

W Randolph Franklin

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10694496/publications.pdf>

Version: 2024-02-01

26
papers

192
citations

1307594

7
h-index

1281871

11
g-index

26
all docs

26
docs citations

26
times ranked

100
citing authors

#	ARTICLE	IF	CITATIONS
1	Efficient viewshed computation on terrain in external memory. <i>Geoinformatica</i> , 2011, 15, 381-397.	2.7	24
2	An exact hidden sphere algorithm that operates in linear time. <i>Computer Graphics and Image Processing</i> , 1981, 15, 364-379.	0.8	20
3	Parallel ODETLAP for terrain compression and reconstruction. , 2008, , .		16
4	Tradeoffs when Multiple Observer Siting on Large Terrain Cells. , 2006, , 845-861.		16
5	Smugglers and border guards. , 2007, , .		13
6	Voronoi diagrams with barriers and on polyhedra for minimal path planning. <i>Visual Computer</i> , 1985, 1, 133-150.	3.5	12
7	PinMeshâ€”Fast and exact 3D point location queries using a uniform grid. <i>Computers and Graphics</i> , 2016, 58, 1-11.	2.5	11
8	Fast exact parallel map overlay using a two-level uniform grid. , 2015, , .		10
9	A New Method for Computing the Drainage Network Based on Raising the Level of an Ocean Surrounding the Terrain. <i>Lecture Notes in Geoinformation and Cartography</i> , 2012, , 391-407.	1.0	9
10	Evaluation of algorithms to display vector plots on raster devices. <i>Computer Graphics and Image Processing</i> , 1979, 11, 377-397.	0.8	8
11	Raysâ€”New representation for polygons and polyhedra. <i>Computer Vision, Graphics, and Image Processing</i> , 1983, 22, 327-338.	1.0	7
12	An optimization heuristic for siting observers in huge terrains stored in external memory. , 2010, , .		7
13	River network completion without height samples using geometry-based induced terrain. <i>Cartography and Geographic Information Science</i> , 2013, 40, 316-325.	3.0	6
14	A logic programming approach to cartographic map overlay. <i>Computational Intelligence</i> , 1990, 6, 61-70.	3.2	5
15	An Efficient External Memory Algorithm for Terrain Viewshed Computation. <i>ACM Transactions on Spatial Algorithms and Systems</i> , 2016, 2, 1-17.	1.4	4
16	Analyses, Simulations, and Physical Modeling Validation of Levee and Embankment Erosion. , 2011, , .		3
17	An efficient GPU multiple-observer siting method based on sparse-matrix multiplication. , 2014, , .		3
18	Efficiently computing the drainage network on massive terrains using external memory flooding process. <i>Geoinformatica</i> , 2015, 19, 671-692.	2.7	3

#	ARTICLE	IF	CITATIONS
19	Fast exact parallel 3D mesh intersection algorithm using only orientation predicates. , 2017, , .		3
20	New Visualization Method to Evaluate Erosion Quantity and Pattern. Geotechnical Testing Journal, 2016, 39, 431-446.	1.0	3
21	Measuring terrain distances through extracted channel networks. SIGSPATIAL Special, 2011, 3, 21-26.	2.7	2
22	Parallel intersection detection in massive sets of cubes. , 2017, , .		2
23	Slope Accuracy and Path Planning on Compressed Terrain. Lecture Notes in Geoinformation and Cartography, 2008, , 335-349.	1.0	2
24	Slope preserving lossy terrain compression. SIGSPATIAL Special, 2010, 2, 19-24.	2.7	1
25	Data Structures for Parallel Spatial Algorithms on Large Datasets (Vision paper). , 2018, , .		1
26	Evaluating hydrology preservation of simplified terrain representations. SIGSPATIAL Special, 2009, 1, 51-56.	2.7	1