

Implementation of An Agent-based Model with TBB Technique

Ye Li, Ni Guo, Adam Sampson, Jiujiang Zhu

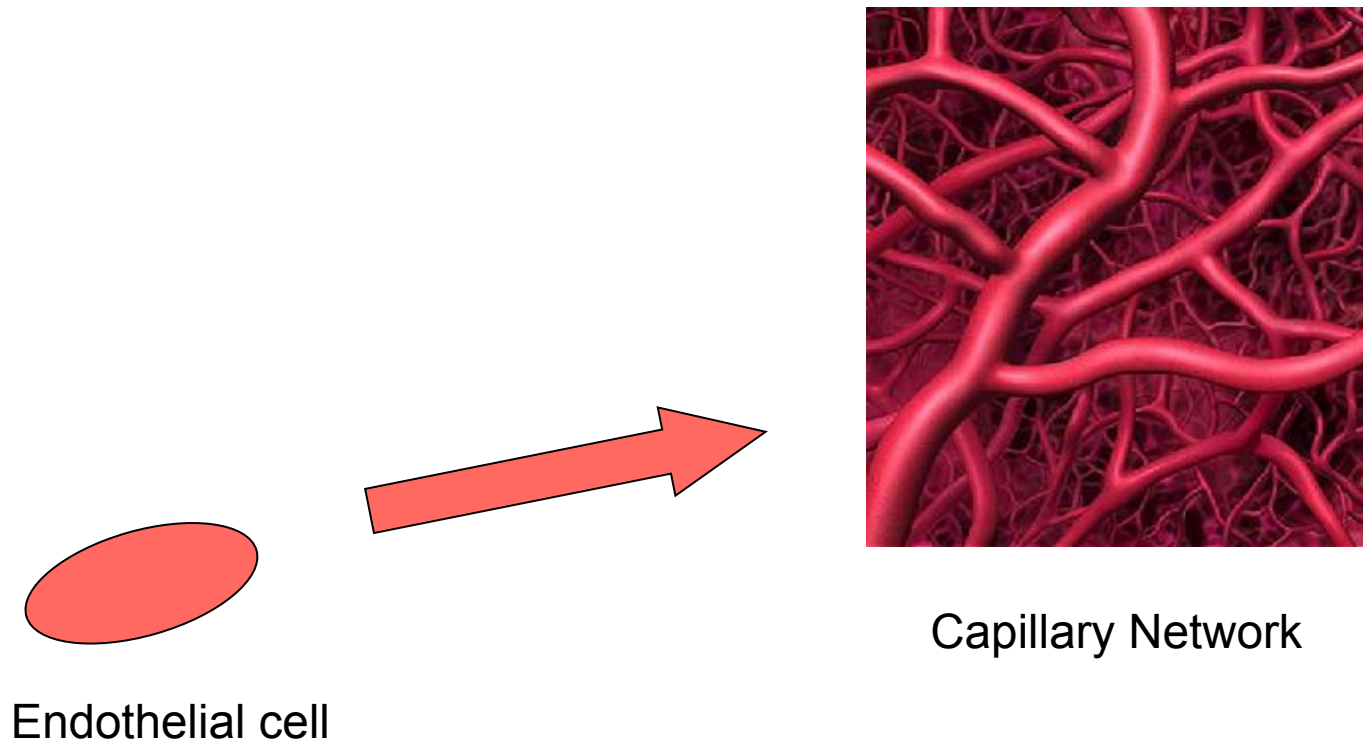
Institute of Arts, Media and Computer Games

