , <b>2014</b> , 23-49		4
92	Multi-Resolution Large Population Stochastic Differential Games and Their Application to Demand Response Management in the Smart Grid. <i>Dynamic Games and Applications</i> , <b>2013</b> , 3, 68-88	1.1	6
91	Evolutionary Games for Multiple Access Control <b>2013</b> , 39-71		1
90	Stochastic Networked Control Systems <b>2013</b> ,		71
89	. <i>IEEE Transactions on Automatic Control</i> , <b>2013</b> , 58, 2246-2260	5.9	97
88	Resilient control of cyber-physical systems against Denial-of-Service attacks <b>2013</b> ,		49
87	. <i>IEEE Transactions on Smart Grid</i> , <b>2013</b> , 4, 120-132	10.7	507
86	Value of demand response in the smart grid <b>2013</b> ,		4
85	On Optimal Jamming Over an Additive Noise Channel <b>2013</b> ,		7
84	An impact-aware defense against Stuxnet <b>2013</b> ,		14
83	Estimation over lossy networks: A dynamic game approach <b>2013</b> ,		6
82	Jamming in mobile networks: A game-theoretic approach. <i>Numerical Algebra, Control and Optimization</i> , <b>2013</b> , 3, 1-30	1.7	10
81	On Communication over Gaussian Sensor Networks with Adversaries: Further Results. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 1-9	0.9	3

80	Differential Game-Theoretic Approach to a Spatial Jamming Problem <b>2013</b> , 245-268		14
79	. <i>IEEE Journal on Selected Areas in Communications</i> , <b>2012</b> , 30, 2220-2230	14.2	45
78	A game-theoretic framework for control of distributed renewable-based energy resources in smart grids <b>2012</b> ,		1
77	. <i>IEEE Journal on Selected Areas in Communications</i> , <b>2012</b> , 30, 2006-2015	14.2	37
76	Agent-based cyber control strategy design for resilient control systems: Concepts, architecture and methodologies <b>2012</b> ,		12
75	A differential game approach to distributed demand side management in smart grid <b>2012</b> ,		37
74	Deceptive routing games <b>2012</b> ,		24
73	A dynamic transmitter-jammer game with asymmetric information <b>2012</b> ,		22
72	Game-theoretic analysis of node capture and cloning attack with multiple attackers in wireless sensor networks <b>2012</b> ,		18
71	Mixed integer optimal compensation: Decompositions and mean-field approximations <b>2012</b> ,		14
70	A dynamic game-theoretic approach to resilient control system design for cascading failures <b>2012</b> ,		22
69	Robust Mean Field Games with Application to Production of an Exhaustible Resource. <i>IFAC Postprint Volumes IPPV / International Federation of Automatic Control</i> , <b>2012</b> , 45, 454-459		16
68	Robust and resilient control design for cyber-physical systems with an application to power systems <b>2011</b> ,		97
67	A hierarchical security architecture for cyber-physical systems <b>2011</b> ,		37
66	Risk-Sensitive Mean-Field Stochastic Differential Games. <i>IFAC Postprint Volumes IPPV / International Federation of Automatic Control</i> , <b>2011</b> , 44, 3222-3227		12
65	Distributed Coalition Formation Games for Secure Wireless Transmission. <i>Mobile Networks and Applications</i> , <b>2011</b> , 16, 231-245	2.9	15
64	Pricing under information asymmetry for a large population of users. <i>Telecommunication Systems</i> , <b>2011</b> , 47, 123-136	2.3	7
63	Spatial approaches to broadband jamming in heterogeneous mobile networks: a game-theoretic approach. <i>Autonomous Robots</i> , <b>2011</b> , 31, 367-381	3	7

62	Prices of Anarchy, Information, and Cooperation in Differential Games. <i>Dynamic Games and Applications</i> , <b>2011</b> , 1, 50-73	1.1	31
61	Singular surfaces in multi-agent connectivity maintenance games <b>2011</b> ,		15
60	L1 adaptive controller for a rotary steerable system <b>2011</b> ,		4
59	Dynamic Secure Routing Game in Distributed Cognitive Radio Networks <b>2011</b> ,		2
58	L1 adaptive controller for quantized systems <b>2011</b> ,		1
57	Hybrid risk-sensitive mean-field stochastic differential games with application to molecular biology <b>2011</b> ,		9
56	Bayesian decision aggregation in collaborative intrusion detection networks <b>2010</b> ,		25
55	Distributed correlated Q-learning for dynamic transmission control of sensor networks <b>2010</b> ,		7
54	Graph-theoretic approach for connectivity maintenance in mobile networks in the presence of a jammer <b>2010</b> ,		20
53	Security games with decision and observation errors <b>2010</b> ,		7
52	Dynamic Interference Minimization Routing Game for On-Demand Cognitive Pilot Channel <b>2010</b> ,		16
51	Optimal control in the presence of an intelligent jammer with limited actions <b>2010</b> ,		135
50	Heterogeneous learning in zero-sum stochastic games with incomplete information <b>2010</b> ,		34
49	L1 adaptive controller for systems with input quantization <b>2010</b> ,		2
48	Game-theoretic analysis of an aerial jamming attack on a UAV communication network <b>2010</b> ,		56
47	Fictitious play with time-invariant frequency update for network security <b>2010</b> ,		5
46	Optimal estimation with limited measurements. <i>International Journal of Systems, Control and Communications</i> , <b>2010</b> , 2, 5	0.5	50
45	Stochastic games for security in networks with interdependent nodes <b>2009</b> ,		56

44	Game-theoretic analysis of a visibility based pursuit-evasion game in the presence of obstacles <b>2009</b> ,		18
43	Evolutionary Games for Hybrid Additive White Gaussian Noise Multiple Access Control <b>2009</b> ,		4
42	Dynamic policy-based IDS configuration <b>2009</b> ,		42
41	$\$H_{\infty}$ Bumpless Transfer Under Controller Uncertainty. <i>IEEE Transactions on Automatic Control</i> , <b>2009</b> , 54, 1718-1723	5.9	23
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37	A dynamic random access game with energy constraints <b>2009</b> ,		3
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34	Optimal control with limited control actions and lossy transmissions <b>2008</b> ,		10
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32	Optimal Estimation over Channels with Limits on Usage. <i>IFAC Postprint Volumes IPPV / International Federation of Automatic Control</i> , <b>2008</b> , 41, 6632-6637		1
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