

2018

Week 31

215-150

PROF. KISHORE KOTHA PALLI RESEARCH PAPERS

Friday

03

1. a performance prediction model for the CUDA GPGPU platform. (HiPC)
2. distributed coloring in $O(\sqrt{\log n})$ bits.
(IEEE parallel & distributed computing symposium.)
3. pagoda: a dynamic overlay network for routing, data management, and multicasting.
(Parallelism in algorithms & architectures, ACM).
4. accelerating sparse matrix vector multiplication in iterative methods using GPU.
5. fast and scalable list ranking on the GPU.
(international conference on supercomputing)
6. Sparse matrix - matrix multiplication on modern architectures
(int. conf. on high perf. computing)
7. CLS-ultracal: an open source ultrasound calibration toolkit.
(ultrasonic imaging & signal processing, medical imaging)
8. constant density spanners for wireless ad-hoc networks
(parallelism in algorithms & architectures, ACM).
9. efficient broadcasting and gathering in wireless ad-hoc networks. (parallel architectures, algorithms, and networks)
(CISPA N)

SEP	S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S
2018	30 * * * * 1	2 3 4 5 6 7 8	9 10 11 12 13 14 15	16 17 18 19 20 21 22	23 24 25 26 27 28 29

AUGUST

04

Saturday

10. on the analysis of a label propagation algorithm for community detection.

(Cint. conf. on dist. computing & networking)

11. hybrid algorithms for list ranking & graph connected components.

(Cint. conf. on high perf. computing)

12. some GPU algorithms for graph connected components and spanning tree. (parallel processing letters)

13. a distributed algorithm for load-balanced routing in multi-hop wireless sensor networks.

(Cint. conf. on dist. computing & networking)

14. super-fast 3-ruling-sets.

(arXiv preprint)

15. fast two dimensional convex hull on the GPU.

(Cint. conf. on adv. inf. networking & applications),

16. work efficient parallel algorithms for large-graph exploration. (HiPC)

05 Sunday

17. brief announcement: super-fast t-ruling sets, principles of dist. computing, ACM)

18. fast, scalable, parallel comparison sort on hybrid multicore architectures.

(Parallel & dist. processing, IFFF)

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2018

Week 32

218-147

Monday

06

19. range aggregate maximal points in the plane.
 9. Cint. workshop on algorithm's & computation).
20. on finding skyline points for range queries' in plane.
 (CCCG.)
11. distributed graph coloring in a few rounds.
12. Principles of distributed computing, ACM-SIGACT:SIGOPS).
22. routing protocol security using symmetric key based techniques.
 2. Cint. conf. on availability, reliability, & security).
3. supervised peer-peer systems.
 (Cint. symp. on parallel archi., algo., & networks)
4. sparse matrix matrix multiplication on hybrid CPU + GPU platforms. (HPCGPU).
25. a fully dynamic and self-stabilizing TDMA scheme for wireless ad-hoc networks.
 IEEE conf. on adv. info. networking & applications)
26. efficient parallel ear decomposition of graphs with application to betweenness centrality. (HiPC).
27. GPU - accelerated genetic algorithms. (CVIT).
28. Vertex magic total labelling of complete graphs.
 (AKCE int. joor. of graphs & combinatorics).

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AUGUST

2018

07

Tuesday

Week 32
219-146

29. parallel two-dimensional convex hull on NVIDIA GPU and cell BE, CHiPC
 (Journal of parallel & dist. computing).
30. work efficient parallel algorithms for large graph exploration on emerging heterogeneous architectures
 (Journal of parallel & dist. computing).
31. automatic analysis of distance bounding protocols.
 (arXiv preprint).
32. efficient multicore algorithms for identifying biconnected components.
 (Int. journal of netw. & comp.)
33. discrete range searching primitive for the GPU and its applications.
 (jour. of experimental algos.)
34. information gathering in adversarial systems: lines and cycles
 (Parallel algorithms and architectures, ACM)
35. acyclic vertex coloring of graphs of maximum degrees.
 (discrete mathematics)
36. On counting range maxima points in plane
 (Int. workshop on combinatorial algos.)

37. GPU accelerated lanczos algorithm with applications
 (IEEE conf. on adv. info. netw. & apps.)

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2018

Week 32
220-145

12.8.2020

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AUGUST

Wednesday

08

38. CPU and/or GPU: revisiting the GPU vs CPU myth.
(arXiv preprint)

39. reducing the cost of session key establishment.
(int. conf. on availability, reliability, security)

40. evaluating centrality metrics in real-world networks on GPU.

41. distributed coloring in $\Theta/\tilde{\Theta}$.
(int. parallel & distributed processing symposium, IPDPS)

42. architecture and workload-aware heterogeneous algorithms
for sparse matrix vector multiplication.
(india computing conference, ACM).

43. comparison sorting on hybrid multicore architectures for
fixed and variable length keys.
(int. journ. of high perf. comp. apps.)

44. cordial labelings of a class of planar graphs.
(AKCE int. journ. of graphs & combinatorics)

45. anti-magic labellings of a class of planar graphs.
(australian journal of combinatorics)

46. efficient discrete range searching primitives on the GPU
with applications.
(int. jour. on high performance computing)

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23 24 25 26 27 28 29

AUGUST

09

Thursday

2018

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22.1.14

47. a fast GPU algorithm for biconnected components.
 (Conf. on contemporary computing).
48. finding maximum density axes parallel regions for weighted point sets.
 (CCCG.)
49. experimental analysis of distributed coloring algorithms.
 (Int. adv. comp. conf., IEEE)
50. acyclic vertex coloring of graphs of maximum degree 5.
 (Int. conf. on graph theory and its applications)
51. parallelizing hines matrix solver in neuron simulations on GPU. (HiPC)
52. a study of graph decomposition algorithms for parallel symmetry breaking.
 (Int. parallel and dist. processing symp., IEEE)
53. STIC-D: algorithmic techniques for efficient parallel pagerank computation on real world graphs.
 (Int. conf. on dist. computing and networking)
54. an on-demand fast parallel pseudo-random number generator with applications.
 (Int. parallel & distributed processing symposium)
55. hybrid multi-core algorithms for regular image filtering applications. (Genetic prog. & evolvable machine)

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2018

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222-143

Friday

10

8. a family of collusion resistant symmetric key protocols
 for authentication.

