

DAFTAR PUSTAKA

- [1] C. Altomare, T. Suzuki, J.M. Domínguez, A. Barreiro, A.J.C. Crespo, M. Gómez-Gesteira, 2014. *Numerical wave dynamics using Lagrangian approach: wave generation and passive & active wave absorption*. Parma, Italy.
- [2] D.G. Goring, Tsunamis — the propagation of long waves onto a shelf, Report No. KH-R-38, W. M. Keck Laboratory of Hydraulics and Water Resources, California Institute of Technology, Pasadena, CA, 1978.
- [3] R.A. Dalrymple and B.D. Rogers, “*Numerical modeling of water waves with the SPH method*” Coastal Engineering, 2006, vol. 53, pp. 141–147.
- [4] C. Altomare, A.J.C. Crespo, B.D. Rogers, J.M. Domínguez, X. Gironella and M. Gómez-Gesteira, “*Numerical modelling of armour block sea breakwater with Smoothed Particle Hydrodynamics*”, Computers and Structures, 2014, vol. 130, pp. 34-45.
- [5] Altomare, C., Crespo, A.J.C., Domínguez J., Gómez-Gesteira M., Suzuki T., Verwaest T. (2015). *Applicability of Smoothed Particle Hydrodynamics for estimation of sea wave impact on coastal structures*, Coastal Engineering, 96, 1-12.
- [6] M. Liu and G. Liu (2010). *Smooth Particle Hydrodynamics (SPH): an Overview and recent Developments*. Barcelona, Spain.
- [7] Tarwidi,Dede (2012). *The Smoothed Particle Hydrodynamics Method For Two-Dimensional Stefan Problem*. Institut Teknologi Bandung
- [8] Barreiro A, Crespo AJC, Domínguez JM and Gómez-Gesteira M. 2013. *Smoothed Particle Hydrodynamics for coastal engineering problems*. Computers and Structures, 120(15): 96-106.
- [9] Domínguez JM, Crespo AJC and Gómez-Gesteira M. 2013. *Optimization strategies for CPU and GPU implementations of a smoothed particle hydrodynamics method*. Computer Physics Communications, 184(3): 617-627.
- [10] Domínguez JM, Crespo AJC, Gómez-Gesteira M, Marongiu JC. 2011. *Neighbour lists in Smoothed Particle Hydrodynamics*. International Journal For Numerical Methods in Fluids, 67(12): 2026-2042.
- [11] Markus Baker, Matthias Teschner. 2007. “*Weakly Compressible SPH for Free Surface Flows*”. University of Freiburg.

