

# Pat Morin

## List of Publications by Year in descending order

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139  
papers

3,114  
citations

331259

21  
h-index

214527

47  
g-index

146  
all docs

146  
docs citations

146  
times ranked

1487  
citing authors

#	ARTICLE	IF	CITATIONS
1	Routing with Guaranteed Delivery in Ad Hoc Wireless Networks. <i>Wireless Networks</i> , 2001, 7, 609-616.	2.0	871
2	Routing with guaranteed delivery in ad hoc wireless networks. , 1999, , .		528
3	On the false-positive rate of Bloom filters. <i>Information Processing Letters</i> , 2008, 108, 210-213.	0.4	127
4	Output-Sensitive Algorithms for Computing Nearest-Neighbour Decision Boundaries. <i>Discrete and Computational Geometry</i> , 2005, 33, 593-604.	0.4	126
5	Online Routing in Triangulations. <i>SIAM Journal on Computing</i> , 2004, 33, 937-951.	0.8	99
6	Layout of Graphs with Bounded Tree-Width. <i>SIAM Journal on Computing</i> , 2005, 34, 553-579.	0.8	84
7	Online Routing in Triangulations. <i>Lecture Notes in Computer Science</i> , 1999, , 113-122.	1.0	80
8	Fast approximations for sums of distances, clustering and the Fermat-Weber problem. <i>Computational Geometry: Theory and Applications</i> , 2003, 24, 135-146.	0.3	57
9	Cuckoo hashing: Further analysis. <i>Information Processing Letters</i> , 2003, 86, 215-219.	0.4	52
10	Succinct Orthogonal Range Search Structures on a Grid with Applications to Text Indexing. <i>Lecture Notes in Computer Science</i> , 2009, , 98-109.	1.0	49
11	Covering Things with Things. <i>Discrete and Computational Geometry</i> , 2005, 33, 717-729.	0.4	43
12	Competitive online routing in geometric graphs. <i>Theoretical Computer Science</i> , 2004, 324, 273-288.	0.5	42
13	Ordered theta graphs. <i>Computational Geometry: Theory and Applications</i> , 2004, 28, 11-18.	0.3	38
14	Space-efficient planar convex hull algorithms. <i>Theoretical Computer Science</i> , 2004, 321, 25-40.	0.5	38
15	Planar Graphs Have Bounded Queue-Number. <i>Journal of the ACM</i> , 2020, 67, 1-38.	1.8	37
16	On simplifying dot maps. <i>Computational Geometry: Theory and Applications</i> , 2004, 27, 43-62.	0.3	36
17	ONLINE ROUTING IN CONVEX SUBDIVISIONS. <i>International Journal of Computational Geometry and Applications</i> , 2002, 12, 283-295.	0.3	31
18	Computing the Detour and Spanning Ratio of Paths, Trees, and Cycles in 2D and 3D. <i>Discrete and Computational Geometry</i> , 2008, 39, 17-37.	0.4	28

#	ARTICLE	IF	CITATIONS
19	AN IMPROVED ALGORITHM FOR SUBDIVISION TRAVERSAL WITHOUT EXTRA STORAGE. International Journal of Computational Geometry and Applications, 2002, 12, 297-308.	0.3	27
20	Output-sensitive algorithms for Tukey depth and related problems. Statistics and Computing, 2008, 18, 259-266.	0.8	27
21	Layered separators in minor-closed graph classes with applications. Journal of Combinatorial Theory Series B, 2017, 127, 111-147.	0.6	27
22	Online Routing in Convex Subdivisions. Lecture Notes in Computer Science, 2000, , 47-59.	1.0	27
23	Space-efficient geometric divide-and-conquer algorithms. Computational Geometry: Theory and Applications, 2007, 37, 209-227.	0.3	24
24	Randomized Rendez-Vous with Limited Memory. , 2008, , 605-616.		24
25	Preprocessing Imprecise Points for Delaunay Triangulation: Simplified and Extended. Algorithmica, 2011, 61, 674-693.	1.0	22
26	Array Layouts for Comparison-Based Searching. Journal of Experimental Algorithmics, 2017, 22, 1-39.	0.7	22
27	Improving Distance Based Geographic Location Techniques in Sensor Networks. Lecture Notes in Computer Science, 2004, , 197-210.	1.0	20
28	Planar Graphs have Bounded Queue-Number. , 2019, , .		20
29	Algorithms for optimal outlier removal. Journal of Discrete Algorithms, 2009, 7, 239-248.	0.7	19
30	Approximate Range Mode and Range Median Queries. Lecture Notes in Computer Science, 2005, , 377-388.	1.0	18
31	The $\hat{\lambda}$ is a spanner. Computational Geometry: Theory and Applications, 2015, 48, 108-119.	0.8	18
32	The Maximum Number of Edges in a Three-Dimensional Grid-Drawing. Journal of Graph Algorithms and Applications, 2004, 8, 21-26.	0.4	18
33	A Polynomial Bound for Untangling Geometric Planar Graphs. Discrete and Computational Geometry, 2009, 42, 570-585.	0.4	17
34	Towards tight bounds on theta-graphs: More is not always better. Theoretical Computer Science, 2016, 616, 70-93.	0.5	17
35	Simultaneous diagonal flips in plane triangulations. Journal of Graph Theory, 2007, 54, 307-330.	0.5	14
36	Absolute approximation of Tukey depth: Theory and experiments. Computational Geometry: Theory and Applications, 2013, 46, 566-573.	0.3	14

