

Kyriakos G Vamvoudakis

List of Publications by Year in descending order

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114
papers

6,198
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186265
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116
times ranked

2476
citing authors

#	ARTICLE	IF	CITATIONS
1	Adaptive Neural Network Stochastic-Filter-Based Controller for Attitude Tracking With Disturbance Rejection. IEEE Transactions on Neural Networks and Learning Systems, 2024, 35, 1217-1227.	11.3	2
2	Recursive Reasoning With Reduced Complexity and Intermittency for Nonequilibrium Learning in Stochastic Games. IEEE Transactions on Neural Networks and Learning Systems, 2023, 34, 8467-8481.	11.3	3
3	Hamiltonian-Driven Adaptive Dynamic Programming With Approximation Errors. IEEE Transactions on Cybernetics, 2022, 52, 13762-13773.	9.5	51
4	Bounded Rationality in Byzantine Sensors Under Attacks. IEEE Transactions on Automatic Control, 2022, 67, 3606-3613.	5.7	2
5	Neural-Adaptive Stochastic Attitude Filter on $SO(3)$. , 2022, 6, 1549-1554.		3
6	Towards Intelligent Security for Unmanned Aerial Vehicles: A Taxonomy of Attacks, Faults, and Detection Mechanisms. , 2022, , .		3
7	Nonequilibrium dynamical games: A control systems perspective. Annual Reviews in Control, 2022, 53, 6-18.	7.9	4
8	A Secure Control Learning Framework for Cyber-Physical Systems Under Sensor and Actuator Attacks. IEEE Transactions on Cybernetics, 2021, 51, 4648-4660.	9.5	43
9	Hamiltonian-Driven Hybrid Adaptive Dynamic Programming. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2021, 51, 6423-6434.	9.3	60
10	Safe Approximate Dynamic Programming via Kernelized Lipschitz Estimation. IEEE Transactions on Neural Networks and Learning Systems, 2021, 32, 405-419.	11.3	12
11	A data-enabled private learning framework for enhanced security against replay attacks in cyber-physical systems. International Journal of Robust and Nonlinear Control, 2021, 31, 1817-1833.	3.7	29
12	Data-enabled extremum seeking: A cooperative concurrent learning-based approach. International Journal of Adaptive Control and Signal Processing, 2021, 35, 1256-1284.	4.1	13
13	Model-Free Reinforcement Learning-Based Control for Continuous-Time Systems. , 2021, , 1264-1275.		0
14	Neuro-inspired Control. , 2021, , 1441-1447.		0
15	Dissipativity-Based Verification for Autonomous Systems in Adversarial Environments. Studies in Systems, Decision and Control, 2021, , 273-291.	1.0	0
16	Data-based and secure switched cyber-physical systems. Systems and Control Letters, 2021, 148, 104826.	2.3	9
17	Online Adaptive Learning in Energy Trading Stackelberg Games with Time-Coupling Constraints. , 2021, , .		2
18	Detection of actuator faults for continuous-time systems with intermittent state feedback. Systems and Control Letters, 2021, 152, 104938.	2.3	4

