

Ardelio Galletti

List of Publications by Year in descending order

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Version: 2024-02-01

56
papers

666
citations

623734

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677142

22
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59
all docs

59
docs citations

59
times ranked

460
citing authors

#	ARTICLE	IF	CITATIONS
1	IoT-based collaborative reputation system for associating visitors and artworks in a cultural scenario. <i>Expert Systems With Applications</i> , 2017, 79, 101-111.	7.6	80
2	A revised scheme for real time ECG Signal denoising based on recursive filtering. <i>Biomedical Signal Processing and Control</i> , 2016, 27, 134-144.	5.7	56
3	Reconstruction of implicit curves and surfaces via RBF interpolation. <i>Applied Numerical Mathematics</i> , 2017, 116, 157-171.	2.1	48
4	A Cultural Heritage Case Study of Visitor Experiences Shared on a Social Network. , 2015, , .		28
5	A Novel O (n) Numerical Scheme for ECG Signal Denoising. <i>Procedia Computer Science</i> , 2015, 51, 775-784.	2.0	28
6	Coastal Marine Data Crowdsourcing Using the Internet of Floating Things: Improving the Results of a Water Quality Model. <i>IEEE Access</i> , 2020, 8, 101209-101223.	4.2	28
7	Piecewise Hermite interpolation via barycentric coordinates. <i>Ricerche Di Matematica</i> , 2015, 64, 303-319.	1.0	21
8	Numerical regularization of a real inversion formula based on the Laplace transform's eigenfunction expansion of the inverse function. <i>Inverse Problems</i> , 2007, 23, 713-731.	2.0	20
9	Integration of emerging computer technologies for an efficient image sequences analysis. <i>Integrated Computer-Aided Engineering</i> , 2011, 18, 365-378.	4.6	19
10	A smoothing spline that approximates Laplace transform functions only known on measurements on the real axis. <i>Inverse Problems</i> , 2012, 28, 025007.	2.0	18
11	A mathematical model of collaborative reputation systems. <i>International Journal of Computer Mathematics</i> , 2012, 89, 2315-2332.	1.8	18
12	Using GPGPU Accelerated Interpolation Algorithms for Marine Bathymetry Processing with On-Premises and Cloud Based Computational Resources. <i>Lecture Notes in Computer Science</i> , 2018, , 14-24.	1.3	17
13	A class of piecewise interpolating functions based on barycentric coordinates. <i>Ricerche Di Matematica</i> , 2014, 63, 87-102.	1.0	16
14	Visiting Styles in an Art Exhibition Supported by a Digital Fruition System. , 2015, , .		16
15	Toward a Multi-level Parallel Framework on GPU Cluster with PetSC-CUDA for PDE-based Optical Flow Computation. <i>Procedia Computer Science</i> , 2015, 51, 170-179.	2.0	16
16	Workflow-based automatic processing for Internet of Floating Things crowdsourced data. <i>Future Generation Computer Systems</i> , 2019, 94, 103-119.	7.5	15
17	A GPU-Parallel Algorithm for ECG Signal Denoising Based on the NLM Method. , 2016, , .		14
18	A GPU parallel implementation of the Local Principal Component Analysis overcomplete method for DW image denoising. , 2016, , .		14