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37	Geodesic ham-sandwich cuts. , 2004, , .		13
38	Range Mode and Range Median Queries on Lists and Trees. Lecture Notes in Computer Science, 2003, , 517-526.	1.0	12
39	Computing the Maximum Detour and Spanning Ratio of Planar Paths, Trees, and Cycles. Lecture Notes in Computer Science, 2002, , 250-261.	1.0	11
40	On Worst-Case Robin Hood Hashing. SIAM Journal on Computing, 2004, 33, 923-936.	0.8	10
41	Stack-Number is Not Bounded by Queue-Number. Combinatorica, 0, , 1.	0.6	10
42	Geodesic Ham-Sandwich Cuts. Discrete and Computational Geometry, 2007, 37, 325-339.	0.4	9
43	Coverage with $k$ -transmitters in the presence of obstacles. Journal of Combinatorial Optimization, 2013, 25, 208-233.	0.8	9
44	Distinct Distances in Graph Drawings. Electronic Journal of Combinatorics, 2008, 15, .	0.2	9
45	Path-Width and Three-Dimensional Straight-Line Grid Drawings of Graphs. Lecture Notes in Computer Science, 2002, , 42-53.	1.0	8
46	Asymmetric Communication Protocols via Hotlink Assignments. Theory of Computing Systems, 2003, 36, 655-661.	0.7	8
47	Translating a regular grid over a point set. Computational Geometry: Theory and Applications, 2003, 25, 21-34.	0.3	8
48	A Characterization of the degree sequences of $2\hat{a}c$ trees. Journal of Graph Theory, 2008, 58, 191-209.	0.5	8
49	Planar visibility. , 2010, , .		8
50	Entropy, triangulation, and point location in planar subdivisions. ACM Transactions on Algorithms, 2012, 8, 1-18.	0.9	8
51	Common Unfoldings of Polyominoes and Polycubes. Lecture Notes in Computer Science, 2011, , 44-54.	1.0	8
52	Layered Separators for Queue Layouts, 3D Graph Drawing and Nonrepetitive Coloring. , 2013, , .		7
53	Clustered 3-colouring graphs of bounded degree. Combinatorics Probability and Computing, 2022, 31, 123-135.	0.8	7
54	Adjacency Labelling for Planar Graphs (and Beyond). , 2020, , .		7

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55	On the expected maximum degree of Gabriel and Yao graphs. <i>Advances in Applied Probability</i> , 2009, 41, 1123-1140.	0.4	7
56	On Obstacle Numbers. <i>Electronic Journal of Combinatorics</i> , 2015, 22, .	0.2	7
57	Testing the Quality of Manufactured Disks and Balls. <i>Algorithmica</i> , 2004, 38, 161-177.	1.0	6
58	Edge-unfolding nested polyhedral bands. <i>Computational Geometry: Theory and Applications</i> , 2008, 39, 30-42.	0.3	6
59	Succinct geometric indexes supporting point location queries. <i>ACM Transactions on Algorithms</i> , 2012, 8, 1-26.	0.9	6
60	Orthogonal Tree Decompositions of Graphs. <i>SIAM Journal on Discrete Mathematics</i> , 2018, 32, 839-863.	0.4	6
61	Coarse grained parallel computing on heterogeneous systems. , 1998, , .		5
62	Convexifying polygons with simple projections. <i>Information Processing Letters</i> , 2001, 80, 81-86.	0.4	5
63	COMPUTING THE CENTER OF AREA OF A CONVEX POLYGON. <i>International Journal of Computational Geometry and Applications</i> , 2003, 13, 439-445.	0.3	5
64	Memoryless routing in convex subdivisions: Random walks are optimal. <i>Computational Geometry: Theory and Applications</i> , 2012, 45, 178-185.	0.3	5
65	Robust Geometric Spanners. <i>SIAM Journal on Computing</i> , 2013, 42, 1720-1736.	0.8	5
66	On the Average Number of Edges in Theta Graphs. , 2014, , .		5
67	The Grid Placement Problem. <i>Lecture Notes in Computer Science</i> , 2001, , 180-191.	1.0	5
68	Succinct Geometric Indexes Supporting Point Location Queries. , 2009, , .		5
69	Simultaneous diagonal flips in plane triangulations. , 2006, , .		5
70	Output-Sensitive Algorithms for Computing Nearest-Neighbour Decision Boundaries. <i>Lecture Notes in Computer Science</i> , 2003, , 451-461.	1.0	4
71	On the expected maximum degree of Gabriel and Yao graphs. <i>Advances in Applied Probability</i> , 2009, 41, 1123-1140.	0.4	4
72	Sigma-local graphs. <i>Journal of Discrete Algorithms</i> , 2010, 8, 15-23.	0.7	4

