

# Keigo Nitadori

## List of Publications by Year in descending order

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Version: 2024-02-01

28  
papers

1,137  
citations

567281

15  
h-index

713466

21  
g-index

29  
all docs

29  
docs citations

29  
times ranked

876  
citing authors

#	ARTICLE	IF	CITATIONS
1	Accelerating nbody6 with graphics processing units. Monthly Notices of the Royal Astronomical Society, 2012, 424, 545-552.	4.4	214
2	nbody6++gpu: ready for the gravitational million-body problem. Monthly Notices of the Royal Astronomical Society, 2015, 450, 4070-4080.	4.4	167
3	Implementation and performance of FDPS: a framework for developing parallel particle simulation codes. Publication of the Astronomical Society of Japan, 2016, 68, .	2.5	94
4	Sixth- and eighth-order Hermite integrator for N-body simulations. New Astronomy, 2008, 13, 498-507.	1.8	92
5	THE COSMOGRID SIMULATION: STATISTICAL PROPERTIES OF SMALL DARK MATTER HALOS. Astrophysical Journal, 2013, 767, 146.	4.5	76
6	42 TFlops hierarchical N-body simulations on GPUs with applications in both astrophysics and turbulence. , 2009, , .		65
7	petar: a high-performance N-body code for modelling massive collisional stellar systems. Monthly Notices of the Royal Astronomical Society, 2020, 497, 536-555.	4.4	52
8	FORMATION AND HARDENING OF SUPERMASSIVE BLACK HOLE BINARIES IN MINOR MERGERS OF DISK GALAXIES. Astrophysical Journal, 2012, 756, 30.	4.5	49
9	Phantom-GRAPE: Numerical software library to accelerate collisionless N-body simulation with SIMD instruction set on x86 architecture. New Astronomy, 2013, 19, 74-88.	1.8	45
10	Performance tuning of N-body codes on modern microprocessors: I. Direct integration with a hermite scheme on x86_64 architecture. New Astronomy, 2006, 12, 169-181.	1.8	44
11	N-body simulation for self-gravitating collisional systems with a new SIMD instruction set extension to the x86 architecture, Advanced Vector eXtensions. New Astronomy, 2012, 17, 82-92.	1.8	43
12	Unconvergence of very-large-scale giant impact simulations. Publication of the Astronomical Society of Japan, 2017, 69, .	2.5	40
13	4.45 Pflops astrophysical N-body simulation on K computer – The gravitational trillion-body problem. , 2012, , .		27
14	A slow-down time-transformed symplectic integrator for solving the few-body problem. Monthly Notices of the Royal Astronomical Society, 2020, 493, 3398-3411.	4.4	27
15	Fortran interface layer of the framework for developing particle simulator FDPS. Publication of the Astronomical Society of Japan, 2018, 70, .	2.5	24
16	A novel multiple-walk parallel algorithm for the Barnes–Hut treecode on GPUs – towards cost effective, high performance N-body simulation. Computer Science - Research and Development, 2009, 24, 21-31.	2.7	22
17	Simulating the Universe on an Intercontinental Grid. Computer, 2010, 43, 63-70.	1.1	16
18	Accelerated FDPS: Algorithms to use accelerators with FDPS. Publication of the Astronomical Society of Japan, 2020, 72, .	2.5	16

#	ARTICLE	IF	CITATIONS
19	Up to 700k GPU Cores, Kepler, and the Exascale Future for Simulations of Star Clusters Around Black Holes. Lecture Notes in Computer Science, 2013, , 13-25.	1.3	6
20	FDPS. , 2015, , .		5
21	Global Simulation of Planetary Rings on Sunway TaihuLight. Lecture Notes in Computer Science, 2018, , 483-495.	1.3	5
22	Implementation and performance of Barnes-hut n-body algorithm on extreme-scale heterogeneous many-core architectures. International Journal of High Performance Computing Applications, 2020, 34, 615-628.	3.7	4
23	A Mean-field Approach to Simulating the Merging of Collisionless Stellar Systems Using a Particle-based Method. Astrophysical Journal, 2019, 875, 20.	4.5	1
24	Step-size effect in the time-transformed leapfrog integrator on elliptic and hyperbolic orbits. Monthly Notices of the Royal Astronomical Society, 2020, 497, 4384-4389.	4.4	1
25	6th and 8th Order Hermite Integrator Using Snap and Crackle. Proceedings of the International Astronomical Union, 2007, 3, 473-474.	0.0	0
26	Merging of unequal mass binary black holes in non-axisymmetric galactic nuclei. Proceedings of the International Astronomical Union, 2014, 10, 82-85.	0.0	0
27	Acceleration of hybrid MPI parallel NBODY6++ for large N-body globular cluster simulations. Proceedings of the International Astronomical Union, 2014, 10, 260-261.	0.0	0
28	619 Accelerating collisionless N-body simulation using GPUs. The Proceedings of the Computational Mechanics Conference, 2008, 2008.21, 548-549.	0.0	0