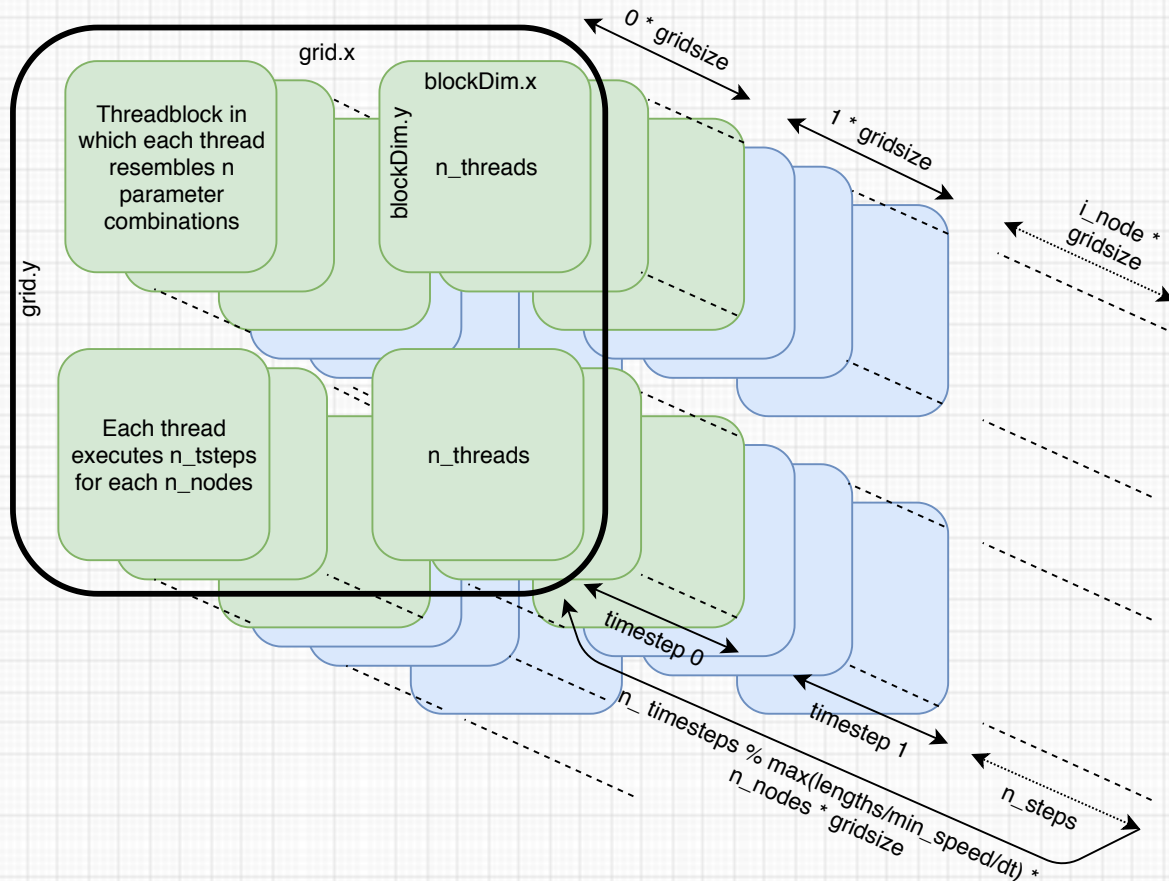


Grid representing the state space per n_node
per grid size



Generic GPU memory index specification for TVB models

Flattened memory representation for:

state variables: $state_pwi[(timestep \% timebuffer) * n_nodes * gridsz + i_node * gridsz + threadid]$

The grid represents 1 node, each thread represents a parameter combination. A kernel invocation steps through all nodes for every other node for every time step and stores results in the flattened representation of state_pwi.

Other memory representation:

sweep parameters: $params_pwi[(gridsz * (par_index)) + threadid]$

observables: $tavg_pwi[i_node * gridsz + threadid]$

weights[$i_node * n_nodes + j_node$];

lengths[$i_node * n_nodes + j_node$];