

# Mohammed Sourouri

## List of Publications by Year in descending order

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9  
papers

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1937685

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2053705

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docs citations

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177  
citing authors

#	ARTICLE	IF	CITATIONS
1	Scalable Heterogeneous CPU-GPU Computations for Unstructured Tetrahedral Meshes. IEEE Micro, 2015, 35, 6-15.	1.8	46
2	The READEX formalism for automatic tuning for energy efficiency. Computing (Vienna/New York), 2017, 99, 727-745.	4.8	23
3	Effective multi-GPU communication using multiple CUDA streams and threads. , 2014, , .		18
4	Panda: A Compiler Framework for Concurrent CPU \$\$\$ + GPU Execution of 3D Stencil Computations on GPU-accelerated Supercomputers. International Journal of Parallel Programming, 2017, 45, 711-729.	1.5	14
5	Towards fine-grained dynamic tuning of HPC applications on modern multi-core architectures. , 2017, , .		13
6	CPU+GPU Programming of Stencil Computations for Resource-Efficient Use of GPU Clusters. , 2015, , .		11
7	Memory Bandwidth Contention: Communication vs Computation Tradeoffs in Supercomputers with Multicore Architectures. , 2018, , .		8
8	A New Parallel 3D Front Propagation Algorithm for Fast Simulation of Geological folds. Procedia Computer Science, 2012, 9, 947-955.	2.0	7
9	Multi-GPU Implementations of Parallel 3D Sweeping Algorithms with Application to Geological Folding. Procedia Computer Science, 2015, 51, 1494-1503.	2.0	4