Subject: Re: alternative to array of linked list
Posted by forlano on Tue, 03 May 2016 18:30:03 GMT

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koldo wrote on Tue, 03 May 2016 15:36It sounds very similar to SPH (
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 :)

The answer is YES.
The problem is that I have only one CPU.
Anyway I have implemented a
std::vector< std::unordered_set<int> >
and I am very happy. The code is very clean and easy to read.

Luigi