

# Hamidou Tembine

## List of Publications by Year in descending order

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Version: 2024-02-01

198  
papers

2,797  
citations

279798

23  
h-index

265206

42  
g-index

202  
all docs

202  
docs citations

202  
times ranked

1795  
citing authors

#	ARTICLE	IF	CITATIONS
1	Underwater Wireless Sensor Networks: A Survey on Enabling Technologies, Localization Protocols, and Internet of Underwater Things. <i>IEEE Access</i> , 2019, 7, 96879-96899.	4.2	205
2	Evolutionary Games in Wireless Networks. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 2010, 40, 634-646.	5.0	152
3	Game Dynamics and Cost of Learning in Heterogeneous 4G Networks. <i>IEEE Journal on Selected Areas in Communications</i> , 2012, 30, 198-213.	14.0	126
4	Electrical Vehicles in the Smart Grid: A Mean Field Game Analysis. <i>IEEE Journal on Selected Areas in Communications</i> , 2012, 30, 1086-1096.	14.0	119
5	Risk-Sensitive Mean-Field Games. <i>IEEE Transactions on Automatic Control</i> , 2014, 59, 835-850.	5.7	119
6	Quality-Of-Service Provisioning in Decentralized Networks: A Satisfaction Equilibrium Approach. <i>IEEE Journal on Selected Topics in Signal Processing</i> , 2012, 6, 104-116.	10.8	87
7	Mean field asymptotics of Markov Decision Evolutionary Games and teams. , 2009, , .		79
8	A Stochastic Maximum Principle for Risk-Sensitive Mean-Field Type Control. <i>IEEE Transactions on Automatic Control</i> , 2015, 60, 2640-2649.	5.7	72
9	Evolutionary coalitional games: design and challenges in wireless networks. <i>IEEE Wireless Communications</i> , 2012, 19, 50-56.	9.0	50
10	The evolution of transport protocols: An evolutionary game perspective. <i>Computer Networks</i> , 2009, 53, 1751-1759.	5.1	43
11	Heterogeneous learning in zero-sum stochastic games with incomplete information. , 2010, , .		41
12	Deterministic Mean-Field Ensemble Kalman Filtering. <i>SIAM Journal of Scientific Computing</i> , 2016, 38, A1251-A1279.	2.8	39
13	Linear-Quadratic Mean-Field-Type Games: A Direct Method. <i>Games</i> , 2018, 9, 7.	0.6	39
14	Mean-Field-Type Games in Engineering. <i>AIMS Electronics and Electrical Engineering</i> , 2017, 1, 18-73.	1.5	37
15	Robust Mean Field Games. <i>Dynamic Games and Applications</i> , 2016, 6, 277-303.	1.9	36
16	IEEE <i>Access</i> Special Section Editorial: Optimization for Emerging Wireless Networks: IoT, 5G, and Smart Grid Communication Networks. <i>IEEE Access</i> , 2017, 5, 2096-2100.	4.2	36
17	Constrained evolutionary games by using a mixture of imitation dynamics. <i>Automatica</i> , 2018, 97, 254-262.	5.0	35
18	Delayed Evolutionary Game Dynamics applied to Medium Access Control. , 2007, , .		34



