

# Francesc Gine

## List of Publications by Year in descending order

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Version: 2024-02-01

29  
papers

164  
citations

1477746

6  
h-index

1372195

10  
g-index

31  
all docs

31  
docs citations

31  
times ranked

119  
citing authors

#	ARTICLE	IF	CITATIONS
1	Performance and usability tradeoff in a cluster display wall. Computer Standards and Interfaces, 2019, 62, 53-63.	3.8	3
2	Distributing game instances in a hybrid client-server/P2P system to support MMORPG playability. Multimedia Tools and Applications, 2016, 75, 2005-2029.	2.6	6
3	An SLA and power-saving scheduling consolidation strategy for shared and heterogeneous clouds. Journal of Supercomputing, 2015, 71, 1817-1832.	2.4	10
4	DisCoP: A P2P Framework for Managing and Searching Computing Markets. Journal of Grid Computing, 2015, 13, 115-137.	2.5	3
5	State-based predictions with self-correction on Enterprise Desktop Grid environments. Journal of Parallel and Distributed Computing, 2013, 73, 777-789.	2.7	10
6	Analyzing locality over a P2P computing architecture. Journal of Network and Computer Applications, 2013, 36, 1610-1619.	5.8	12
7	A Hybrid P2P System to Support MMORPG Playability. , 2011, , .		6
8	Mapping MMOFPS over heterogeneous distributed systems. Journal of Supercomputing, 2011, 58, 341-348.	2.4	3
9	On/Off-Line Prediction Applied to Job Scheduling on Non-Dedicated NOWs. Journal of Computer Science and Technology, 2011, 26, 99-116.	0.9	2
10	A Computing Resource Discovery Mechanism over a P2P Tree Topology. Lecture Notes in Computer Science, 2011, , 366-379.	1.0	5
11	Applying a methodology based on personal welfare to the Final Year Engineering Project. , 2010, , .		1
12	Combining Hilbert SFC and Bruijn Graphs for Searching Computing Markets in a P2P System. Lecture Notes in Computer Science, 2010, , 471-483.	1.0	3
13	Guidelines for the final year project assessment in engineering. , 2009, , .		17
14	A Secure Elliptic Curve-Based RFID Protocol. Journal of Computer Science and Technology, 2009, 24, 309-318.	0.9	19
15	Cooperating CoScheduling: A Coscheduling Proposal Aimed at Non-Dedicated Heterogeneous NOWs. Journal of Computer Science and Technology, 2007, 22, 695-710.	0.9	3
16	Using On-the-Fly Simulation for Estimating the Turnaround Time on Non-dedicated Clusters. Lecture Notes in Computer Science, 2006, , 177-187.	1.0	4
17	CISNE: A New Integral Approach for Scheduling Parallel Applications on Non-dedicated Clusters. Lecture Notes in Computer Science, 2005, , 220-230.	1.0	11
18	A Space and Time Sharing Scheduling Approach for PVM Non-dedicated Clusters. Lecture Notes in Computer Science, 2005, , 379-387.	1.0	3

#	ARTICLE	IF	CITATIONS
19	Coscheduling and Multiprogramming Level in a Non-dedicated Cluster. Lecture Notes in Computer Science, 2004, , 327-336.	1.0	8
20	Cooperating Coscheduling in a Non-dedicated Cluster. Lecture Notes in Computer Science, 2003, , 212-217.	1.0	5
21	Minimizing Paging Tradeoffs Applying Coscheduling Techniques in a Linux Cluster. Lecture Notes in Computer Science, 2003, , 593-607.	1.0	1
22	Multiprogramming Level of PVM Jobs in a Non-dedicated Linux NOW. Lecture Notes in Computer Science, 2003, , 577-585.	1.0	1
23	Adjusting Time Slices to Apply Coscheduling Techniques in a Non-dedicated NOW. Lecture Notes in Computer Science, 2002, , 234-239.	1.0	2
24	Adjusting the Lengths of Time Slices when Scheduling PVM Jobs with High Memory Requirements. Lecture Notes in Computer Science, 2002, , 156-164.	1.0	1
25	Predictive Coscheduling Implementation in a Non-dedicated Linux Cluster. Lecture Notes in Computer Science, 2001, , 732-742.	1.0	5
26	MemTo: A Memory Monitoring Tool for a Linux Cluster. Lecture Notes in Computer Science, 2001, , 225-232.	1.0	1
27	Coscheduling under Memory Constraints in a NOW Environment. Lecture Notes in Computer Science, 2001, , 41-65.	1.0	6
28	Implementing and Analysing an Effective Explicit Coscheduling Algorithm on a NOW. Lecture Notes in Computer Science, 2001, , 75-88.	1.0	2
29	Implementing Explicit and Implicit Coscheduling in a PVM Environment. Lecture Notes in Computer Science, 2000, , 1165-1170.	1.0	4