9. (Int. conf. on distributed computing & networking)

10. applications of ear decomposition to efficient heterogeneous
 algorithms for shortest path / cycle problems.

11. (Int. parallel & distributed processing symp., IEEE)

12. a simple parallel algorithm for biconnected components
 in sparse graphs.

(Int. parallel & distributed processing symposium, IEEE)

13. an empirical study of two MIS algorithms.

(Int. conf. on advanced computing, networking, and security)

14. planar convex hull range query and related problems.
 (CCCG).

15. fast, scalable, and secure encryption on the GPU.

16. topology and routing in overlay networks.

(John Hopkins University)

17. expediting parallel graph connectivity algorithms.

(Int. conf. on high performance computing HiPC)

18. symmetric key based secure resource sharing.

(Int. symp. on security in computing and communication).

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2018

Week 32
223-142

11

Saturday

65. parallel algorithm for quasi-bands matrix-matrix multiplication.
⁹

(int. conf. on parallel processing & applied mathematics).
¹⁰

66. a novel heterogeneous algorithm for multiplying scalar-free sparse matrices.
¹¹

(int. parallel & distributed processing symposium, IEEE).
¹²

67. GPU accelerated range trees with applications.

(European conf. on parallel processing)

68. on reporting the L1 metric closest pair in a query triangle.
³

(information processing letters).

69. on generalized planar skyline and convex-hull range queries.
⁴

(int. workshop on algorithms and computation)

70. the GPGPU phenomenon: understanding its scope, applicability
, and its limitations.

⁶ (ICDCN)

71. self-stabilizing routing algorithms for wireless-adhoc networks. (int. conf. on dist. comp. & internet tech.)
¹²

72. efficient sparse neural networks using regularized multi-block sparsity pattern on a GPU.
(int. conf. on high performance computing, data, and analytics HiPC)

73. dynamic block sparse reparameterization of convolutional neural networks. (int. conf. on comp. vision workshop)

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AUGUST

Monday

13

14. nearly balanced work partitioning for heterogeneous algorithms. (Int. conf. on parallel processing).

15. an efficient ear decomposition algorithm.
(CTW on graphs & combinatorial optimization)

16. efficient range reporting of convex hull.

(arXiv preprint)

17. the power of orientation in symmetry breaking.
(Int. conf. on advanced information networking & applications, IEEE)

18. fast GPU algorithms for graph connectivity.

(workshop on large scale parallel processing).

19. acyclic vertex coloring of graphs of maximum degree six.
(electronics notes, discrete mathematics)

20. simple linear time acyclic edge coloring algorithms for a

class of complete graphs.

(Journal of discrete algorithms)

21. distributed computing and networking.

(LNCS)

22. presenting new speed records and constant time encryption on the GPU.

23. lower bounds of information gathering in adversarial systems.
(Int. conf. on distributed computing in sensor networks)

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AUGUST

14

Tuesday

2018

Week 33

22.6.139

84. workload aware algorithms for heterogeneous ego platforms.
 9
85. efficient parallel algorithms for betweenness and closeness.
 10 centrality in dynamic graphs.
 11 (Int. conf. on supercomputing, ACM)
86. ramanujan bipartite graph products for efficient block sparse neural networks.
 12 (arXiv preprint).
87. BRICS - efficient techniques for estimating the farness
 2 centrality in parallel.
 3 (Int. parallel and distributed processing symposium, IEEE)
88. share-a-GPU: providing simple and effective time-sharing on
 4 GPUs. (HiPC)
89. GPU scheduler: user level preemptive scheduling for NVIDIA GPUs.
90. a study on the minimum dominating set problem approximation in parallel.
 7 (Conf. on contemporary computing).
91. a parallel framework for horizontally local dynamic programming problems.
 11 (Int. conf. on advanced computing, IACC)
92. a novel heterogeneous framework for local dependency dynamic programming problems.
 12 (Int. parallel & distributed processing symposium, IEEE)

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2018

Week 33
227-138

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AUGUST

Wednesday

15

93. reporting and counting maximal points in a query

9 orthogonal rectangle.

(journal of discrete algorithms)

10

94. implementation of kirchoff-helm holtz transform on GPU

11 for use in digital in-line holographic microscopy.

(india computing conference, ACM)

12

95. allowing multiple rounds in the shared whiteboard model:

1 some more impossibility results.

(int. conf. on advanced computing, networking, and security).

2

96. on the analysis of a label propagation algorithm for

3 community detection.

(arxiv preprint)

4

97. sparse-matrix-vector multiplication on hybrid CPU +

5 GPU platform.

98. acyclic vertex coloring of graphs of maximum degree Δ .

99. graph theoretic approach for studying correlated motions in biomolecules.

(world congress on nature and biologically inspired computing).

100. acyclic edge coloring algorithms for K_p .

101. how far must you see to hear reliably.

(IACR cryptol).

SEP	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
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12. 8. 2020

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2018

Week 33

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AUGUST

16

Thursday

102. distributed computing and networking.

9

103. On composable reliable communication.

10

104. offline performance monitoring.

11

105. on acyclic vertex coloring of grid-like graphs.

12

106.

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