&

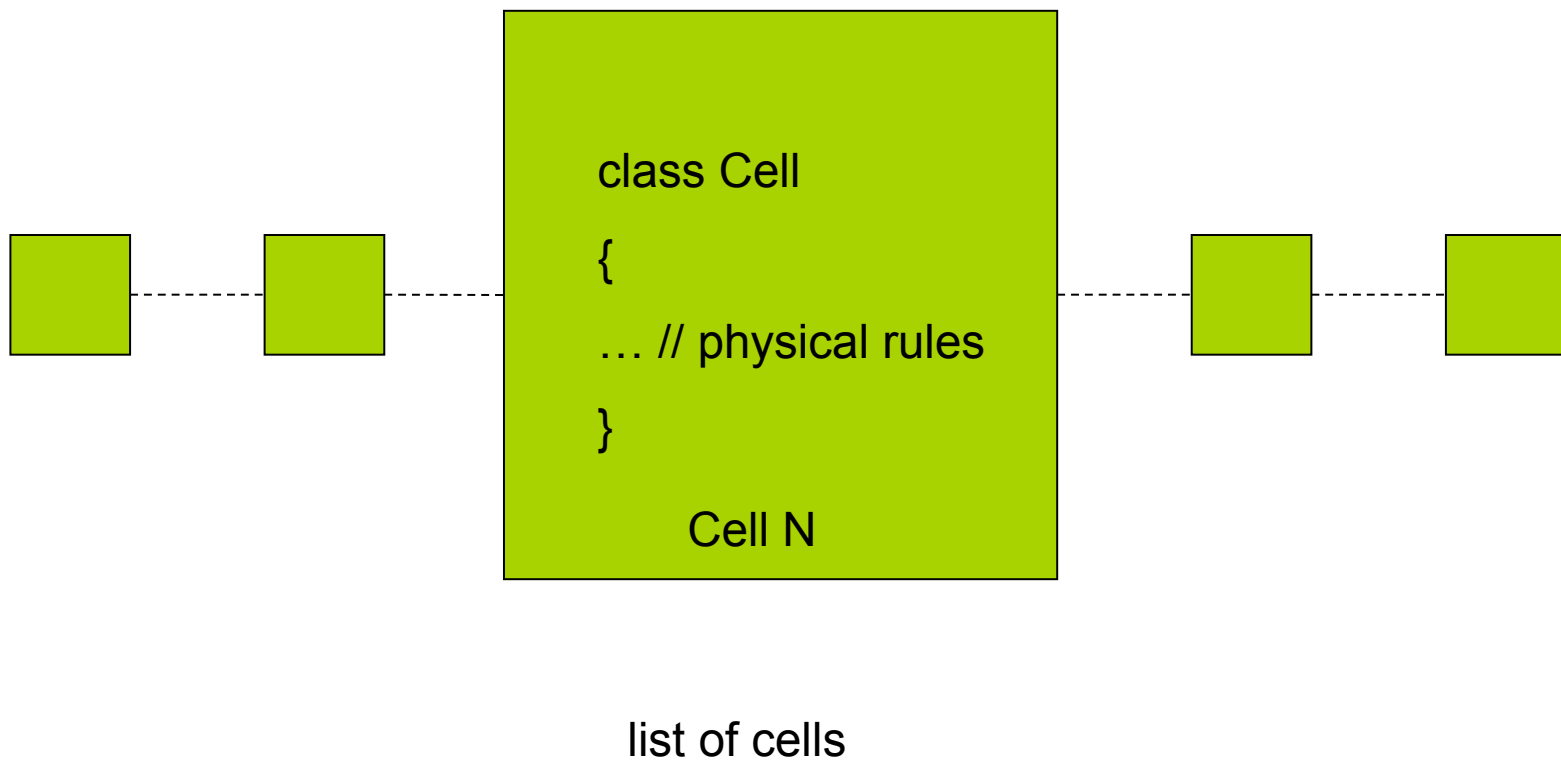
School of Contemporary Sciences

University of Abertay Dundee

- Bottom up method
- Emergent population behavior
- Tracing activation of each individual

