

# 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	Data Structures for Parallel Spatial Algorithms on Large Datasets (Vision paper). , 2018, , .		1
2	Fast exact parallel 3D mesh intersection algorithm using only orientation predicates. , 2017, , .		3
3	Parallel intersection detection in massive sets of cubes. , 2017, , .		2
4	An Efficient External Memory Algorithm for Terrain Viewshed Computation. ACM Transactions on Spatial Algorithms and Systems, 2016, 2, 1-17.	1.4	4
5	PinMeshâ€”Fast and exact 3D point location queries using a uniform grid. Computers and Graphics, 2016, 58, 1-11.	2.5	11
6	New Visualization Method to Evaluate Erosion Quantity and Pattern. Geotechnical Testing Journal, 2016, 39, 431-446.	1.0	3
7	Fast exact parallel map overlay using a two-level uniform grid. , 2015, , .		10
8	Efficiently computing the drainage network on massive terrains using external memory flooding process. Geoinformatica, 2015, 19, 671-692.	2.7	3
9	An efficient GPU multiple-observer siting method based on sparse-matrix multiplication. , 2014, , .		3
10	River network completion without height samples using geometry-based induced terrain. Cartography and Geographic Information Science, 2013, 40, 316-325.	3.0	6
11	A New Method for Computing the Drainage Network Based on Raising the Level of an Ocean Surrounding the Terrain. Lecture Notes in Geoinformation and Cartography, 2012, , 391-407.	1.0	9
12	Efficient viewshed computation on terrain in external memory. Geoinformatica, 2011, 15, 381-397.	2.7	24
13	Analyses, Simulations, and Physical Modeling Validation of Levee and Embankment Erosion. , 2011, , .		3
14	Measuring terrain distances through extracted channel networks. SIGSPATIAL Special, 2011, 3, 21-26.	2.7	2
15	Slope preserving lossy terrain compression. SIGSPATIAL Special, 2010, 2, 19-24.	2.7	1
16	An optimization heuristic for siting observers in huge terrains stored in external memory. , 2010, , .		7
17	Evaluating hydrology preservation of simplified terrain representations. SIGSPATIAL Special, 2009, 1, 51-56.	2.7	1
18	Parallel ODETLAP for terrain compression and reconstruction. , 2008, , .		16

#	ARTICLE	IF	CITATIONS
19	Slope Accuracy and Path Planning on Compressed Terrain. Lecture Notes in Geoinformation and Cartography, 2008, , 335-349.	1.0	2
20	Smugglers and border guards. , 2007, , .		13
21	Tradeoffs when Multiple Observer Siting on Large Terrain Cells. , 2006, , 845-861.		16
22	A logic programming approach to cartographic map overlay. Computational Intelligence, 1990, 6, 61-70.	3.2	5
23	Voronoi diagrams with barriers and on polyhedra for minimal path planning. Visual Computer, 1985, 1, 133-150.	3.5	12
24	Raysâ€”New representation for polygons and polyhedra. Computer Vision, Graphics, and Image Processing, 1983, 22, 327-338.	1.0	7
25	An exact hidden sphere algorithm that operates in linear time. Computer Graphics and Image Processing, 1981, 15, 364-379.	0.8	20
26	Evaluation of algorithms to display vector plots on raster devices. Computer Graphics and Image Processing, 1979, 11, 377-397.	0.8	8