#	ARTICLE	IF	CITATIONS
37	Joint Power Control and Rate Adaptation for Video Streaming in Wireless Networks With Time-Varying Interference. IEEE Transactions on Vehicular Technology, 2016, 65, 6315-6329.	6.3	18
38	Industrial Internet of Things-Based Prognostic Health Management: A Mean-Field Stochastic Game Approach. IEEE Access, 2018, 6, 54388-54395.	4.2	18
39	Evolutionary games with random number of interacting players applied to access control. , 2008, , .		17
40	How can ignorant but patient cognitive terminals learn their strategy and utility?. , 2010, , .		17
41	Inter-operator spectrum sharing in future cellular systems. , 2012, , .		17
42	Dynamic power control for energy harvesting wireless multimedia sensor networks. Eurasip Journal on Wireless Communications and Networking, 2012, 2012, .	2.4	17
43	Evolutionary Power Control Games in Wireless Networks. Lecture Notes in Computer Science, 2008, , 930-942.	1.3	17
44	Mean-field-type games. AIMS Mathematics, 2017, 2, 706-735.	1.6	17
45	Mean-Field-Type Game-Based Computation Offloading in Multi-Access Edge Computing Networks. IEEE Transactions on Wireless Communications, 2020, 19, 8366-8381.	9.2	16
46	COVID-19: Data-Driven Mean-Field-Type Game Perspective. Games, 2020, 11, 51.	0.6	15
47	Hybrid risk-sensitive mean-field stochastic differential games with application to molecular biology. , 2011, , .		14
48	Distributed H <sup>∞</sup> -Based Power Control in a Dynamic Wireless Network Environment. IEEE Communications Letters, 2013, 17, 1124-1127.	4.1	14
49	Energy-constrained Mean Field Games in Wireless Networks. Strategic Behavior and the Environment, 2014, 4, 187-211.	0.4	14
50	A game theoretic approach to minimize the completion time of network coded cooperative data exchange. , 2014, , .		14
51	Robust linear quadratic mean-field games in crowd-seeking social networks. , 2013, , .		13
52	Efficient transmission strategy selection algorithm for M2M communications: An evolutionary game approach. , 2016, , .		13
53	An evolutionary game approach for the design of congestion control protocols in wireless networks. , 2008, , .		12
54	Joint power control-allocation for green cognitive wireless networks using mean field theory. , 2010, , .		12

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55	Evolutionary coalitional games for random access control. , 2013, , .		12
56	A Bayesian mean field game approach to supply demand analysis of the smart grid. , 2013, , .		12
57	Uncertainty quantification in mean-field-type teams and games. , 2015, , .		12
58	Distributed Mean-Field-Type Filters for Big Data Assimilation. , 2016, , .		12
59	A Game-Theoretic Framework for Network Coding Based Device-to-Device Communications. IEEE Transactions on Mobile Computing, 2017, 16, 901-917.	5.8	12
60	Mean field difference games: McKean-Vlasov dynamics. , 2011, , .		11
61	Linear-Quadratic Mean-Field-Type Games With Multiple Input Constraints. , 2019, 3, 511-516.		11
62	Asymmetric Delay in Evolutionary Games. , 2007, , .		11
63	Mean field stochastic games: Convergence, Q/H-learning and optimality. , 2011, , .		10
64	Network security as public good: A mean-field-type game theory approach. , 2016, , .		10
65	Meta-Learning for Realizing Self-x Management of Future Networks. IEEE Access, 2017, 5, 19072-19083.	4.2	10
66	Mean-Field-Type Games with Jump and Regime Switching. Dynamic Games and Applications, 2020, 10, 19-57.	1.9	10
67	Semiexplicit Solutions to Some Nonlinear Nonquadratic Mean-Field-Type Games: A Direct Method. IEEE Transactions on Automatic Control, 2020, 65, 2582-2597.	5.7	10
68	Discrete-time linear-quadratic mean-field-type repeated games: Perfect, incomplete, and imperfect information. Automatica, 2020, 112, 108647.	5.0	10
69	Risk-Sensitive Mean-Field Type Control Under Partial Observation. Springer Proceedings in Mathematics and Statistics, 2016, , 243-263.	0.2	10
70	Evolutionary coalitional games in network selection. , 2011, , .		9
71	Risk-sensitive mean field stochastic games. , 2011, , .		9
72	Joint strategic spectrum sensing and opportunistic access for cognitive radio networks. , 2012, , .		9

