

Sheng Xu

List of Publications by Year in descending order

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Version: 2024-02-01

12
papers

642
citations

1307594

7
h-index

1199594

12
g-index

12
all docs

12
docs citations

12
times ranked

527
citing authors

#	ARTICLE	IF	CITATIONS
1	A New method for computing particle collisions in Navier-Stokes flows. Journal of Computational Physics, 2019, 399, 108919.	3.8	5
2	The effect of gravity and dimensionality on the impact of cylinders and spheres onto a wall in a viscous fluid. Physics of Fluids, 2017, 29, .	4.0	4
3	Computing jump conditions for the immersed interface method using triangular meshes. Journal of Computational Physics, 2015, 302, 59-67.	3.8	4
4	An Iterative Two-Fluid Pressure Solver Based on the Immersed Interface Method. Communications in Computational Physics, 2012, 12, 528-543.	1.7	7
5	Computational study of the interaction of freely moving particles at intermediate Reynolds numbers. Journal of Fluid Mechanics, 2012, 705, 134-148.	3.4	24
6	A boundary condition capturing immersed interface method for 3D rigid objects in a flow. Journal of Computational Physics, 2011, 230, 7176-7190.	3.8	13
7	Singular forces in the immersed interface method for rigid objects in 3D. Applied Mathematics Letters, 2009, 22, 827-833.	2.7	5
8	The immersed interface method for simulating prescribed motion of rigid objects in an incompressible viscous flow. Journal of Computational Physics, 2008, 227, 5045-5071.	3.8	33
9	A 3D immersed interface method for fluid-solids interaction. Computer Methods in Applied Mechanics and Engineering, 2008, 197, 2068-2086.	6.6	45
10	Passive wing pitch reversal in insect flight. Journal of Fluid Mechanics, 2007, 591, 321-337.	3.4	180
11	Systematic Derivation of Jump Conditions for the Immersed Interface Method in Three-Dimensional Flow Simulation. SIAM Journal of Scientific Computing, 2006, 27, 1948-1980.	2.8	60
12	An immersed interface method for simulating the interaction of a fluid with moving boundaries. Journal of Computational Physics, 2006, 216, 454-493.	3.8	262