#	ARTICLE	IF	CITATIONS
19	Guest Editorial: Industrial Artificial Intelligence for Smart Manufacturing. IEEE Transactions on Industrial Informatics, 2021, 17, 8319-8323.	11.3	2
20	Intermittent Learning Through Operant Conditioning for Cyber-Physical Systems. IEEE Transactions on Neural Networks and Learning Systems, 2021, PP, 1-11.	11.3	0
21	A Human-Integrated Tool for Proactive and Reactive Security in Cyber-Physical Systems. , 2021, , .		1
22	A Data-Based Moving Target Defense Framework for Switching Zero-Sum Games. , 2021, , .		1
23	Experimental Design and Control of a Smart Morphing Wing System using a Q-learning Framework. , 2021, , .		4
24	Temporal-Logic-Based Intermittent, Optimal, and Safe Continuous-Time Learning for Trajectory Tracking. , 2021, , .		2
25	Bounded Rational RRT-QX: Multi-Agent Motion Planning in Dynamic Human-Like Environments Using Cognitive Hierarchy and Q-Learning. , 2021, , .		1
26	Switching Watermarking-based Detection Scheme Against Replay Attacks. , 2021, , .		1
27	Learning-Based Actuator Placement for Uncertain Systems. , 2021, , .		2
28	A Moving Target Defense Control Framework for Cyber-Physical Systems. IEEE Transactions on Automatic Control, 2020, 65, 1029-1043.	5.7	58
29	Deep-Learning Tracking for Autonomous Flying Systems Under Adversarial Inputs. IEEE Transactions on Aerospace and Electronic Systems, 2020, 56, 1444-1459.	4.7	12
30	Dynamic Intermittent Feedback Design for H_{∞} Containment Control on a Directed Graph. IEEE Transactions on Cybernetics, 2020, 50, 3752-3765.	9.5	46
31	Bounded Rational Unmanned Aerial Vehicle Coordination for Adversarial Target Tracking. , 2020, , .		6
32	Constrained Differential Games for Secure Decision-Making Against Stealthy Attacks. , 2020, , .		5
33	Continuous-Time Safe Learning with Temporal Logic Constraints in Adversarial Environments. , 2020, , .		10
34	Online, Model-Free Motion Planning in Dynamic Environments: An Intermittent, Finite Horizon Approach with Continuous-Time Q-Learning. , 2020, , .		5
35	Safe reinforcement learning for dynamical games. International Journal of Robust and Nonlinear Control, 2020, 30, 3706-3726.	3.7	64
36	On-Off Adversarially Robust Q-Learning. , 2020, 4, 749-754.		4

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37	Adaptive backstepping optimal control of a fractional-order chaotic magnetic-field electromechanical transducer. <i>Nonlinear Dynamics</i> , 2020, 100, 523-540.	5.2	33
38	Safe Intermittent Reinforcement Learning With Static and Dynamic Event Generators. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2020, 31, 5441-5455.	11.3	56
39	Optimal Recursive Backstepping for Nonlinear Systems in a Strict-Feedback Form with Continuous and Intermittent Updates. , 2020, , .		2
40	A Meta-Learning and Bounded Rationality Framework for Repeated Games in Adversarial Environments. , 2020, , .		2
41	Model-Free Reinforcement Learning-Based Control for Continuous-Time Systems. , 2020, , 1-12.		0
42	Detection of a Drifting Acoustic Transponder by an AUV. , 2020, , .		1
43	A Compliant, Underactuated Finger for Anthropomorphic Hands. , 2019, 2019, 682-688.		4
44	Entropy-Based Proactive and Reactive Cyber-Physical Security. <i>Advances in Information Security</i> , 2019, , 59-83.	1.2	3
45	An adaptive learning and control architecture for mitigating sensor and actuator attacks in connected autonomous vehicle platoons. <i>International Journal of Adaptive Control and Signal Processing</i> , 2019, 33, 1788-1802.	4.1	21
46	An Adaptive Actuation Mechanism for Anthropomorphic Robot Hands. <i>Frontiers in Robotics and AI</i> , 2019, 6, 47.	3.2	19
47	Distributed output-feedback model predictive control for multi-agent consensus. <i>Systems and Control Letters</i> , 2019, 127, 52-59.	2.3	25
48	Robust event-triggered output feedback learning algorithm for voltage source inverters with unknown load and parameter variations. <i>International Journal of Robust and Nonlinear Control</i> , 2019, 29, 3502-3517.	3.7	9
49	Dynamic intermittent <i>Q</i> -learning-based model-free suboptimal co-design of stabilization. <i>International Journal of Robust and Nonlinear Control</i> , 2019, 29, 2673-2694.	3.7	34
50	Kinodynamic Motion Planning With Continuous-Time Q-Learning: An Online, Model-Free, and Safe Navigation Framework. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2019, 30, 3803-3817.	11.3	49
51	Non-equilibrium dynamic games and cyber-physical security: A cognitive hierarchy approach. <i>Systems and Control Letters</i> , 2019, 125, 59-66.	2.3	23
52	An Intermittent Learning Algorithm for High-Speed Autonomous Driving in Unknown Environments. , 2019, , .		3
53	Optimal distributed learning for disturbance rejection in networked nonlinear games under unknown dynamics. <i>IET Control Theory and Applications</i> , 2019, 13, 2838-2848.	2.1	18
54	A Secure Control Learning Framework for Cyber-Physical Systems under Sensor Attacks. , 2019, , .		7

