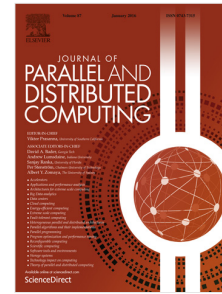


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High-throughput ant colony optimization on graphics processing units

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- We propose an agnostic vectorization approach for Ant Colony Optimization on GPUs.
- Different communication and synchronization schemas at warp level are studied.
- A new selection procedure, called SS-Roulette (Scan-Stencil Roulette), is introduced.
- Atomic-based approach at Pheromone Update is also analyzed on different GPUs.

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