

# Martin Schönherr

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4681214/publications.pdf>

Version: 2024-02-01

10  
papers

760  
citations

1163117

8  
h-index

1372567

10  
g-index

10  
all docs

10  
docs citations

10  
times ranked

569  
citing authors

#	ARTICLE	IF	CITATIONS
1	The cumulant lattice Boltzmann equation in three dimensions: Theory and validation. Computers and Mathematics With Applications, 2015, 70, 507-547.	2.7	297
2	Intercomparison of 3D pore-scale flow and solute transport simulation methods. Advances in Water Resources, 2016, 95, 176-189.	3.8	105
3	Multi-thread implementations of the lattice Boltzmann method on non-uniform grids for CPUs and GPUs. Computers and Mathematics With Applications, 2011, 61, 3730-3743.	2.7	95
4	Parametrization of the cumulant lattice Boltzmann method for fourth order accurate diffusion part I: Derivation and validation. Journal of Computational Physics, 2017, 348, 862-888.	3.8	88
5	Parametrization of the cumulant lattice Boltzmann method for fourth order accurate diffusion part II: Application to flow around a sphere at drag crisis. Journal of Computational Physics, 2017, 348, 889-898.	3.8	67
6	Towards real-time simulation of turbulent air flow over a resolved urban canopy using the cumulant lattice Boltzmann method on a GPGPU. Journal of Wind Engineering and Industrial Aerodynamics, 2019, 189, 151-162.	3.9	48
7	Esoteric Twist: An Efficient in-Place Streaming Algorithmus for the Lattice Boltzmann Method on Massively Parallel Hardware. Computation, 2017, 5, 19.	2.0	38
8	Under-resolved and large eddy simulations of a decaying Taylorâ€“Green vortex with the cumulant lattice Boltzmann method. Theoretical and Computational Fluid Dynamics, 2021, 35, 169-208.	2.2	18
9	Numerische Simulation von GebÄudebelÄ¼ftung mit einem Lattice Boltzmann-LES-Modell. Bauphysik, 2013, 35, 2-7.	0.5	2
10	Graphics processing unit accelerated lattice Boltzmann method simulations of dilute gravity currents. Physics of Fluids, 2022, 34, .	4.0	2