Mariano Perez

List of Publications by Year
in descending order

18 papers	157 citations	1478505 6 h-index	1199594 12 g-index
19 all docs	19 docs citations	19 times ranked	116 citing authors

#	Article	IF	Citations
1	Virtual reality for driving simulation. Communications of the ACM, 1996, 39, 72-76.	4.5	83
2	Terrain data compression using wavelet-tiled pyramids for online 3D terrain visualization. International Journal of Geographical Information Science, 2014, 28, 407-425.	4.8	12
3	A new parallel pipeline for DNA methylation analysis of long reads datasets. BMC Bioinformatics, 2017, 18, 161.	2.6	12
4	A parallel and sensitive software tool for methylation analysis on multicore platforms. Bioinformatics, 2015, 31, 3130-3138.	4.1	9
5	Hybrid P2P schemes for remote terrain interactive visualization systems. Future Generation Computer Systems, 2013, 29, 1522-1532.	7.5	8
6	Visualization of DNA methylation results through a GPU-based parallelization of the wavelet transform. Journal of Supercomputing, 2019, 75, 1496-1509.	3.6	7
7	HPG-HMapper: A DNA hydroxymethylation analysis tool. International Journal of High Performance Computing Applications, 2020, 34, 57-65.	3.7	5
8	HPG-DHunter: an ultrafast, friendly tool for DMR detection and visualization. BMC Bioinformatics, 2020, 21, 287.	2.6	4
9	A new approach for the visualization of DNA methylation results. Computational and Mathematical Methods, 2020, 2, e1043.	0.8	3
10	On the Use of Binary Trees for DNA Hydroxymethylation Analysis. Lecture Notes in Computer Science, 2017, , 513-522.	1.3	3
11	Combining displacement mapping methods on the GPU for real-time terrain visualization. Journal of Supercomputing, 2017, 73, 402-413.	3.6	2
12	A comparison study of wavelet transforms for the visualization of differentially methylated regions in DNA samples. Journal of Supercomputing, 2021, 77, 2609-2623.	3.6	2
13	A Web-Based Tool for Automatic Detection and Visualization of DNA Differentially Methylated Regions. Electronics (Switzerland), 2021, 10, 1083.	3.1	2
14	Improving hybrid distributed architectures for interactive terrain visualization. Journal of Supercomputing, 2017, 73, 17-28.	3.6	1
15	Geometry-based methods for general non-planar perspective projections on curved displays. Journal of Supercomputing, 2019, 75, 1241-1255.	3.6	1
16	Adding Synthetic Detail to Natural Terrain Using a Wavelet Approach. Lecture Notes in Computer Science, 2002, , 22-31.	1.3	1
17	REAL TIME GRAPHICS AND VIRTUAL REALITY FOR DRIVING SIMULATION IN URBAN ENVIRONMENTS. , 1994, , .		1
18	Non-interleaved Quadtree Node Codification. Lecture Notes in Computer Science, 2004, , 203-212.	1.3	0