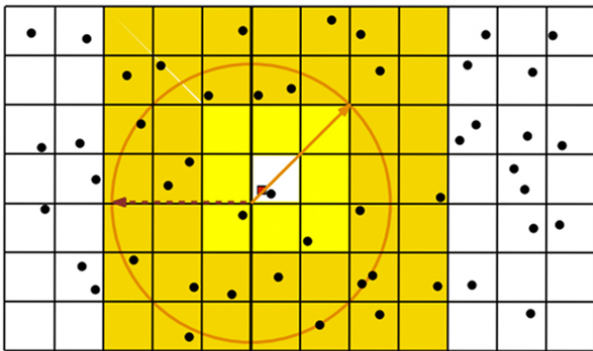


Multiple range searching on the GPU

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Multiple disk/ball range searching queries in 2d/3d Euclidean space are solved in parallel using a uniform grid under CUDA architecture. Experimental results of our implementation are presented.