

# Subhas C Nandy

## List of Publications by Year in descending order

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Version: 2024-02-01

42  
papers

275  
citations

933264

10  
h-index

996849

15  
g-index

43  
all docs

43  
docs citations

43  
times ranked

131  
citing authors

#	ARTICLE	IF	CITATIONS
1	SMALLEST COLOR-SPANNING OBJECT REVISITED. International Journal of Computational Geometry and Applications, 2009, 19, 457-478.	0.3	32
2	Approximation algorithms for deployment of sensors for line segment coverage in wireless sensor networks. Wireless Networks, 2013, 19, 857-870.	2.0	23
3	Approximation algorithms for maximum independent set of a unit disk graph. Information Processing Letters, 2015, 115, 439-446.	0.4	23
4	Largest empty rectangle among a point set. Journal of Algorithms, 2003, 46, 54-78.	0.9	17
5	VARIATIONS OF BASE-STATION PLACEMENT PROBLEM ON THE BOUNDARY OF A CONVEX REGION. International Journal of Foundations of Computer Science, 2008, 19, 405-427.	0.8	16
6	Line coverage measures in wireless sensor networks. Journal of Parallel and Distributed Computing, 2014, 74, 2596-2614.	2.7	13
7	An efficient k nearest neighbors searching algorithm for a query line. Theoretical Computer Science, 2003, 299, 273-288.	0.5	12
8	Triangular range counting query in 2D and its application in finding k nearest neighbors of a line segment. Computational Geometry: Theory and Applications, 2004, 29, 163-175.	0.3	11
9	Shortest monotone descent path problem in polyhedral terrain. Computational Geometry: Theory and Applications, 2007, 37, 115-133.	0.3	11
10	On finding an empty staircase polygon of largest area (width) in a planar point-set. Computational Geometry: Theory and Applications, 2003, 26, 143-171.	0.3	10
11	Range assignment for energy efficient broadcasting in linear radio networks. Theoretical Computer Science, 2006, 352, 332-341.	0.5	10
12	Monotone bipartitioning problem in a planar point set with applications to VLSI. ACM Transactions on Design Automation of Electronic Systems, 2002, 7, 231-248.	1.9	9
13	An in-place min-max priority search tree. Computational Geometry: Theory and Applications, 2013, 46, 310-327.	0.3	9
14	Faster approximation for maximum independent set on unit disk graph. Information Processing Letters, 2017, 127, 58-61.	0.4	8
15	A Generalization of Magic Squares with Applications to Digital Halftoning. Theory of Computing Systems, 2008, 42, 143-156.	0.7	6
16	Homogeneous 2-hop broadcast in 2D. Computational Geometry: Theory and Applications, 2010, 43, 182-190.	0.3	6
17	Minimum width color spanning annulus. Theoretical Computer Science, 2018, 725, 16-30.	0.5	6
18	ON FINDING A STAIRCASE CHANNEL WITH MINIMUM CROSSING NETS IN A VLSI FLOORPLAN. Journal of Circuits, Systems and Computers, 2004, 13, 1019-1038.	1.0	5

#	ARTICLE	IF	CITATIONS
19	Linear time algorithm to cover and hit a set of line segments optimally by two axis-parallel squares. Theoretical Computer Science, 2019, 769, 63-74.	0.5	5
20	Shattering a set of objects in 2D. Discrete Applied Mathematics, 2002, 122, 183-194.	0.5	4
21	IMPROVED ALGORITHM FOR MINIMUM COST RANGE ASSIGNMENT PROBLEM FOR LINEAR RADIO NETWORKS. International Journal of Foundations of Computer Science, 2007, 18, 619-635.	0.8	4
22	MEASURING THE QUALITY OF SURVEILLANCE IN A WIRELESS SENSOR NETWORK. International Journal of Foundations of Computer Science, 2011, 22, 983-998.	0.8	4
23	Variations of largest rectangle recognition amidst a bichromatic point set. Discrete Applied Mathematics, 2020, 286, 35-50.	0.5	4
24	Improved algorithm for the widest empty 1-corner corridor. Information Processing Letters, 2009, 109, 1060-1065.	0.4	3
25	On the number of shortest descending paths on the surface of a convex terrain. Journal of Discrete Algorithms, 2011, 9, 182-189.	0.7	3
26	Recognition of largest empty orthoconvex polygon in a point set. Information Processing Letters, 2010, 110, 746-752.	0.4	2
27	Prune-and-search with limited workspace. Journal of Computer and System Sciences, 2015, 81, 398-414.	0.9	2
28	Geometric Path Problems with Violations. Algorithmica, 2018, 80, 448-471.	1.0	2
29	Color spanning objects: Algorithms and hardness results. Discrete Applied Mathematics, 2020, 280, 14-22.	0.5	2
30	Constant work-space algorithms for facility location problems. Discrete Applied Mathematics, 2020, 283, 456-472.	0.5	2
31	Color-spanning localized query. Theoretical Computer Science, 2021, 861, 85-101.	0.5	2
32	Weighted broadcast in linear radio networks. Information Processing Letters, 2008, 106, 136-143.	0.4	1
33	Space-efficient algorithm for computing a centerpoint of a set of points in $\langle \text{mml:math xmlns:mml="http://www.w3.org/1998/Math/MathML" altimg="si1.gif" overflow="scroll" \rangle \langle \text{mml:msup} \rangle \langle \text{mml:mrow} \rangle \langle \text{mml:mi mathvariant="double-struck"} \rangle R \langle \text{mml:mi} \rangle \langle \text{mml:mrow} \rangle \langle \text{mml:mrow} \rangle \langle \text{mml:mn} \rangle 2 \langle \text{mml:mn} \rangle \langle \text{mml:mrow} \rangle \langle \text{mml:msup} \rangle \langle \text{mml:math}$ Theoretical Computer Science, 2016, 615, 61-70.	0.5	1
34	The Maximum Distance-d Independent Set Problem on Unit Disk Graphs. Lecture Notes in Computer Science, 2018, , 68-80.	1.0	1
35	Partial Enclosure Range Searching. International Journal of Computational Geometry and Applications, 2019, 29, 73-93.	0.3	1
36	Efficient Algorithm for Computing the Triangle Maximizing the Length of Its Smallest Side Inside a Convex Polygon. International Journal of Foundations of Computer Science, 2020, 31, 421-443.	0.8	1

#	ARTICLE	IF	CITATIONS
37	Rectilinear Path Problems in Restricted Memory Setup. Lecture Notes in Computer Science, 2015, , 69-80.	1.0	1
38	Chromatic distribution of k-nearest neighbors of a line segment in a planar colored point set. Information Processing Letters, 2007, 102, 163-168.	0.4	0
39	Efficient multiple-precision integer division algorithm. Information Processing Letters, 2014, 114, 152-157.	0.4	0
40	Rectilinear path problems in restricted memory setup. Discrete Applied Mathematics, 2017, 228, 80-87.	0.5	0
41	Corrigendum to: "Linear time algorithm to cover and hit a set of line segments optimally by two axis-parallel squares" [Theor. Comput. Sci. 769 (2019) 63-74]. Theoretical Computer Science, 2020, 806, 632-640.	0.5	0
42	Homogeneous 2-Hops Broadcast in 2D. Lecture Notes in Computer Science, 2006, , 750-759.	1.0	0