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73	A generalized Winternitz Theorem. <i>Journal of Geometry</i> , 2011, 100, 29-35.	0.1	4
74	Randomized rendezvous with limited memory. <i>ACM Transactions on Algorithms</i> , 2011, 7, 1-12.	0.9	4
75	Skip lift: A probabilistic alternative to red-black trees. <i>Journal of Discrete Algorithms</i> , 2012, 14, 13-20.	0.7	4
76	Fast local searches and updates in bounded universes. <i>Computational Geometry: Theory and Applications</i> , 2013, 46, 181-189.	0.3	4
77	Oja centers and centers of gravity. <i>Computational Geometry: Theory and Applications</i> , 2013, 46, 140-147.	0.3	4
78	New Bounds for Facial Nonrepetitive Colouring. <i>Graphs and Combinatorics</i> , 2017, 33, 817-832.	0.2	4
79	An Improved Algorithm for Subdivision Traversal without Extra Storage. <i>Lecture Notes in Computer Science</i> , 2000, , 444-455.	1.0	4
80	A History of Distribution-Sensitive Data Structures. <i>Lecture Notes in Computer Science</i> , 2013, , 133-149.	1.0	4
81	The $\hat{1}$ , 5-Graph is a Spanner. <i>Lecture Notes in Computer Science</i> , 2013, , 100-114.	1.0	4
82	Biased Range Trees. , 2009, , .		4
83	Crossings in Grid Drawings. <i>Electronic Journal of Combinatorics</i> , 2014, 21, .	0.2	4
84	Three-Dimensional 1-Bend Graph Drawings. <i>Journal of Graph Algorithms and Applications</i> , 2004, 8, 357-366.	0.4	4
85	Testing the Quality of Manufactured Disks and Cylinders. <i>Lecture Notes in Computer Science</i> , 1998, , 130-138.	1.0	4
86	Packing two disks into a polygonal environment. <i>Journal of Discrete Algorithms</i> , 2004, 2, 373-380.	0.7	3
87	Algorithms for Designing Clamshell Molds. <i>Computer-Aided Design and Applications</i> , 2007, 4, 1-10.	0.4	3
88	Connectivity-preserving transformations of binary images. <i>Computer Vision and Image Understanding</i> , 2009, 113, 1027-1038.	3.0	3
89	Spanning Trees in Multipartite Geometric Graphs. <i>Algorithmica</i> , 2018, 80, 3177-3191.	1.0	3
90	A Fast Algorithm for the Product Structure of Planar Graphs. <i>Algorithmica</i> , 2021, 83, 1544-1558.	1.0	3

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91	Reconfiguring Triangulations with Edge Flips and Point Moves. <i>Algorithmica</i> , 2007, 47, 367-378.	1.0	2
92	An optimal randomized algorithm for d-variate zonoid depth. <i>Computational Geometry: Theory and Applications</i> , 2008, 39, 229-235.	0.3	2
93	Algorithms for bivariate zonoid depth. <i>Computational Geometry: Theory and Applications</i> , 2008, 39, 2-13.	0.3	2
94	Approximating majority depth. <i>Computational Geometry: Theory and Applications</i> , 2013, 46, 1059-1064.	0.3	2
95	Average Stretch Factor: How Low Does It Go?. <i>Discrete and Computational Geometry</i> , 2015, 53, 296-326.	0.4	2
96	Minor-Closed Graph Classes with Bounded Layered Pathwidth. <i>SIAM Journal on Discrete Mathematics</i> , 2020, 34, 1693-1709.	0.4	2
97	A Distribution-Sensitive Dictionary with Low Space Overhead. <i>Lecture Notes in Computer Science</i> , 2009, , 110-118.	1.0	2
98	Coverage with k-Transmitters in the Presence of Obstacles. <i>Lecture Notes in Computer Science</i> , 2010, , 1-15.	1.0	2
99	Every Collinear Set in a Planar Graph Is Free. , 2019, , 1521-1538.		2
100	The geometry of carpentry and joinery. <i>Discrete Applied Mathematics</i> , 2004, 144, 374-380.	0.5	1
101	Rotationally monotone polygons. <i>Computational Geometry: Theory and Applications</i> , 2009, 42, 471-483.	0.3	1
102	GHOST CHIMNEYS. <i>International Journal of Computational Geometry and Applications</i> , 2012, 22, 207-214.	0.3	1
103	Biased Range Trees. <i>Algorithmica</i> , 2012, 62, 21-37.	1.0	1
104	Robust geometric spanners. , 2013, , .		1
105	Compatible Connectivity Augmentation of Planar Disconnected Graphs. <i>Discrete and Computational Geometry</i> , 2015, 54, 459-480.	0.4	1
106	Biased Predecessor Search. <i>Algorithmica</i> , 2016, 76, 1097-1105.	1.0	1
107	The Price of Order. <i>International Journal of Computational Geometry and Applications</i> , 2016, 26, 135-149.	0.3	1
108	Encoding Arguments. <i>ACM Computing Surveys</i> , 2017, 50, 1-36.	16.1	1

