

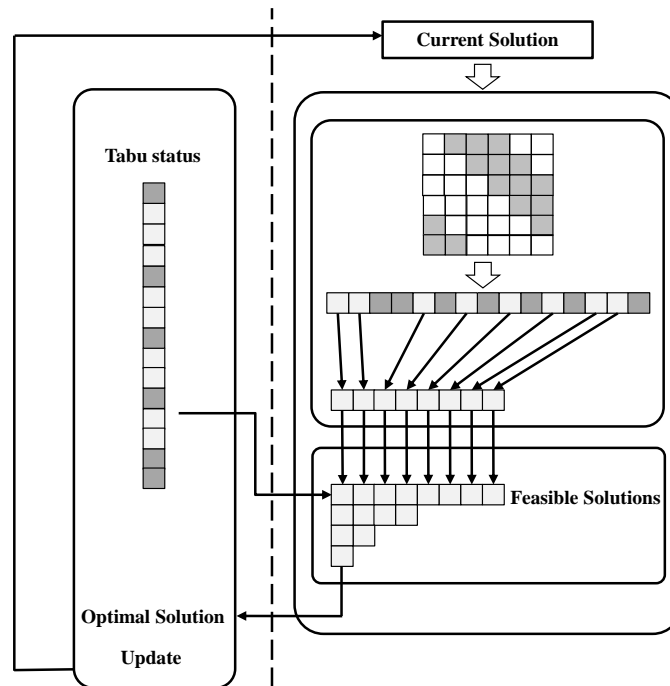
An efficient GPU-based parallel tabu
search algorithm for
hardware/software co-design

Neng HOU, Fazhi HE, Yi ZHOU, Yilin CHEN

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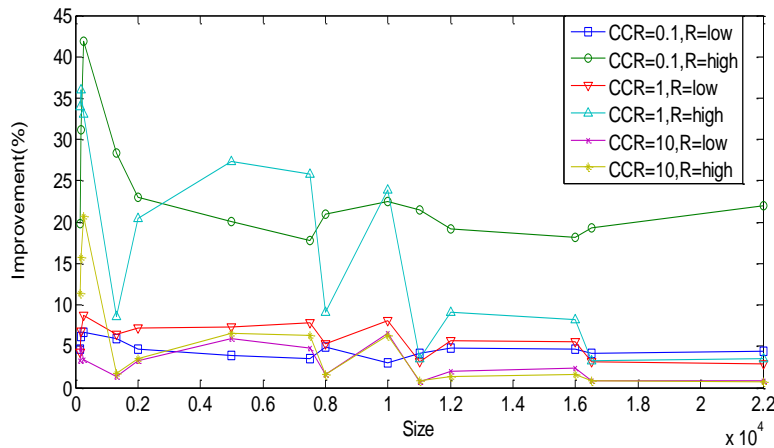
Problems & Ideas

- The processes of candidate cost computing and neighborhood compaction on GPU were implemented in a separate way
 - Previous neighborhood compaction needed three GPU kernels to finish the whole process.
 - The efficiency of tabu evaluation on GPU can be further improved.
- A single GPU kernel of compacting neighborhood is proposed



Main Contributions

- Refinements of solution quality by GPTS over HEUR in 6 cases



- Refinements of solution quality by GPTS over NODERANK in 6 cases

