Implementation of An Agent-based Model with TBB Technique

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• Bottom up method
• Emergent population behavior
• Tracing activation of each individual
Programming the Model

class Cell
{
    ... // physical rules
}

Cell N

list of cells
Thread Building Blocks

- Support to object oriental 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!