

Ängela Grau

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6863946/publications.pdf>

Version: 2024-02-01

12
papers

383
citations

1040056

9
h-index

1281871

11
g-index

12
all docs

12
docs citations

12
times ranked

137
citing authors

#	ARTICLE	IF	CITATIONS
1	On the computational efficiency index and some iterative methods for solving systems of nonlinear equations. Journal of Computational and Applied Mathematics, 2011, 236, 1259-1266.	2.0	85
2	Frozen divided difference scheme for solving systems of nonlinear equations. Journal of Computational and Applied Mathematics, 2011, 235, 1739-1743.	2.0	80
3	Ostrowski type methods for solving systems of nonlinear equations. Applied Mathematics and Computation, 2011, 218, 2377-2385.	2.2	69
4	Optimization of Surge Arrester's Location. IEEE Transactions on Power Delivery, 2004, 19, 145-150.	4.3	28
5	On new computational local orders of convergence. Applied Mathematics Letters, 2012, 25, 2023-2030.	2.7	28
6	On Iterative Methods with Accelerated Convergence for Solving Systems of Nonlinear Equations. Journal of Optimization Theory and Applications, 2011, 151, 163-174.	1.5	27
7	Maximum efficiency for a family of Newton-like methods with frozen derivatives and some applications. Applied Mathematics and Computation, 2013, 219, 7954-7963.	2.2	24
8	Analysing the efficiency of some modifications of the secant method. Computers and Mathematics With Applications, 2012, 64, 2066-2073.	2.7	17
9	On the efficiency of two variants of Kurchatov's method for solving nonlinear systems. Numerical Algorithms, 2013, 64, 685-698.	1.9	16
10	CONSTRUCTION OF DERIVATIVE-FREE ITERATIVE METHODS FROM CHEBYSHEV'S METHOD. Analysis and Applications, 2013, 11, 1350009.	2.2	8
11	A new class of secant-like methods for solving nonlinear systems of equations. Communications in Applied Mathematics and Computational Science, 2014, 9, 201-213.	1.8	1
12	Merging Pixels' Location and Illumination Levels Information for getting Automatic Fuzzy Perceptual Image Segmentation Algorithms. , 0, , .		0