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55	Off-Policy Reinforcement-Learning Algorithm to Solve Minimax Games on Graphs. , 2019, , .		0
56	CODES: Cooperative Data-Enabled Extremum Seeking for Multi-Agent Systems. , 2019, , .		1
57	Decentralized Verification for Dissipativity of Cascade Interconnected Systems. , 2019, , .		4
58	Safe Intermittent Reinforcement Learning for Nonlinear Systems. , 2019, , .		5
59	An Adaptive, Humanlike Robot Hand with Selective Interdigitation: Towards Robust Grasping and Dexterous, In-Hand Manipulation. , 2019, , .		9
60	Robust Kinodynamic Motion Planning using Model-Free Game-Theoretic Learning. , 2019, , .		5
61	Non-Equilibrium Learning and Cyber-Physical Security. , 2019, , .		2
62	Safety-Aware Reinforcement Learning Framework with an Actor-Critic-Barrier Structure. , 2019, , .		28
63	Switching for Unpredictability: A Proactive Defense Control Approach. , 2019, , .		3
64	Simultaneous dynamic system estimation and optimal control of vehicle active suspension. Vehicle System Dynamics, 2019, 57, 1467-1493.	3.7	26
65	Predictive Learning via Lookahead Simulation. , 2019, , .		2
66	Open-loop Stackelberg learning solution for hierarchical control problems. International Journal of Adaptive Control and Signal Processing, 2019, 33, 285-299.	4.1	16
67	Optimal and Autonomous Control Using Reinforcement Learning: A Survey. IEEE Transactions on Neural Networks and Learning Systems, 2018, 29, 2042-2062.	11.3	512
68	Game-Theory-Based Consensus Learning of Double-Integrator Agents in the Presence of Worst-Case Adversaries. Journal of Optimization Theory and Applications, 2018, 177, 222-253.	1.5	7
69	Model-free event-triggered control algorithm for continuous-time linear systems with optimal performance. Automatica, 2018, 87, 412-420.	5.0	96
70	Cooperative Q-Learning for Rejection of Persistent Adversarial Inputs in Networked Linear Quadratic Systems. IEEE Transactions on Automatic Control, 2018, 63, 1018-1031.	5.7	31
71	Adaptive Control for Mitigating Sensor and Actuator Attacks in Connected Autonomous Vehicle Platoons. , 2018, , .		11
72	Dynamic Intermittent Q-Learning for Systems with Reduced Bandwidth. , 2018, , .		1

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73	Enforcing Signal Temporal Logic Specifications in Multi-Agent Adversarial Environments: A Deep Q-Learning Approach. , 2018, , .		18
74	A model free learning algorithm to control autonomous streams over IoT. , 2018, , .		0
75	A multi-step and resilient predictive Q-learning algorithm for IoT. , 2018, , .		0
76	Dynamic Intermittent Suboptimal Control: Performance Quantification and Comparisons. , 2018, , .		2
77	Model-Free Event-Triggered Containment Control of Multi-Agent Systems. , 2018, , .		7
78	Distributed learning algorithm for non-linear differential graphical games. Transactions of the Institute of Measurement and Control, 2017, 39, 173-182.	1.7	16
79	Q-learning for continuous-time graphical games on large networks with completely unknown linear system dynamics. International Journal of Robust and Nonlinear Control, 2017, 27, 2900-2920.	3.7	27
80	Q-learning for continuous-time linear systems: A model-free infinite horizon optimal control approach. Systems and Control Letters, 2017, 100, 14-20.	2.3	159
81	A neuro-adaptive architecture for extremum seeking control using hybrid learning dynamics. , 2017, , .		7
82	Distributed optimal synchronization control of linear networked systems under unknown dynamics. , 2017, , .		8
83	Adaptive optimal observer design via approximate dynamic programming. , 2017, , .		7
84	Online Optimal Operation of Parallel Voltage-Source Inverters Using Partial Information. IEEE Transactions on Industrial Electronics, 2017, 64, 4296-4305.	7.9	15
85	Event-triggered optimal tracking control of nonlinear systems. International Journal of Robust and Nonlinear Control, 2017, 27, 598-619.	3.7	111
86	Active-Bayesian learning for cooperation connectivity in dynamic cyber-physical-human systems. , 2017, , .		0
87	Event-triggered H-infinity control for unknown continuous-time linear systems using Q-learning. , 2016, , .		9
88	Game-theoretic tracking control for actuator attack attenuation in cyber-physical systems. , 2016, , .		2
89	Multi-agent zero-sum differential graphical games for disturbance rejection in distributed control. Automatica, 2016, 69, 24-34.	5.0	125
90	Asymptotically Stable Adaptive Optimal Control Algorithm With Saturating Actuators and Relaxed Persistence of Excitation. IEEE Transactions on Neural Networks and Learning Systems, 2016, 27, 2386-2398.	11.3	127

