

# Petr Strakoš

## List of Publications by Year in descending order

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10  
papers

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2258059

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2053705

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docs citations

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times ranked

42  
citing authors

#	ARTICLE	IF	CITATIONS
1	GPU Accelerated Path Tracing of Massive Scenes. ACM Transactions on Graphics, 2021, 40, 1-17.	7.2	4
2	Procedure for modification of a head scan for cranial orthosis design. AIP Conference Proceedings, 2019, , .	0.4	0
3	Interactive rendering with blender cycles for virtual reality using high performance computing clusters. AIP Conference Proceedings, 2019, , .	0.4	0
4	Implementation of BM3D Filter on Intel Xeon Phi for Rendering in Blender Cycles. Lecture Notes in Computer Science, 2018, , 101-114.	1.3	0
5	Implementation of K-means segmentation algorithm on Intel Xeon Phi and GPU: Application in medical imaging. Advances in Engineering Software, 2017, 103, 21-28.	3.8	21
6	Rendering in Blender Cycles using MPI and Intel® Xeon Phi™, , 2017, , .		3
7	Detection of Orbital Floor Fractures by Principal Component Analysis. Lecture Notes in Computer Science, 2016, , 129-138.	1.3	0
8	Parallel Implementation of Collaborative Filtering Technique for Denoising of CT Images. Lecture Notes in Computer Science, 2016, , 126-140.	1.3	1
9	Adaptive model predictive control as a prospect for control of machine tools with significant flexibility. AIP Conference Proceedings, 2015, , .	0.4	2
10	Acceleration of Blender Cycles Path-Tracing Engine Using Intel Many Integrated Core Architecture. Lecture Notes in Computer Science, 2015, , 86-97.	1.3	3