

Dan Gordon

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/32030/publications.pdf>

Version: 2024-02-01

33
papers

1,292
citations

516681

16
h-index

454934

30
g-index

33
all docs

33
docs citations

33
times ranked

528
citing authors

#	ARTICLE	IF	CITATIONS
1	A compact three-dimensional fourth-order scheme for elasticity using the first-order formulation. International Journal for Numerical Methods in Engineering, 2021, 122, 6341.	2.8	3
2	CADD: A seamless solution to the Domain Decomposition problem of subdomain boundaries and cross-points. Wave Motion, 2020, 98, 102649.	2.0	4
3	A derandomization approach to recovering bandlimited signals across a wide range of random sampling rates. Numerical Algorithms, 2018, 77, 1141-1157.	1.9	3
4	Compact high order schemes with gradient-direction derivatives for absorbing boundary conditions. Journal of Computational Physics, 2015, 297, 295-315.	3.8	19
5	The Well-Connected Processor Array. IEEE Transactions on Computers, 2014, 63, 1287-1295.	3.4	2
6	Compact 2D and 3D sixth order schemes for the Helmholtz equation with variable wave number. Journal of Computational Physics, 2013, 232, 272-287.	3.8	114
7	Robust and highly scalable parallel solution of the Helmholtz equation with large wave numbers. Journal of Computational and Applied Mathematics, 2013, 237, 182-196.	2.0	24
8	Models for biomedical image reconstruction based on integral approximation methods. , 2012, , .		0
9	Parallel solution of high frequency Helmholtz equations using high order finite difference schemes. Applied Mathematics and Computation, 2012, 218, 10737-10754.	2.2	13
10	Corner cutting with trapezoidal augmentation for area-preserving smoothing of polygons and polylines. CAD Computer Aided Design, 2011, 43, 948-956.	2.7	1
11	CARP-CG: A robust and efficient parallel solver for linear systems, applied to strongly convection dominated PDEs. Parallel Computing, 2010, 36, 495-515.	2.1	35
12	Corner cutting and augmentation: An area-preserving method for smoothing polygons and polylines. Computer Aided Geometric Design, 2010, 27, 551-562.	1.2	2
13	Row scaling as a preconditioner for some nonsymmetric linear systems with discontinuous coefficients. Journal of Computational and Applied Mathematics, 2010, 234, 3480-3495.	2.0	12
14	VS: A surface-based system for topological analysis, quantization and visualization of voxel data. Medical Image Analysis, 2009, 13, 245-256.	11.6	2
15	Efficient parallel implementation of iterative reconstruction algorithms for electron tomography. Journal of Parallel and Distributed Computing, 2008, 68, 626-640.	4.1	24
16	The BOXEL framework for 2.5D data with applications to virtual drivethroughs and ray tracing. Computational Geometry: Theory and Applications, 2008, 41, 167-187.	0.5	0
17	CGMN Revisited. ACM Transactions on Mathematical Software, 2008, 35, 1-27.	2.9	21
18	A geometric approach to quadratic optimization: an improved method for solving strongly underdetermined systems in CT. Inverse Problems in Science and Engineering, 2007, 15, 811-826.	1.2	6

#	ARTICLE	IF	CITATIONS
19	Parallel ART for image reconstruction in CT using processor arrays. International Journal of Parallel, Emergent and Distributed Systems, 2006, 21, 365-380.	1.0	10
20	Component-Averaged Row Projections: A Robust, Block-Parallel Scheme for Sparse Linear Systems. SIAM Journal of Scientific Computing, 2005, 27, 1092-1117.	2.8	70
21	BICAV: a block-iterative parallel algorithm for sparse systems with pixel-related weighting. IEEE Transactions on Medical Imaging, 2001, 20, 1050-1060.	8.9	79
22	Component averaging: An efficient iterative parallel algorithm for large and sparse unstructured problems. Parallel Computing, 2001, 27, 777-808.	2.1	175
23	CP3: Robust, Output-sensitive Display of Convex Polyhedra in Scanline Mode. Computer Graphics Forum, 2001, 20, 257-269.	3.0	0
24	The scanline principle: efficient conversion of display algorithms into scanline mode. Visual Computer, 1999, 15, 249-264.	3.5	2
25	Adaptive Supersampling in Object Space Using Pyramidal Rays. Computer Graphics Forum, 1998, 17, 29-54.	3.0	16
26	Fast surface tracking in three-dimensional binary images. Computer Vision, Graphics, and Image Processing, 1989, 45, 196-214.	1.0	117
27	A dynamic screen technique for shaded graphics display of slice-represented objects. Computer Vision, Graphics, and Image Processing, 1987, 38, 275-298.	1.0	58
28	Efficient Embeddings of Binary Trees in VLSI Arrays. IEEE Transactions on Computers, 1987, C-36, 1009-1018.	3.4	40
29	Eliminating the flag in threaded binary search trees. Information Processing Letters, 1986, 23, 209-214.	0.6	4
30	Back-to-Front Display of Voxel Based Objects. IEEE Computer Graphics and Applications, 1985, 5, 52-60.	1.2	163
31	Embedding Tree Structures in VLSI Hexagonal Arrays. IEEE Transactions on Computers, 1984, C-33, 104-107.	3.4	32
32	A QUANTITATIVE-COMPARATIVE APPROACH TO ANALYSIS OF DISTORTION IN MENTAL MAPS. Professional Geographer, 1984, 36, 326-337.	1.8	79
33	Strong underrelaxation in Kaczmarz's method for inconsistent systems. Numerische Mathematik, 1983, 41, 83-92.	1.9	162