#	ARTICLE	IF	CITATIONS
73	Nonasymptotic Mean-Field Games. IEEE Transactions on Cybernetics, 2014, 44, 2744-2756.	9.5	9
74	Distributionally Robust Games. , 2017, , .		9
75	Mean-Field Games for Marriage. PLoS ONE, 2014, 9, e94933.	2.5	9
76	Multiple Access Game in Ad-hoc Network. , 2007, , .		9
77	Evolutionary games with random number of interacting players applied to access control. , 2008, , .		9
78	Cooperative Mean-Field Type Games. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2014, 47, 8995-9000.	0.4	8
79	Mean-Field-Type Model Predictive Control: An Application to Water Distribution Networks. IEEE Access, 2019, 7, 135332-135339.	4.2	8
80	Price Dynamics for Electricity in Smart Grid Via Mean-Field-Type Games. Dynamic Games and Applications, 2020, 10, 798-818.	1.9	8
81	Evolutionary Games for Hybrid Additive White Gaussian Noise Multiple Access Control. , 2009, , .		7
82	Correlated evolutionarily stable strategies in random medium access control. , 2009, , .		7
83	On the fictitious play and channel selection games. , 2010, , .		7
84	Network Security Configurations: A Nonzero-Sum Stochastic Game Approach. , 2010, , .		7
85	Dynamic power control with energy constraint for Multimedia Wireless Sensor Networks. , 2012, , .		7
86	A distributed open-close access for Small-Cell networks: A random matrix game analysis. , 2015, , .		7
87	Mean-field-type optimization for demand-supply management under operational constraints in smart grid. Energy Systems, 2016, 7, 333-356.	3.0	7
88	Distributed mean-field-type filter for vehicle tracking. , 2017, , .		7
89	Signaling game approach to improve the MAC protocol in the underwater wireless sensor networks. International Journal of Communication Systems, 2019, 32, e3971.	2.5	7
90	Dynamic bargaining solutions for opportunistic spectrum access. , 2009, , .		6

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91	Hybrid mean field game dynamics in large population. , 2011, , .		6
92	A Very Short Tour of Game Theory. , 2011, , 3-40.		6
93	Distributed strategic learning with application to network security. , 2011, , .		6
94	Random matrix games in wireless networks. , 2012, , .		6
95	Performance limits of energy harvesting communications under imperfect channel state information. , 2016, , .		6
96	Mean-field-type games for distributed power networks in presence of prosumers. , 2016, , .		6
97	Distributionally Robust Optimization. , 0, , .		6
98	Co-Opetitive Linear-Quadratic Mean-Field-Type Games. IEEE Transactions on Cybernetics, 2020, 50, 5089-5098.	9.5	6
99	Markov decision evolutionary games with time average expected fitness criterion. , 2008, , .		6
100	A constrained evolutionary Gaussian multiple access channel game. , 2009, , .		5
101	Robust power allocation games under channel uncertainty and time delays. , 2010, , .		5
102	Dynamic routing games: An evolutionary game theoretic approach. , 2011, , .		5
103	A coalition formation game for transmitter cooperation in OFDMA uplink communications. , 2014, , .		5
104	Distributed Robust Population Games with Applications to Optimal Frequency Control in Power Systems. , 2018, , .		5
105	Risk-awareness in multi-level building evacuation with smoke: Burj Khalifa case study. Automatica, 2021, 129, 109625.	5.0	5
106	Distributed Evolutionary Games Reaching Power Indexes: Navigability in a Social Network of Smart Objects. , 2018, , .		5
107	Optimal control and zero-sum games for Markov chains of mean-field type. Mathematical Control and Related Fields, 2019, 9, 571-605.	1.1	5
108	Large-scale games in large-scale systems. , 2011, , .		5

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109	Evolutionary network formation games and fuzzy coalition in heterogeneous networks. , 2009, , .		4
110	A dynamic random access game with energy constraints. , 2009, , .		4
111	Learning to precode in outage minimization games over MIMO interference channels. , 2010, , .		4
112	User QoE Influenced Spectrum Trade, Resource Allocation, and Network Selection. International Journal of Wireless Information Networks, 2011, 18, 193-209.	2.7	4
113	Crowd-Averse Cyber-Physical Systems: The Paradigm of Robust Mean-Field Games. IEEE Transactions on Automatic Control, 2016, 61, 2312-2317.	5.7	4
114	CrowdSensing games. , 2017, , .		4
115	Distributionally Robust Games: Wasserstein Metric. , 2018, , .		4
116	Bregman learning for generative adversarial networks. , 2018, , .		4
117	Stochastic population games with individual independent states and coupled constraints. , 2008, , .		4
118	Stable networking games. , 2008, , .		3
119	From mean field interaction to evolutionary game dynamics. , 2009, , .		3
120	Spatial games and global optimization for the mobile association problem: The downlink case. , 2010, , .		3
121	Risk Sensitive Resource Control Approach for Delay Limited Traffic in Wireless Networks. , 2011, , .		3
122	Distributed stochastic learning for continuous power control in wireless networks. , 2012, , .		3
123	Mean-field learning for satisfactory solutions. , 2013, , .		3
124	A stochastic maximum principle for risk-sensitive mean-field-type control. , 2014, , .		3
125	Energy cost saving strategies in distributed power networks. MATEC Web of Conferences, 2016, 50, 02002.	0.2	3
126	Evacuation of multi-level building: Design, control and strategic flow. , 2016, , .		3