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109	A note on interference in random networks. Computational Geometry: Theory and Applications, 2018, 67, 2-10.	0.3	1
110	Every Collinear Set in a Planar Graph is Free. Discrete and Computational Geometry, 2021, 65, 999-1027.	0.4	1
111	Two Results on Layered Pathwidth and Linear Layouts. Journal of Graph Algorithms and Applications, 2021, 25, 43-57.	0.4	1
112	Packing Two Disks into a Polygonal Environment. Lecture Notes in Computer Science, 2001, , 142-149.	1.0	1
113	Reconfiguring Triangulations with Edge Flips and Point Moves. Lecture Notes in Computer Science, 2005, , 1-11.	1.0	1
114	Compatible Connectivity-Augmentation of Planar Disconnected Graphs. , 2015, , .		1
115	More Turán-Type Theorems for Triangles in Convex Point Sets. Electronic Journal of Combinatorics, 2019, 26, .	0.2	1
116	Covering Things with Things. Lecture Notes in Computer Science, 2002, , 662-674.	1.0	1
117	Delaunay Triangulation of Imprecise Points Simplified and Extended. Lecture Notes in Computer Science, 2009, , 131-143.	1.0	1
118	Anagram-Free Chromatic Number Is Not Pathwidth-Bounded. Lecture Notes in Computer Science, 2018, , 91-99.	1.0	1
119	Spanners of Complete $k$ -Partite Geometric Graphs. , 2008, , 170-181.		1
120	Guest Editors'™ Foreword. Algorithmica, 2005, 42, 1-2.	1.0	0
121	Realizing partitions respecting full and partial order information. Journal of Discrete Algorithms, 2008, 6, 51-58.	0.7	0
122	A Polynomial Bound for Untangling Geometric Planar Graphs. Electronic Notes in Discrete Mathematics, 2008, 31, 213-218.	0.4	0
123	Clamshell Casting. Algorithmica, 2009, 55, 666-702.	1.0	0
124	Spanners of Complete $k$ -Partite Geometric Graphs. SIAM Journal on Computing, 2009, 38, 1803-1820.	0.8	0
125	Algorithms for Marketing-Mix Optimization. Algorithmica, 2011, 60, 1004-1016.	1.0	0
126	A distribution-sensitive dictionary with low space overhead. Journal of Discrete Algorithms, 2012, 10, 140-145.	0.7	0



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127	Reprint of: Approximating majority depth. Computational Geometry: Theory and Applications, 2015, 49, 2-7.	0.3	0
128	Notes on growing a tree in a graph. Random Structures and Algorithms, 2019, 55, 290-312.	0.6	0
129	Approximating Maximum Diameter-Bounded Subgraph in Unit Disk Graphs. Discrete and Computational Geometry, 2021, 66, 1401-1414.	0.4	0
130	Hash Tables. Chapman & Hall/CRC Computer and Information Science Series, 2004, , 9-1-9-19.	0.4	0
131	Three-Dimensional 1-Bend Graph Drawings. , 2006, , 357-366.		0
132	The Maximum Number of Edges in a Three-Dimensional Grid-Drawing. , 2006, , 21-26.		0
133	A Characterization of the Degree Sequences of 2-Trees. , 2007, , .		0
134	Skip Lift: A Probabilistic Alternative to Red-Black Trees. Lecture Notes in Computer Science, 2011, , 226-237.	1.0	0
135	Biased Predecessor Search. Lecture Notes in Computer Science, 2014, , 755-764.	1.0	0
136	The Price of Order. Lecture Notes in Computer Science, 2014, , 313-325.	1.0	0
137	EPG-representations with Small Grid-Size. Lecture Notes in Computer Science, 2018, , 184-196.	1.0	0
138	Drawing Graphs as Spanners. Lecture Notes in Computer Science, 2020, , 310-324.	1.0	0
139	Computing the Detour and Spanning Ratio of Paths, Trees, and Cycles. , 2009, , 1-21.		0