

# Ardelio Galletti

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4889316/publications.pdf>

Version: 2024-02-01

56  
papers

666  
citations

623734

14  
h-index

677142

22  
g-index

59  
all docs

59  
docs citations

59  
times ranked

460  
citing authors

#	ARTICLE	IF	CITATIONS
1	GPU-CUDA Implementation of the Third Order Gaussian Recursive Filter. SN Computer Science, 2022, 3, 1.	3.6	0
2	Towards a GPU parallel software for environmental data fitting. , 2022, , .		0
3	A GPU Algorithm for Outliers Detection in TESS Light Curves. Lecture Notes in Computer Science, 2021, , 420-432.	1.3	5
4	Coastal Marine Data Crowdsourcing Using the Internet of Floating Things: Improving the Results of a Water Quality Model. IEEE Access, 2020, 8, 101209-101223.	4.2	28
5	Accelerated Gaussian Convolution in a Data Assimilation Scenario. Lecture Notes in Computer Science, 2020, , 199-211.	1.3	7
6	A Gaussian Recursive Filter Parallel Implementation with Overlapping. , 2019, , .		12
7	Workflow-based automatic processing for Internet of Floating Things crowdsourced data. Future Generation Computer Systems, 2019, 94, 103-119.	7.5	15
8	Using GPGPU Accelerated Interpolation Algorithms for Marine Bathymetry Processing with On-Premises and Cloud Based Computational Resources. Lecture Notes in Computer Science, 2018, , 14-24.	1.3	17
9	On GPUâ€™s CUDA as preprocessing of fuzzy-rough data reduction by means of singular value decomposition. Soft Computing, 2018, 22, 1525-1532.	3.6	9
10	A GPU Parallel Algorithm for Image Denoising Based on Wavelet Transform Coefficients Thresholding. , 2018, , .		1
11	Marine bathymetry processing through GPGPU virtualization in high performance cloud computing. Concurrency Computation Practice and Experience, 2018, 30, e4895.	2.2	6
12	Reconstruction of implicit curves and surfaces via RBF interpolation. Applied Numerical Mathematics, 2017, 116, 157-171.	2.1	48
13	IoT-based collaborative reputation system for associating visitors and artworks in a cultural scenario. Expert Systems With Applications, 2017, 79, 101-111.	7.6	80
14	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
15	Some remarks about a community open source Lagrangian pollutant transport and dispersion model. Procedia Computer Science, 2017, 113, 490-495.	2.0	5
16	A virtualized software based on the NVIDIA cuFFT library for image denoising: performance analysis. Procedia Computer Science, 2017, 113, 496-501.	2.0	2
17	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
18	First Experiences on an Accurate SPH Method on GPUs. , 2017, , .		2

#	ARTICLE	IF	CITATIONS
19	Mapping the reliability of the additive log-ratio transformation. International Journal of Internet Technology and Secured Transactions, 2017, 7, 71.	0.4	1
20	Variable Width Rough-Fuzzy c-Means. , 2017, , .		2
21	Processing of crowd-sourced data from an internet of floating things. , 2017, , .		6
22	Numerical Stability Analysis of the Centered Log-Ratio Transformation. , 2016, , .		4
23	On the Construction of a Second Order Gaussian Recursive Filter. , 2016, , .		1
24	Local principal component analysis overcomplete method: A GPU parallel implementation combining shared and global memories. , 2016, , .		3
25	A GPU-Parallel Algorithm for ECG Signal Denoising Based on the NLM Method. , 2016, , .		14
26	A Bound for the Accuracy of Sensors Acquiring Compositional Data. Procedia Computer Science, 2016, 98, 485-490.	2.0	5
27	A Numerical Approach for Assigning a Reputation to Users of an IoT Framework. Procedia Computer Science, 2016, 98, 455-460.	2.0	0
28	A GPU parallel implementation of the Local Principal Component Analysis overcomplete method for DW image denoising. , 2016, , .		14
29	A Stochastic Method for Financial IoT Data. Procedia Computer Science, 2016, 98, 491-496.	2.0	7
30	Some error bounds for K-iterated Gaussian recursive filters. AIP Conference Proceedings, 2016, , .	0.4	2
31	Collaborative reputation systems in a cultural heritage scenario. AIP Conference Proceedings, 2016, , .	0.4	0
32	A second order derivative scheme based on Bregman algorithm class. AIP Conference Proceedings, 2016, , .	0.4	3
33	A revised scheme for real time ECG Signal denoising based on recursive filtering. Biomedical Signal Processing and Control, 2016, 27, 134-144.	5.7	56
34	Classify Visitor Behaviours in a Cultural Heritage Exhibition. Communications in Computer and Information Science, 2016, , 17-28.	0.5	6
35	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
36	A GPU Algorithm in a Distributed Computing System for 3D MRI Denoising. , 2015, , .		11

#	ARTICLE	IF	CITATIONS
37	A Cultural Heritage Case Study of Visitor Experiences Shared on a Social Network. , 2015, , .		28
38	Visiting Styles in an Art Exhibition Supported by a Digital Fruition System. , 2015, , .		16
39	Parallel Tools for Simulating the Depolarization Block on a Neural Model. Procedia Computer Science, 2015, 51, 745-754.	2.0	1
40	Toward a Multi-level Parallel Framework on GPU Cluster with PetSC-CUDA for PDE-based Optical Flow Computation. Procedia Computer Science, 2015, 51, 170-179.	2.0	16
41	A Novel O ( n ) Numerical Scheme for ECG Signal Denoising. Procedia Computer Science, 2015, 51, 775-784.	2.0	28
42	Piecewise Hermite interpolation via barycentric coordinates. Ricerche Di Matematica, 2015, 64, 303-319.	1.0	21
43	Visitor Dynamics in a Cultural Heritage Scenario. , 2015, , .		13
44	A Biologically Inspired Model for Analyzing Behaviours in Social Network Community and Cultural Heritage Scenario. , 2014, , .		6
45	A class of piecewise interpolating functions based on barycentric coordinates. Ricerche Di Matematica, 2014, 63, 87-102.	1.0	16
46	A smoothing spline that approximates Laplace transform functions only known on measurements on the real axis. Inverse Problems, 2012, 28, 025007.	2.0	18
47	A mathematical model of collaborative reputation systems. International Journal of Computer Mathematics, 2012, 89, 2315-2332.	1.8	18
48	Integration of emerging computer technologies for an efficient image sequences analysis. Integrated Computer-Aided Engineering, 2011, 18, 365-378.	4.6	19
49	A numerical algorithm for image sequence inpainting that preserves fine textures. International Journal of Computer Mathematics, 2011, 88, 2331-2347.	1.8	4
50	Numerical regularization of a real inversion formula based on the Laplace transform's eigenfunction expansion of the inverse function. Inverse Problems, 2007, 23, 713-731.	2.0	20
51	A K-iterated scheme for the first-order Gaussian recursive filter with boundary conditions. , 0, , .		9
52	An algorithm for Gaussian Recursive Filters in a Multicore Architecture. , 0, , .		2
53	A novel triangle-based method for scattered data interpolation. Applied Mathematical Sciences, 0, 8, 6717-6724.	0.1	13
54	An error estimate of Gaussian Recursive Filter in 3Dvar problem. , 0, , .		6

#	ARTICLE	IF	CITATIONS
55	Error analysis for the first-order Gaussian recursive filter operator. , 0, , .		6
56	An interdisciplinary laboratory in mathematics and music. Applied Mathematical Sciences, 0, 8, 6709-6716.	0.1	0