Fabricio Goes

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/8043767/publications.pdf

Version: 2024-02-01

36 papers	291 citations	1163117 8 h-index	1058476 14 g-index
36 all docs	36 docs citations	36 times ranked	243 citing authors

#	Article	IF	Citations
1	Unstructured Data Analysis for Risk Management of Electric Power Transmission Lines. Applied Sciences (Switzerland), 2022, 12, 5292.	2.5	1
2	Creative Culinary Recipe Generation Based on Statistical Language Models. IEEE Access, 2020, 8, 146263-146283.	4.2	4
3	Development of an Autonomous Agent based on Reinforcement Learning for a Digital Fighting Game. , 2020, , .		1
4	Difference Based Metrics for Deep Reinforcement Learning Algorithms. IEEE Access, 2019, 7, 159141-159149.	4.2	6
5	Super-Node SLP: Optimized Vectorization for Code Sequences Containing Operators and Their Inverse Elements. , 2019, , .		8
6	Teaching Parallel Programming to Freshmen in an Undergraduate Computer Science Program. , 2019, , .		2
7	Automatic parallelization of recursive functions with rewriting rules. Science of Computer Programming, 2019, 173, 128-152.	1.9	1
8	HearthBot: An Autonomous Agent Based on Fuzzy ART Adaptive Neural Networks for the Digital Collectible Card Game HearthStone. IEEE Transactions on Games, 2018, 10, 170-181.	1.4	9
9	Look-ahead SLP: auto-vectorization in the presence of commutative operations. , 2018, , .		12
10	VW-SLP. , 2018, , .		12
11	A parallel implementation of a cloud dynamics model with cellular automaton. Mathematics and Computers in Simulation, 2018, 154, 65-93.	4.4	5
12	HoningStone: Building Creative Combos With Honing Theory for a Digital Card Game. IEEE Transactions on Games, 2017, 9, 204-209.	1.4	13
13	CAP Bench: a benchmark suite for performance and energy evaluation of lowâ€power manyâ€core processors. Concurrency Computation Practice and Experience, 2017, 29, e3892.	2.2	8
14	TOAST: Automatic tiling for iterative stencil computations on GPUs. Concurrency Computation Practice and Experience, 2017, 29, e4053.	2.2	10
15	Enabling efficient stencil code generation in OpenACC. Procedia Computer Science, 2017, 108, 2333-2337.	2.0	4
16	Automatic Partitioning of Stencil Computations on Heterogeneous Systems. , 2017, , .		5
17	Extending OpenACC for Efficient Stencil Code Generation and Execution by Skeleton Frameworks. , 2017, , .		5
18	Evolutionary Music Composition for Digital Games Using Regent-Dependent Creativity Metric. , 2017, , .		0

#	Article	IF	Citations
19	A Low-Cost Energy-Efficient Raspberry Pi Cluster for Data Mining Algorithms. Lecture Notes in Computer Science, 2017, , 788-799.	1.3	9
20	An Algebraic Framework for Parallelizing Recurrence in Functional Programming. Lecture Notes in Computer Science, 2016, , 140-155.	1.3	0
21	PSkel: A stencil programming framework for CPUâ€GPU systems. Concurrency Computation Practice and Experience, 2015, 27, 4938-4953.	2.2	27
22	JVM Configuration Parameters Space Exploration for Performance Evaluation of Parallel Applications. IEEE Latin America Transactions, 2015, 13, 2776-2784.	1.6	4
23	Automatic Skeleton-Driven Memory Affinity for Transactional Worklist Applications. International Journal of Parallel Programming, 2014, 42, 365-382.	1.5	5
24	Adaptive thread mapping strategies for transactional memory applications. Journal of Parallel and Distributed Computing, 2014, 74, 2845-2859.	4.1	12
25	Autotuning Skeleton-Driven Optimizations for Transactional Worklist Applications. IEEE Transactions on Parallel and Distributed Systems, 2012, 23, 2205-2218.	5.6	2
26	Dynamic Thread Mapping Based on Machine Learning for Transactional Memory Applications. Lecture Notes in Computer Science, 2012, , 465-476.	1.3	12
27	A machine learning-based approach for thread mapping on transactional memory applications. , 2011, , .		27
28	On the efficacy, efficiency and emergent behavior of task replication in large distributed systems. Parallel Computing, 2007, 33, 213-234.	2.1	56
29	Extending Clustersim with MP And DSM Modules. , 2005, , 59-78.		6
30	Reconfigurable consistency model for object-based software DSM. , 2005, , .		0
31	Reconfigurable consistency algorithm. , 2005, , .		0
32	AnthillSched: A Scheduling Strategy for Irregular and Iterative I/O-Intensive Parallel Jobs. Lecture Notes in Computer Science, 2005, , 108-122.	1.3	5
33	Reconfigurable Gang Scheduling Algorithm. Lecture Notes in Computer Science, 2005, , 81-101.	1.3	9
34	Reconfigurable Object Consistency Model for Distributed Shared Memory. Lecture Notes in Computer Science, 2005, , 132-138.	1.3	0
35	Performance analysis of parallel programs using Prober as a single aid tool. , 0, , .		0
36	ClusterSim: a Java-based parallel discrete-event simulation tool for cluster computing. , 0, , .		11