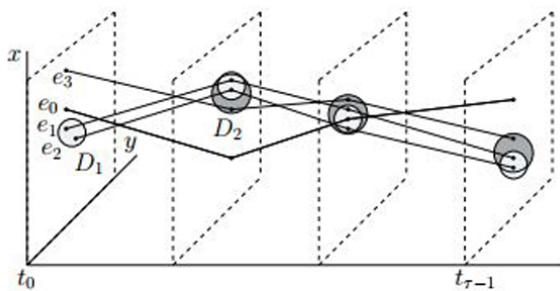


Reporting flock patterns on the GPU

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In this paper we study the problem of finding flock patterns in a set of trajectories of moving entities. A flock refers to a large enough subset of entities that move close to each other for a given time interval. We present a parallel approach, to be run on a Graphics Processing Unit, for reporting maximal flocks. We also provide experimental results that show the efficiency and scalability of our approach.