#	ARTICLE	IF	CITATIONS
19	A novel triangle-based method for scattered data interpolation. Applied Mathematical Sciences, 0, 8, 6717-6724.	0.1	13
20	Visitor Dynamics in a Cultural Heritage Scenario. , 2015, , .		13
21	A Gaussian Recursive Filter Parallel Implementation with Overlapping. , 2019, , .		12
22	A GPU Algorithm in a Distributed Computing System for 3D MRI Denoising. , 2015, , .		11
23	Numerical Effects of the Gaussian Recursive Filters in Solving Linear Systems in the 3Dvar Case Study. Numerical Mathematics, 2017, 10, 520-540.	1.3	10
24	A K-iterated scheme for the first-order Gaussian recursive filter with boundary conditions. , 0, , .		9
25	On GPUâ€™CUDA as preprocessing of fuzzy-rough data reduction by means of singular value decomposition. Soft Computing, 2018, 22, 1525-1532.	3.6	9
26	A parallel PDE-based numerical algorithm for computing the Optical Flow in hybrid systems. Journal of Computational Science, 2017, 22, 228-236.	2.9	8
27	A Stochastic Method for Financial IoT Data. Procedia Computer Science, 2016, 98, 491-496.	2.0	7
28	Accelerated Gaussian Convolution in a Data Assimilation Scenario. Lecture Notes in Computer Science, 2020, , 199-211.	1.3	7
29	Influence of Some Parameters on Visiting Style Classification in a Cultural Heritage Case Study. Smart Innovation, Systems and Technologies, 2016, , 567-576.	0.6	7
30	A Biologically Inspired Model for Analyzing Behaviours in Social Network Community and Cultural Heritage Scenario. , 2014, , .		6
31	Classify Visitor Behaviours in a Cultural Heritage Exhibition. Communications in Computer and Information Science, 2016, , 17-28.	0.5	6
32	Marine bathymetry processing through GPGPU virtualization in high performance cloud computing. Concurrency Computation Practice and Experience, 2018, 30, e4895.	2.2	6
33	Processing of crowd-sourced data from an internet of floating things. , 2017, , .		6
34	An error estimate of Gaussian Recursive Filter in 3Dvar problem. , 0, , .		6
35	Error analysis for the first-order Gaussian recursive filter operator. , 0, , .		6
36	A Bound for the Accuracy of Sensors Acquiring Compositional Data. Procedia Computer Science, 2016, 98, 485-490.	2.0	5

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37	Some remarks about a community open source Lagrangian pollutant transport and dispersion model. <i>Procedia Computer Science</i> , 2017, 113, 490-495.	2.0	5
38	A GPU Algorithm for Outliers Detection in TESS Light Curves. <i>Lecture Notes in Computer Science</i> , 2021, , 420-432.	1.3	5
39	A numerical algorithm for image sequence inpainting that preserves fine textures. <i>International Journal of Computer Mathematics</i> , 2011, 88, 2331-2347.	1.8	4
40	Numerical Stability Analysis of the Centered Log-Ratio Transformation. , 2016, , .		4
41	Local principal component analysis overcomplete method: A GPU parallel implementation combining shared and global memories. , 2016, , .		3
42	A second order derivative scheme based on Bregman algorithm class. <i>AIP Conference Proceedings</i> , 2016, , .	0.4	3
43	Some error bounds for K-iterated Gaussian recursive filters. <i>AIP Conference Proceedings</i> , 2016, , .	0.4	2
44	A virtualized software based on the NVIDIA cuFFT library for image denoising: performance analysis. <i>Procedia Computer Science</i> , 2017, 113, 496-501.	2.0	2
45	First Experiences on an Accurate SPH Method on GPUs. , 2017, , .		2
46	An algorithm for Gaussian Recursive Filters in a Multicore Architecture. , 0, , .		2
47	Variable Width Rough-Fuzzy c-Means. , 2017, , .		2
48	Parallel Tools for Simulating the Depolarization Block on a Neural Model. <i>Procedia Computer Science</i> , 2015, 51, 745-754.	2.0	1
49	On the Construction of a Second Order Gaussian Recursive Filter. , 2016, , .		1
50	Mapping the reliability of the additive log-ratio transformation. <i>International Journal of Internet Technology and Secured Transactions</i> , 2017, 7, 71.	0.4	1
51	A GPU Parallel Algorithm for Image Denoising Based on Wavelet Transform Coefficients Thresholding. , 2018, , .		1
52	A Numerical Approach for Assigning a Reputation to Users of an IoT Framework. <i>Procedia Computer Science</i> , 2016, 98, 455-460.	2.0	0
53	Collaborative reputation systems in a cultural heritage scenario. <i>AIP Conference Proceedings</i> , 2016, , .	0.4	0
54	An interdisciplinary laboratory in mathematics and music. <i>Applied Mathematical Sciences</i> , 0, 8, 6709-6716.	0.1	0

#	ARTICLE	IF	CITATIONS
55	GPU-CUDA Implementation of the Third Order Gaussian Recursive Filter. SN Computer Science, 2022, 3, 1.	3.6	0
56	Towards a GPU parallel software for environmental data fitting. , 2022, , .		0