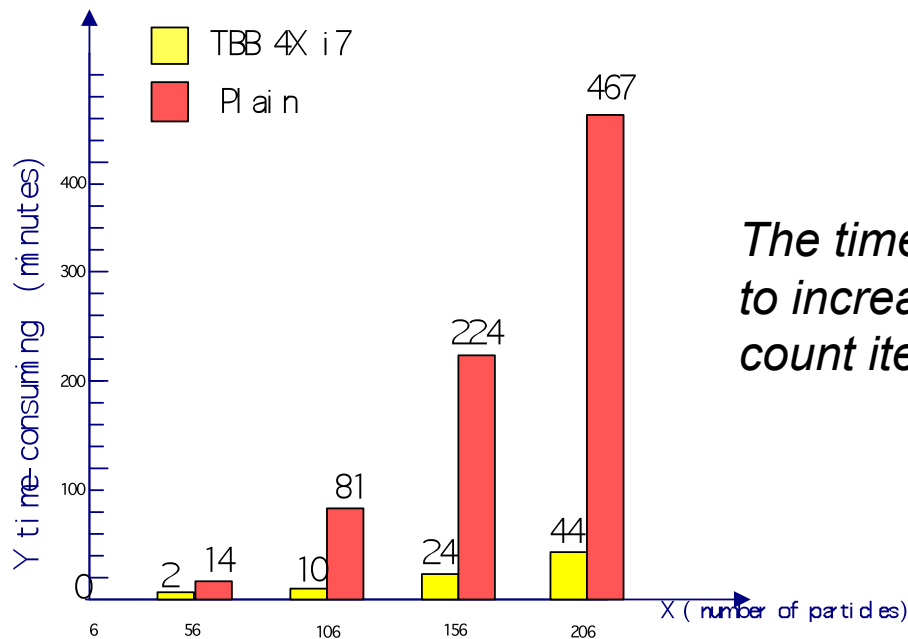


Programming the Model



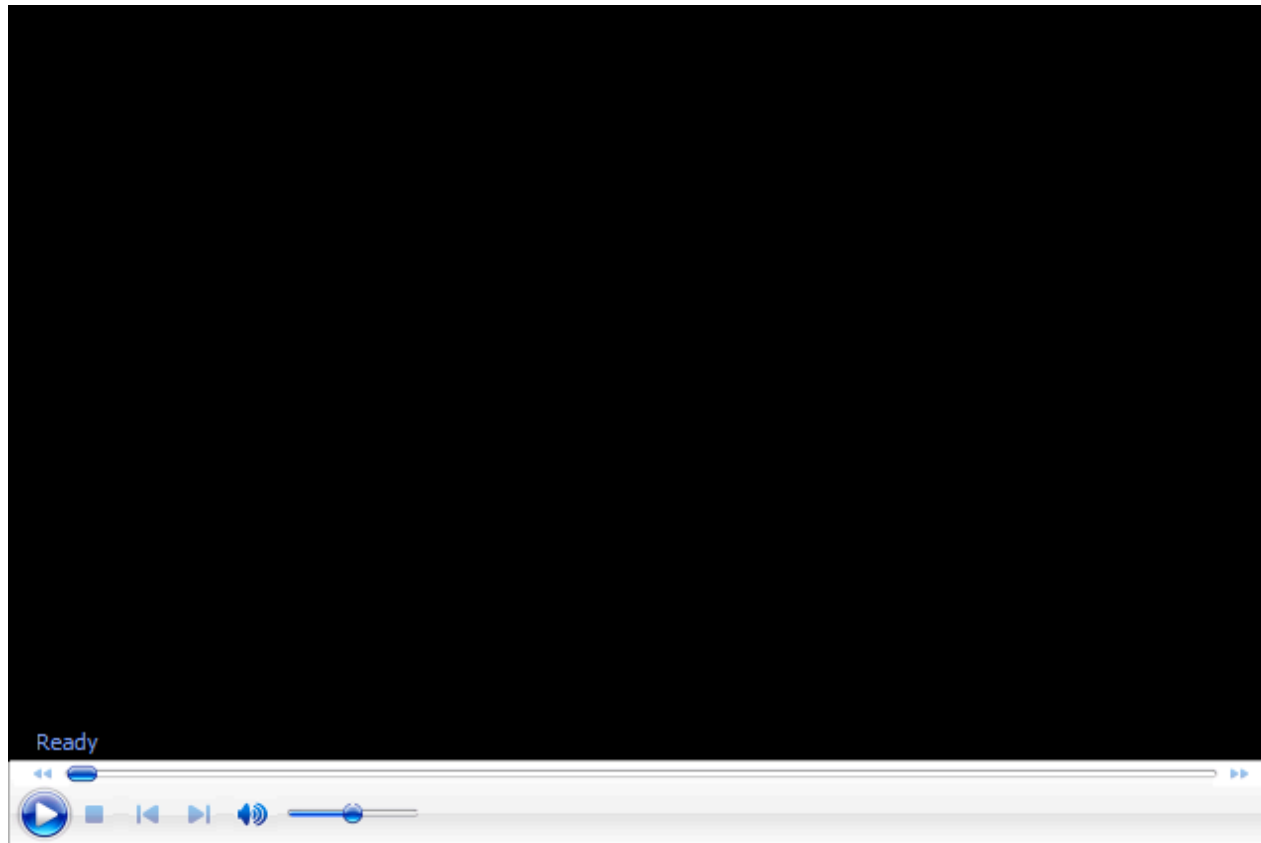
Thread Building Blocks

- Support to object oriented languages
- Scalability
- Platform-independent
- Task-based

