Jeroen BÃ©dorf

List of Publications by Year
in descending order

18 papers	587 citations	1040056 9 h-index	1058476 14 g-index
19 all docs	19 docs citations	19 times ranked	623 citing authors

#	Article	IF	Citations
1	Impact of bar resonances in the velocityâ€“space distribution of the solar neighbourhood stars in a self-consistentN-body Galactic disc simulation. Monthly Notices of the Royal Astronomical Society, 2022, 514, 460-469.	4.4	3
2	Resolving local and global kinematic signatures of satellite mergers with billion particle simulations. Monthly Notices of the Royal Astronomical Society, 2021, 508, 1459-1472.	4.4	29
3	DeepGalaxy: Deducing the Properties of Galaxy Mergers from Images Using Deep Neural Networks. , 2020, , .		3
4	Bonsai-SPH: A GPU accelerated astrophysical Smoothed Particle Hydrodynamics code. , 2020, 1, .		2
5	Multi-scale high-performance computing in astrophysics: simulating clusters with stars, binaries and planets. Philosophical Transactions Series A, Mathematical, Physical, and Engineering Sciences, 2019, 377, 20180153.	3.4	2
6	Modelling the Milky Way as a dry Galaxy. Monthly Notices of the Royal Astronomical Society, 2019, 482, 1983-2015.	4.4	29
7	The dynamics of stellar discs in live dark-matter haloes. Monthly Notices of the Royal Astronomical Society, 2018, 477, 1451-1471.	4.4	24
8	The origin of interstellar asteroidal objects like 1I/2017 U1 â€˜Oumuamua. Monthly Notices of the Royal Astronomical Society: Letters, 2018, 479, L17-L22.	3.3	50
9	Creating the Virtual Universe. IEEE Software, 2016, 33, 25-29.	1.8	3
10	A distributed ASTRA toolbox. Advanced Structural and Chemical Imaging, 2016, 2, 19.	4.0	23
11	Using GPUs to Enable Simulation with Computational Gravitational Dynamics in Astrophysics. Computer, 2015, 48, 50-58.	1.1	5
12	Sapporo2: a versatile direct N-body library. Computational Astrophysics and Cosmology, 2015, 2, .	22.7	8
13	24.77 Pflops on a Gravitational Tree-Code to Simulate the Milky Way Galaxy with 18600 GPUs. , 2014, , .		41
14	The effect of many minor mergers on the size growth of compact quiescent galaxies. Monthly Notices of the Royal Astronomical Society, 2013, 431, 767-780.	4.4	32
15	Parallel gravity. , 2012, , .		0
16	A sparse octree gravitational N-body code that runs entirely on the GPU processor. Journal of Computational Physics, 2012, 231, 2825-2839.	3.8	146
17	Gravitational tree-code on graphics processing units: implementation in CUDA. Procedia Computer Science, 2010, 1, 1119-1127.	2.0	30
18	High performance direct gravitational N-body simulations on graphics processing units II: An implementation in CUDA. New Astronomy, 2008, 13, 103-112.	1.8	157