

# Julian Barreiro-Gomez

## List of Publications by Year in descending order

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44  
papers

448  
citations

933447

10  
h-index

752698

20  
g-index

45  
all docs

45  
docs citations

45  
times ranked

313  
citing authors

#	ARTICLE	IF	CITATIONS
1	Distributed Population Dynamics: Optimization and Control Applications. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2016, , 1-11.	9.3	60
2	Constrained distributed optimization: A population dynamics approach. Automatica, 2016, 69, 101-116.	5.0	52
3	Distributed model predictive control for economic dispatch of power systems with high penetration of renewable energy resources. International Journal of Electrical Power and Energy Systems, 2019, 113, 607-617.	5.5	37
4	Constrained evolutionary games by using a mixture of imitation dynamics. Automatica, 2018, 97, 254-262.	5.0	35
5	Intra-Hour Microgrid Economic Dispatch Based on Model Predictive Control. IEEE Transactions on Smart Grid, 2020, 11, 1968-1979.	9.0	32
6	Time-varying partitioning for predictive control design: Density-games approach. Journal of Process Control, 2019, 75, 1-14.	3.3	30
7	Blockchain Token Economics: A Mean-Field-Type Game Perspective. IEEE Access, 2019, 7, 64603-64613.	4.2	25
8	Dynamical tuning for MPC using population games: A water supply network application. ISA Transactions, 2017, 69, 175-186.	5.7	24
9	Linear-Quadratic Mean-Field-Type Games: Jump-Diffusion Process With Regime Switching. IEEE Transactions on Automatic Control, 2019, 64, 4329-4336.	5.7	22
10	Non-centralized control for flow-based distribution networks: A game-theoretical insight. Journal of the Franklin Institute, 2017, 354, 5771-5796.	3.4	11
11	Linear-Quadratic Mean-Field-Type Games With Multiple Input Constraints. , 2019, 3, 511-516.		11
12	Distributed formation control of multiple unmanned aerial vehicles over time-varying graphs using population games. , 2016, , .		10
13	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
14	Evolutionary Game-Based Dynamical Tuning for Multi-objective Model Predictive Control. Lecture Notes in Control and Information Sciences, 2015, , 115-138.	1.0	9
15	Mean-Field-Type Model Predictive Control: An Application to Water Distribution Networks. IEEE Access, 2019, 7, 135332-135339.	4.2	8
16	Price Dynamics for Electricity in Smart Grid Via Mean-Field-Type Games. Dynamic Games and Applications, 2020, 10, 798-818.	1.9	8
17	Data-Driven Decentralized Algorithm for Wind Farm Control with Population-Games Assistance. Energies, 2019, 12, 1164.	3.1	6
18	Co-Opetitive Linear-Quadratic Mean-Field-Type Games. IEEE Transactions on Cybernetics, 2020, 50, 5089-5098.	9.5	6

#	ARTICLE	IF	CITATIONS
19	Evolutionary games approach for distributed predictive control involving resource allocation. IET Control Theory and Applications, 2019, 13, 772-782.	2.1	6
20	Distributed Robust Population Games with Applications to Optimal Frequency Control in Power Systems. , 2018, , .		5
21	Risk-awareness in multi-level building evacuation with smoke: Burj Khalifa case study. Automatica, 2021, 129, 109625.	5.0	5
22	Distributed Evolutionary Games Reaching Power Indexes: Navigability in a Social Network of Smart Objects. , 2018, , .		5
23	Resilient Information-Exchange Protocol for Distributed Model Predictive Control Schemes. , 2018, , .		4
24	Atomicity and Non-Anonymity in Population-Like Games for the Energy Efficiency of Hybrid-Power HetNets. IEEE Transactions on Network and Service Management, 2018, 15, 1600-1614.	4.9	3
25	Mitigation of communication failures in distributed model predictive control strategies. IET Control Theory and Applications, 2018, 12, 2507-2515.	2.1	3
26	Hierarchical Structures and Leadership Design in Mean-Field-Type Games with Polynomial Cost. Games, 2020, 11, 30.	0.6	3
27	A Tutorial On Mean-Field-Type Games and Risk-Aware Controllers. Annual Reviews in Control, 2020, 50, 317-334.	7.9	3
28	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
29	Data-Driven Evolutionary-Game-Based Control for Drinking-Water Networks. Advances in Industrial Control, 2017, , 363-383.	0.5	3
30	Coalitional Stochastic Differential Games for Networks. , 2022, 6, 2707-2712.		3
31	A class of population dynamics for reaching epsilon-equilibria: Engineering applications. , 2016, , .		2
32	A MatLab-Based Mean-Field-Type Games Toolbox: Continuous-Time Version. IEEE Access, 2019, 7, 126500-126514.	4.2	1
33	Toolbox to simulate and mitigate COVID-19 propagation. SoftwareX, 2021, 14, 100673.	2.6	1
34	Distributed Predictive Control Using Density-Dependent Population Games. Springer Theses, 2019, , 111-132.	0.1	1
35	Partitioning for Large-Scale Systems: Sequential DMPC Design. Springer Theses, 2019, , 163-178.	0.1	1
36	Constrained Mean-Field-Type Games: Stationary Case. , 2019, , .		0

#	ARTICLE	IF	CITATIONS
37	Fractional Mean-Field-Type Games under Non-Quadratic Costs: A Direct Method. , 2019, , .		0
38	MatLab Toolbox for Linear-Quadratic Mean-Field-Type Games: Version I. , 2019, , .		0
39	Berge equilibrium in linear-quadratic mean-field-type games. Journal of the Franklin Institute, 2020, 357, 10861-10885.	3.4	0
40	Gain-Scheduled Mean-Field-Type Control for a Non-Linear Continuous Stirred Tank Reactor. IEEE Access, 2020, 8, 97783-97792.	4.2	0
41	Distributed System Partitioning and DMPC. Springer Theses, 2019, , 179-192.	0.1	0
42	Dynamical Tuning for Multi-objective MPC Controllers. Springer Theses, 2019, , 37-58.	0.1	0
43	Literature Review and Background. Springer Theses, 2019, , 11-34.	0.1	0
44	Risk-Aware Control and Games in Engineering. , 2020, , .		0