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A GPU-based multi-jet event generator for the LHC

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We present a GPU-based parton level event generator for multi-jet events at the LHC. The current implementation generates up to 10 jets with a possible vector boson.

At leading order the speed increase over a single core CPU is in excess of a factor of 500 using a single desktop based NVIDIA Fermi GPU.

We will also present results for the next-to-leading order implementation.

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