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A low-space algorithm for the subset-sum problem on GPU

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A highly scalable parallel solution for the SSP on GPU that substantially reduces the memory access by the device and, consequently, decreases the total runtime.

Tests with only hard instances, which require the exhaustion of the entire search space, instead of simple random benchmarks.

Only algorithm in the literature that solves hard instances of the SSP with 100,000 items limited to 10^6 and 200 items limited to 10^8 in feasible time.

Excellent runtimes outperforming the best-known practical and parallel algorithms.

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