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- [1] P. DIEHL, Efficient k-nearest neighbor search on the GPU. Seventh International Workshop Meshfree Methods for Partial Differential Equations, 09.09-11.09 2013, Bonn, Germany.
- [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.
- [4] —, Simulation of wave propagation and impact damage in brittle materials using the peridynamics technique. 11th. World Congress on Computational Mechanics (WCCM XI), 20.07-25.07 2014, Barcelona, Spain.
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- [2] —, Modelling and Simulation of cracks and fractures with peridynamics in brittle materials, Doktorarbeit, University of Bonn, 2017.

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Raw experimental data

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