Ravish Mehra

List of Publications by Year
in descending order

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22	504	759233 12	888059 17
papers	citations	h-index	g-index

23	23	23	222
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	An efficient GPU-based time domain solver for the acoustic wave equation. Applied Acoustics, 2012, 73, 83-94.	3.3	73
2	High-order diffraction and diffuse reflections for interactive sound propagation in large environments. ACM Transactions on Graphics, 2014, 33, 1-12.	7.2	70
3	Wave-based sound propagation in large open scenes using an equivalent source formulation. ACM Transactions on Graphics, 2013, 32, 1-13.	7.2	55
4	Wave-ray coupling for interactive sound propagation in large complex scenes. ACM Transactions on Graphics, 2013, 32, 1-11.	7.2	42
5	WAVE: Interactive Wave-based Sound Propagation for Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 434-442.	4.4	41
6	Source and Listener Directivity for Interactive Wave-Based Sound Propagation. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 495-503.	4.4	34
7	Diffraction Kernels for Interactive Sound Propagation in Dynamic Environments. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1613-1622.	4.4	23
8	Loudness stability of binaural sound with spherical harmonic representation of sparse head-related transfer functions. Eurasip Journal on Audio, Speech, and Music Processing, 2019, 2019, .	2.1	23
9	P-HRTF: Efficient personalized HRTF computation for high-fidelity spatial sound. , 2014, , .		22
10	Acoustic pulse propagation in an urban environment using a three-dimensional numerical simulation. Journal of the Acoustical Society of America, 2014, 135, 3231-3242.	1.1	17
11	A parallel time-domain wave simulator based on rectangular decomposition for distributed memory architectures. Applied Acoustics, 2015, 97, 104-114.	3.3	17
12	Efficient Representation and Sparse Sampling of Head-Related Transfer Functions Using Phase-Correction Based on Ear Alignment. IEEE/ACM Transactions on Audio Speech and Language Processing, 2019, 27, 2249-2262.	5.8	15
13	Precomputed wave simulation for real-time sound propagation of dynamic sources in complex scenes. , 2010, , .		14
14	Binaural Reproduction Based on Bilateral Ambisonics and Ear-Aligned HRTFs. IEEE/ACM Transactions on Audio Speech and Language Processing, 2021, 29, 901-913.	5.8	14
15	Pinna-related transfer functions and lossless wave equation using finite-difference methods: Verification and asymptotic solution. Journal of the Acoustical Society of America, 2019, 146, 3629-3645.	1.1	10
16	Numerical simulations of near-field head-related transfer functions: Magnitude verification and validation with laser spark sources. Journal of the Acoustical Society of America, 2020, 148, 153-166.	1.1	7
17	Effects of virtual acoustics on target-word identification performance in multi-talker environments. , 2018, , .		6
18	Pinna-related transfer functions and lossless wave equation using finite-difference methods: Validation with measurements. Journal of the Acoustical Society of America, 2020, 147, 3631-3645.	1.1	6

#	Article	IF	Citations
19	Wave-based sound propagation for VR applications. , 2014, , .		4
20	MPARD: A high-frequency wave-based acoustic solver for very large compute clusters. Applied Acoustics, 2017, 121, 82-94.	3.3	4
21	Binaural Reproduction Based on Bilateral Ambisonics. , 0, , .		4
22	Sparse Representation of Hrtfs by Ear Alignment. , 2019, , .		2