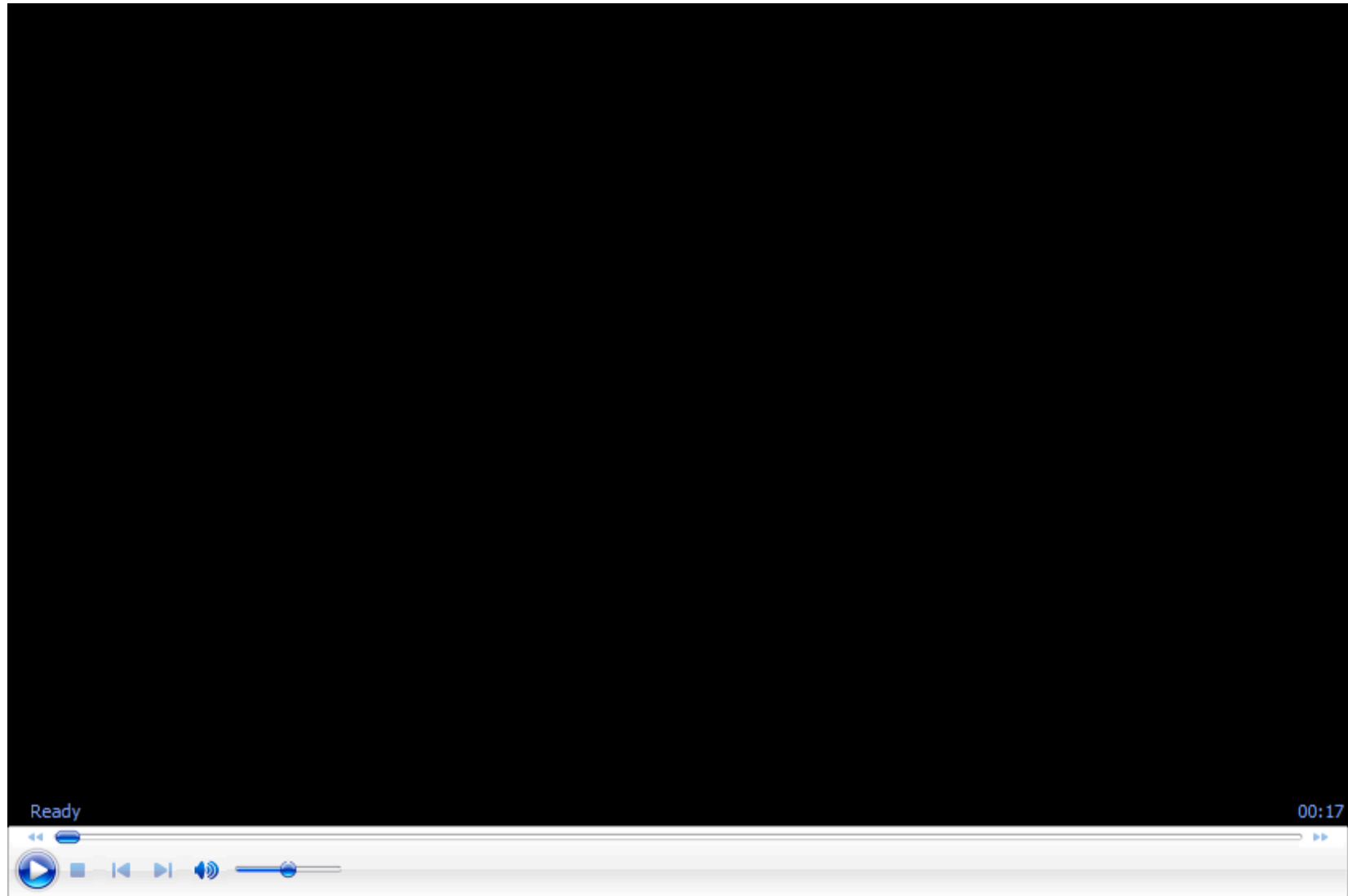


The time-consuming of running program which is to increase number of ellipsoids with the time count iterations on quad core intel i7 processor

Result with 2k cells



10k particles falling from sandglass



Thank you!