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Accelerating solutions of one-dimensional unsteady PDEs with GPU-based swept time-space decomposition

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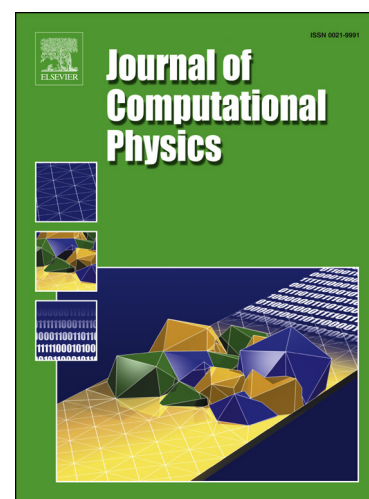
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Highlights

- A GPU implementation of the swept time-space decomposition rule is presented
- Three versions of the scheme are considered
- The shared-memory implementation outperforms the other versions
- The best swept scheme outperforms the classic method by 2-9 times

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