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- [2] ——, Coupling CPU and GPU to simulate efficient dynamic cracks and fractures in solids. 12th U.S. National Congress on Computational Mechanics (USNCCM12), 21.07-25.07 2013, Reilagh, US.
- [3] —, Simulation of high-speed velocity impact on ceramic materials using the Peridynamic technique. III International Conference on Particle-Based Methods. Fundamentals and Applications. Particles 2013, 18.09-20.09 2013, Stuttgart, Germany.
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