
Subject: Re: alternative to array of linked list
Posted by [koldo](#) on Tue, 03 May 2016 13:36:57 GMT
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It sounds very similar to SPH ([https://en.wikipedia.org/wiki/Smoothed-particle_hydrodynamic s](https://en.wikipedia.org/wiki/Smoothed-particle_hydrodynamic_s)), but I do not understand the role of the cells. Questions:

- Is the number of particles "almost" the same in all simulation?
- How is every solving step/iteration?. In the "explicit" case:
 - First, are computed the forces that act over every particle?
 - Second, is the movement of every particle computed depending on the forces?

If the problem is similar to this, you can:

- use a fixed list of particles.
 - do a terrific parallelization
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