

## CS267 ASSIGNMENT 2: PARALLELIZE PARTICLE

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The box is segmented into `subBlockNum` number of subBlocks. Each subBlock is represented as a bin in the `binArray`.

The `binArray` is a 2D static array data structure, where we allocate `binNum` number of elements to represent the number of subBlocks in the box.

Each `binArray[idx]`, where  $0 \leq \text{idx} < \text{binNum}$ , is a pointer to an array of particle pointers. Dereferencing `binArray[idx][jdx]`, where  $0 \leq \text{jdx} < \text{maxN}$  gives a particle object. We determine the upper bound, `maxN` using a mathematical argument.

To check if a target particle collides with its neighboring particles, we only check a subset of all `n` particles. This subset comprises the following:

- (1) Particles that belong to the same bin as the target particle
- (2) Particles that belong to the left, right, bottom, top, topLeft, topRight, bottomLeft or bottomRight subBlocks with respect to the original subBlock where the target particle is located.