

Long Zheng

List of Publications by Year in descending order

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papers

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153
citing authors

#	ARTICLE	IF	CITATIONS
1	GGraph: An Efficient Structure-Aware Approach for Iterative Graph Processing. IEEE Transactions on Big Data, 2022, 8, 1182-1194.	6.1	7
2	A Structure-Aware Storage Optimization for Out-of-Core Concurrent Graph Processing. IEEE Transactions on Computers, 2022, 71, 1612-1625.	3.4	4
3	An Effective 2-Dimension Graph Partitioning for Work Stealing Assisted Graph Processing on Multi-FPGAs. IEEE Transactions on Big Data, 2022, 8, 1247-1258.	6.1	1
4	TDGraph. , 2022, , .		8
5	Efficient Graph Processing with Invalid Update Filtration. IEEE Transactions on Big Data, 2021, 7, 590-602.	6.1	2
6	DepGraph: A Dependency-Driven Accelerator for Efficient Iterative Graph Processing. , 2021, , .		12
7	Editorial for the special issue on high performance distributed computing. CCF Transactions on High Performance Computing, 2021, 3, 127.	1.7	0
8	LargeGraph. Transactions on Architecture and Code Optimization, 2021, 18, 1-24.	2.0	3
9	FDGLib: A Communication Library for Efficient Large-Scale Graph Processing in FPGA-Accelerated Data Centers. Journal of Computer Science and Technology, 2021, 36, 1051-1070.	1.5	7
10	Productive High-Performance k-Truss Decomposition on GPU Using Linear Algebra. , 2021, , .		1
11	Dynamic cluster strategy for hierarchical rollback–recovery protocols in MPI HPC applications. Concurrency Computation Practice and Experience, 2020, 32, e4173.	2.2	2
12	Efficient FPGA-based graph processing with hybrid pull-push computational model. Frontiers of Computer Science, 2020, 14, 1.	2.4	7
13	ReGra: Accelerating Graph Traversal Applications Using ReRAM With Lower Communication Cost. IEEE Access, 2020, 8, 116605-116616.	4.2	2
14	Effective runtime scheduling for high-performance graph processing on heterogeneous dataflow architecture. CCF Transactions on High Performance Computing, 2020, 2, 362-375.	1.7	1
15	ReSQM: Accelerating Database Operations Using ReRAM-Based Content Addressable Memory. IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems, 2020, 39, 4030-4041.	2.7	5
16	AsynGraph. Transactions on Architecture and Code Optimization, 2020, 17, 1-21.	2.0	9
17	Efficient Time-Evolving Stream Processing at Scale. IEEE Transactions on Parallel and Distributed Systems, 2019, 30, 2165-2178.	5.6	5
18	DiGraph. , 2019, , .		30

#	ARTICLE	IF	CITATIONS
19	A Survey on Graph Processing Accelerators: Challenges and Opportunities. Journal of Computer Science and Technology, 2019, 34, 339-371.	1.5	53
20	GraphM. , 2019, , .		17
21	FBSGraph: Accelerating Asynchronous Graph Processing via Forward and Backward Sweeping. IEEE Transactions on Knowledge and Data Engineering, 2018, 30, 895-907.	5.7	16
22	Efficient and Scalable Graph Parallel Processing With Symbolic Execution. Transactions on Architecture and Code Optimization, 2018, 15, 1-25.	2.0	8
23	Efficient Disk-Based Directed Graph Processing: A Strongly Connected Component Approach. IEEE Transactions on Parallel and Distributed Systems, 2018, 29, 830-842.	5.6	15
24	DigHR: precise dynamic detection of hidden races with weak causal relation analysis. Journal of Supercomputing, 2018, 74, 2684-2704.	3.6	5
25	Scalable Data Race Detection for Lock-Intensive Programs with Pending Period Representation. IEEE Transactions on Parallel and Distributed Systems, 2018, 29, 2599-2612.	5.6	2
26	Exploiting the Parallelism Between Conflicting Critical Sections with Partial Reversion. IEEE Transactions on Parallel and Distributed Systems, 2017, 28, 3443-3457.	5.6	1
27	Towards Dataflow-Based Graph Accelerator. , 2017, , .		6
28	Towards dataflow based graph processing. Science China Information Sciences, 2017, 60, 1.	4.3	12
29	Trying Linear Network Coding on a Network Flow Processor. , 2011, , .		0
30	Architecture-based Performance Evaluation of Genetic Algorithms on Multi/Many-core Systems. , 2011, , .		12
31	Energy Efficiency of a Multi-Core Processor by Tag Reduction. Journal of Computer Science and Technology, 2011, 26, 491-503.	1.5	2
32	A probabilistic-approach based resource allocation algorithm in pervasive computing systems. , 2010, , .		2
33	Transactional Memory Consistency: A New Consistency Model for Distributed Transactional Memory. , 2010, , .		0
34	Towards Scalable Middleware for Multiplayer Online Games. , 2010, , .		0
35	An Improved Approach to Tag Reduction on Low Power CMP with Trade-Off of Energy and Performance. , 2009, , .		1