
Algorithm 1: MUMmerGPU

Build k overlapping suffix trees from reference

foreach $QueryBlock$ **do**

$Output \leftarrow \emptyset$

 Load $QueryBlock$ onto GPU

foreach $Tree$ **do**

 Load $Tree$ onto GPU

 Run alignment kernel on $(QueryBlock, Tree)$

 Add kernel output to $Output$

 Unload $Tree$

foreach $query \in QueryBlock$ **do**

 Print output for $query$ in $Output$

 Unload $QueryBlock$
