

Bernard Chazelle

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

45
papers

3,277
citations

23
h-index

45
g-index

45
ext. papers

3,629
ext. citations

0.9
avg, IF

5.36
L-index

| # | Paper | IF | Citations |
|----|--|-----|-----------|
| 45 | Computing Hereditary Convex Structures. <i>Discrete and Computational Geometry</i> , 2011 , 45, 796-823 | 0.6 | 5 |
| 44 | Faster dimension reduction. <i>Communications of the ACM</i> , 2010 , 53, 97-104 | 2.5 | 227 |
| 43 | Computing hereditary convex structures 2009 , | | 5 |
| 42 | The Fast Johnson-Lindenstrauss Transform and Approximate Nearest Neighbors. <i>SIAM Journal on Computing</i> , 2009 , 39, 302-322 | 1.1 | 163 |
| 41 | Lower bounds for intersection searching and fractional cascading in higher dimension. <i>Journal of Computer and System Sciences</i> , 2004 , 68, 269-284 | 1 | 4 |
| 40 | Splitting a Delaunay Triangulation in Linear Time. <i>Lecture Notes in Computer Science</i> , 2001 , 312-320 | 0.9 | |
| 39 | Irregularities of Distribution, Derandomization, and Complexity Theory. <i>Lecture Notes in Computer Science</i> , 2000 , 46-54 | 0.9 | |
| 38 | Product Range Spaces, Sensitive Sampling, and Derandomization. <i>SIAM Journal on Computing</i> , 1999 , 28, 1552-1575 | 1.1 | 21 |
| 37 | The Discrepancy Method. <i>Lecture Notes in Computer Science</i> , 1998 , 1-3 | 0.9 | 3 |
| 36 | Strategies for polyhedral surface decomposition: An experimental study. <i>Computational Geometry: Theory and Applications</i> , 1997 , 7, 327-342 | 0.4 | 66 |
| 35 | Simplex range reporting on a pointer machine. <i>Computational Geometry: Theory and Applications</i> , 1996 , 5, 237-247 | 0.4 | 17 |
| 34 | Derandomizing an output-sensitive convex hull algorithm in three dimensions. <i>Computational Geometry: Theory and Applications</i> , 1995 , 5, 27-32 | 0.4 | 18 |
| 33 | Bounds on the size of tetrahedralizations 1994 , | | 2 |
| 32 | Algorithms for bichromatic line-segment problems and polyhedral terrains. <i>Algorithmica</i> , 1994 , 11, 116-132 | | 63 |
| 31 | An optimal convex hull algorithm in any fixed dimension. <i>Discrete and Computational Geometry</i> , 1993 , 10, 377-409 | 0.6 | 203 |
| 30 | Cutting hyperplanes for divide-and-conquer. <i>Discrete and Computational Geometry</i> , 1993 , 9, 145-158 | 0.6 | 135 |
| 29 | An optimal algorithm for intersecting line segments in the plane. <i>Journal of the ACM</i> , 1992 , 39, 1-54 | 2 | 190 |

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| 28 | Decomposing the boundary of a nonconvex polyhedron. <i>Lecture Notes in Computer Science</i> , 1992 , 364-375 | 0.9 | 6 |
| 27 | Lower bounds on the complexity of simplex range reporting on a pointer machine. <i>Lecture Notes in Computer Science</i> , 1992 , 439-449 | 0.9 | 4 |
| 26 | A singly exponential stratification scheme for real semi-algebraic varieties and its applications. <i>Theoretical Computer Science</i> , 1991 , 84, 77-105 | 1.1 | 68 |
| 25 | Triangulating a simple polygon in linear time. <i>Discrete and Computational Geometry</i> , 1991 , 6, 485-524 | 0.6 | 332 |
| 24 | Ray shooting in polygons using geodesic triangulations. <i>Lecture Notes in Computer Science</i> , 1991 , 661-673 | 0.9 | 11 |
| 23 | Computational geometry for the gourmet old fare and new dishes. <i>Lecture Notes in Computer Science</i> , 1991 , 686-696 | 0.9 | 0 |
| 22 | Triangulating a nonconvex polytope. <i>Discrete and Computational Geometry</i> , 1990 , 5, 505-526 | 0.6 | 72 |
| 21 | An algorithm for generalized point location and its applications. <i>Journal of Symbolic Computation</i> , 1990 , 10, 281-309 | 0.8 | 18 |
| 20 | Lower bounds for orthogonal range searching: I. The reporting case. <i>Journal of the ACM</i> , 1990 , 37, 200-212 | 1.2 | 90 |
| 19 | A singly-exponential stratification scheme for real semi-algebraic varieties and its applications. <i>Lecture Notes in Computer Science</i> , 1989 , 179-193 | 0.9 | 22 |
| 18 | Visibility and intersection problems in plane geometry. <i>Discrete and Computational Geometry</i> , 1989 , 4, 551-581 | 0.6 | 105 |
| 17 | A Functional Approach to Data Structures and Its Use in Multidimensional Searching. <i>SIAM Journal on Computing</i> , 1988 , 17, 427-462 | 1.1 | 214 |
| 16 | Polytope range searching and integral geometry 1987 , | | 7 |
| 15 | Linear space data structures for two types of range search. <i>Discrete and Computational Geometry</i> , 1987 , 2, 113-126 | 0.6 | 18 |
| 14 | Computing on a free tree via complexity-preserving mappings. <i>Algorithmica</i> , 1987 , 2, 337-361 | 0.9 | 60 |
| 13 | Some techniques for geometric searching with implicit set representations. <i>Acta Informatica</i> , 1987 , 24, 565-582 | 0.9 | 6 |
| 12 | Fractional cascading: I. A data structuring technique. <i>Algorithmica</i> , 1986 , 1, 133-162 | 0.9 | 269 |
| 11 | Fractional cascading: II. Applications. <i>Algorithmica</i> , 1986 , 1, 163-191 | 0.9 | 78 |

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| 10 | Filtering Search: A New Approach to Query-Answering. <i>SIAM Journal on Computing</i> , 1986 , 15, 703-724 | 1.1 | 186 |
| 9 | Fractional cascading: A data structuring technique with geometric applications 1985 , 90-100 | | 8 |
| 8 | The power of geometric duality. <i>BIT Numerical Mathematics</i> , 1985 , 25, 76-90 | 1.7 | 166 |
| 7 | Parallel computational geometry 1985 , | | 27 |
| 6 | Optimal Convex Decompositions. <i>Machine Intelligence and Pattern Recognition</i> , 1985 , 63-133 | | 60 |
| 5 | Convex Partitions of Polyhedra: A Lower Bound and Worst-Case Optimal Algorithm. <i>SIAM Journal on Computing</i> , 1984 , 13, 488-507 | 1.1 | 150 |
| 4 | Filtering search: A new approach to query-answering 1983 , | | 27 |
| 3 | An improved algorithm for the fixed-radius neighbor problem. <i>Information Processing Letters</i> , 1983 , 16, 193-198 | 0.8 | 17 |
| 2 | A theorem on polygon cutting with applications 1982 , | | 111 |
| 1 | Detection is easier than computation (Extended Abstract) 1980 , | | 23 |