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127	Self-organized device-to-device communications as a non-cooperative quitting game. , 2017, , .		3
128	Risk-Sensitive Lowest Unique Bid Auctions. IFAC-PapersOnLine, 2017, 50, 12273-12278.	0.9	3
129	Correlative mean-field filter for sequential and spatial data processing. , 2017, , .		3
130	Risk-sensitive mean-field-type control. , 2017, , .		3
131	A Stochastic Maximum Principle for Markov Chains of Mean-Field Type. Games, 2018, 9, 84.	0.6	3
132	Users-Fogs association within a cache context in 5G networks:Coalition game model. , 2018, , .		3
133	Hierarchical Structures and Leadership Design in Mean-Field-Type Games with Polynomial Cost. Games, 2020, 11, 30.	0.6	3
134	A Tutorial On Mean-Field-Type Games and Risk-Aware Controllers. Annual Reviews in Control, 2020, 50, 317-334.	7.9	3
135	Non-Asymptotic Linear Growth of Energy Efficiency in Distributed Autonomous D2D MIMO Wireless Communications. IEEE Access, 2020, 8, 105914-105921.	4.2	3
136	Hierarchical Mean-Field Type Control of Price Dynamics for Electricity in Smart Grid. Journal of Systems Science and Complexity, 2022, 35, 1-17.	2.8	3
137	An Evolutionary Game approach for the design of congestion control protocols in wireless networks. , 2008, , .		3
138	Battery State-Dependent Access Control in Solar-Powered Broadband Wireless Networks. Lecture Notes in Computer Science, 2009, , 121-129.	1.3	3
139	Noisy Mean Field Game Model for Malware Propagation in Opportunistic Networks. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 459-474.	0.3	3
140	On the Convergence of Fictitious Play in Channel Selection Games. IEEE Latin America Transactions, 2011, 9, 470-476.	1.6	2
141	Bayesian Games. , 2011, , 117-124.		2
142	Fully Distributed Learning Algorithms. , 2011, , 153-180.		2
143	Dynamic robust power allocation games under channel uncertainty and time delays. Computer Communications, 2011, 34, 1529-1537.	5.1	2
144	Mean field interaction in biochemical reaction networks. , 2011, , .		2

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145	Evolutionary Games for Multiple Access Control. , 2013, , 39-71.		2
146	Fast Distributed Strategic Learning for Global Optima in Queueing Access Games. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2014, 47, 7055-7060.	0.4	2
147	Distributed massive MIMO network games: Risk and altruism. , 2015, , .		2
148	Autonomic management of future wireless networks. , 2016, , .		2
149	Evolutionary coalitional games for random access control. Annals of Operations Research, 2016, , 1.	4.1	2
150	Spatial mean-field games for combatting corruption propagation. , 2016, , .		2
151	Mobile user association for heterogeneous networks using optimal transport theory. , 2017, , .		2
152	Empathy and berge equilibria in the forwarding dilemma in relay-enabled networks. , 2017, , .		2
153	Efficient Strategies Algorithms for Resource Allocation Problems. Algorithms, 2020, 13, 270.	2.1	2
154	Evolutionary Networking Games. Wireless Networks and Mobile Communications, 2011, , 133-158.	1.0	2
155	Mean-Field-Type Games for Blockchain-Based Distributed Power Networks. Studies in Computational Intelligence, 2019, , 45-64.	0.9	2
156	Heterogeneous Multi-Population Evolutionary Dynamics with Migration Constraints. IFAC-PapersOnLine, 2020, 53, 16852-16857.	0.9	2
157	Information Dissemination using Epidemic Routing with Delayed Feedback. , 2007, , .		1
158	Deployment analysis of cooperative OFDM base stations. , 2009, , .		1
159	Uplink spatial games on cellular networks. , 2010, , .		1
160	Moving from Static to Dynamic Games. , 2011, , 69-113.		1
161	Partially Distributed Learning Algorithms. , 2011, , 125-151.		1
162	Learning in user-centric IPTV services selection in heterogeneous wireless networks. , 2011, , .		1

