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Title: GPU Accelerated Pivoting Rules for the Simplex Algorithm

Author: Nikolaos Ploskas Nikolaos Samaras

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- We review and compare six pivoting rules for the revised simplex algorithm.
- We propose GPU-based implementations of the pivoting rules.
- A computational study is presented over a set of benchmark and random problems.
- Only Steepest Edge rule is suitable for GPUs achieving a maximum speedup of 16.72.

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