

# Reginald A Banez

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6080579/publications.pdf>

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10  
papers

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citations

1937685

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2053705

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docs citations

12  
times ranked

58  
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	Mean Field Evolutionary Dynamics in Dense-User Multi-Access Edge Computing Systems. IEEE Transactions on Wireless Communications, 2020, 19, 7825-7835.	9.2	15
3	Belief and Opinion Evolution in Social Networks Based on a Multi-Population Mean Field Game Approach. , 2020, , .		11
4	A Mean-Field-Type Game Approach to Computation Offloading in Mobile Edge Computing Networks. , 2019, , .		10
5	Modeling and Analysis of Opinion Dynamics in Social Networks Using Multiple-Population Mean Field Games. IEEE Transactions on Signal and Information Processing Over Networks, 2022, 8, 301-316.	2.8	7
6	Network Virtualization Resource Allocation and Economics Based on Prey-Predator Food Chain Model. IEEE Transactions on Communications, 2018, , 1-1.	7.8	6
7	An EPEC Analysis for Power Allocation in LTE-V Networks. , 2017, , .		3
8	A Survey of Mean Field Game Applications in Wireless Networks. Wireless Networks, 2021, , 61-82.	0.5	2
9	Belief and Opinion Evolution in Social Networks: A High-Dimensional Mean Field Game Approach. , 2021, , .		1
10	Opinion Evolution in Social Networks: Connecting Mean Field Games to Generative Adversarial Nets. IEEE Transactions on Network Science and Engineering, 2022, 9, 2734-2746.	6.4	0