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163	Cloud networking mean field games. , 2012, , .		1
164	Distributed power control in femto cells using Bayesian density tracking. , 2013, , .		1
165	Distributed transmit beamforming with 1-bit feedback for LoS-MISO channels. , 2013, , .		1
166	Poster abstract: A decentralized routing scheme based on a zero-sum game to optimize energy in solar powered sensor networks. , 2014, , .		1
167	One Swarm per Queen: A Particle Swarm Learning for Stochastic Games. , 2016, , .		1
168	Try again till you are satisfied: Convergence, outcomes and mean-field limits. , 2016, , .		1
169	A fully distributed satisfactory power control for QoS self-provisioning in 5G networks. , 2017, , .		1
170	Consensus over evolutionary graphs. , 2018, , .		1
171	Distributed representations of bids in lowest unique bid auctions. , 2018, , .		1
172	A MatLab-Based Mean-Field-Type Games Toolbox: Continuous-Time Version. IEEE Access, 2019, 7, 126500-126514.	4.2	1
173	Toolbox to simulate and mitigate COVID-19 propagation. SoftwareX, 2021, 14, 100673.	2.6	1
174	Stackelberg Mean-Field-Type Games with Polynomial Cost. IFAC-PapersOnLine, 2020, 53, 16920-16925.	0.9	1
175	Medium Access Control Games. , 2011, , 245-273.		0
176	Energy-Efficient Power Control Games. , 2011, , 183-209.		0
177	A mean field stochastic game for battery state-dependent power management. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2011, 44, 4839-4844.	0.4	0
178	Risk-sensitive learners in network selection games. , 2012, , .		0
179	Nonasymptotic Mean-Field Games. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2014, 47, 8989-8994.	0.4	0
180	Mean-field-type games on airline networks and airport queues: Braess paradox, its negation, and crowd effect. , 2016, , .		0

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181	On the distributed mean-variance paradigm. , 2016, , .		0
182	QoS-Aware Tactical Power Control for 5G Networks. Lecture Notes in Computer Science, 2017, , 25-37.	1.3	0
183	Reverse Ishikawa-Nesterov Learning Scheme for Fractional Mean-Field Games. IFAC-PapersOnLine, 2017, 50, 8090-8096.	0.9	0
184	Data-driven vs model-driven imitative learning. , 2017, , .		0
185	Payoff measurement noise in risk-sensitive mean-field-type games. , 2017, , .		0
186	Generative model of bid sequences in lowest unique bid auctions. , 2018, , .		0
187	Constrained Mean-Field-Type Games: Stationary Case. , 2019, , .		0
188	Fractional Mean-Field-Type Games under Non-Quadratic Costs: A Direct Method. , 2019, , .		0
189	MatLab Toolbox for Linear-Quadratic Mean-Field-Type Games: Version I. , 2019, , .		0
190	Berge equilibrium in linear-quadratic mean-field-type games. Journal of the Franklin Institute, 2020, 357, 10861-10885.	3.4	0
191	Gain-Scheduled Mean-Field-Type Control for a Non-Linear Continuous Stirred Tank Reactor. IEEE Access, 2020, 8, 97783-97792.	4.2	0
192	Cooperative Game for Fish Harvesting and Pollution Control. Games, 2021, 12, 65.	0.6	0
193	Energy-Efficiency Networking Games. , 2011, , 211-226.		0
194	Evolutionary Networking Games. Wireless Networks and Mobile Communications, 2011, , 133-158.	1.0	0
195	Energy Cost Saving Tips in Distributed Power Networks. Advances in Environmental Engineering and Green Technologies Book Series, 2016, , 26-48.	0.4	0
196	Risk-Aware Control and Games in Engineering. , 2020, , .		0
197	Distributed Planning in Mean-Field-Type Games. IFAC-PapersOnLine, 2020, 53, 2183-2188.	0.9	0
198	Energy Cost Saving Tips in Distributed Power Networks. , 0, , 1292-1314.		0