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91	Autonomy and machine intelligence in complex systems: A tutorial. , 2015, , .		29
92	Optimal and Robust Scheduling for Networked Control Systems [Bookshelf]. IEEE Control Systems, 2015, 35, 101-103.	0.8	1
93	Non-zero sum Nash Q-learning for unknown deterministic continuous-time linear systems. Automatica, 2015, 61, 274-281.	5.0	66
94	Disturbance rejection of multi-agent systems: A reinforcement learning differential game approach. , 2015, , .		1
95	Detection in Adversarial Environments. IEEE Transactions on Automatic Control, 2014, 59, 3209-3223.	5.7	83
96	Event-triggered optimal adaptive control algorithm for continuous-time nonlinear systems. IEEE/CAA Journal of Automatica Sinica, 2014, 1, 282-293.	13.1	216
97	Multi-agent discrete-time graphical games and reinforcement learning solutions. Automatica, 2014, 50, 3038-3053.	5.0	206
98	Online optimal switching of single phase DC/AC inverters using partial information. , 2014, , .		6
99	An online actor/critic algorithm for event-triggered optimal control of continuous-time nonlinear systems. , 2014, , .		10
100	Online adaptive algorithm for optimal control with integral reinforcement learning. International Journal of Robust and Nonlinear Control, 2014, 24, 2686-2710.	3.7	113
101	Learning consensus in adversarial environments. , 2013, , .		4
102	Online adaptive learning for team strategies in multi-agent systems. Journal of Defense Modeling and Simulation, 2012, 9, 59-69.	1.7	7
103	Reinforcement Learning and Feedback Control: Using Natural Decision Methods to Design Optimal Adaptive Controllers. IEEE Control Systems, 2012, 32, 76-105.	0.8	730
104	An online integral reinforcement learning algorithm to solve N-player Nash games. , 2012, , .		1
105	Multi-agent differential graphical games: Online adaptive learning solution for synchronization with optimality. Automatica, 2012, 48, 1598-1611.	5.0	405
106	Online solution of nonlinear two-player zero-sum games using synchronous policy iteration. International Journal of Robust and Nonlinear Control, 2012, 22, 1460-1483.	3.7	161
107	Reinforcement Learning for Partially Observable Dynamic Processes: Adaptive Dynamic Programming Using Measured Output Data. IEEE Transactions on Systems, Man, and Cybernetics, 2011, 41, 14-25.	5.0	391
108	Multi-player non-zero-sum games: Online adaptive learning solution of coupled Hamiltonian Jacobi equations. Automatica, 2011, 47, 1556-1569.	5.0	390

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109	Policy iteration algorithm for distributed networks and graphical games. , 2011, , .		10
110	Non-zero sum games: Online learning solution of coupled Hamilton-Jacobi and coupled Riccati equations. , 2011, , .		12
111	Online adaptive learning of optimal control solutions using integral reinforcement learning. , 2011, , .		13
112	Online actor-critic algorithm to solve the continuous-time infinite horizon optimal control problem. Automatica, 2010, 46, 878-888.	5.0	1,153
113	Optimal adaptive control for unknown systems using output feedback by reinforcement learning methods. , 2010, , .		18
114	Adaptive Backstepping control for MAPK cascade models using RBF neural networks. , 2007, , .		0