

Host

Read simulation
parameters
and force grid

Inititalize RNG and
populate
simulation grid

Compute trapping
probabilities from
final positions

Output trapping
probabilities

Device

Calculate
trapping
criteria

For every particle
and timestep :

Calculate drag

Iterate RNG and
calculate brownian
motion

Calcualate gravity,
buoyancy, and optical
Forces

Integrate forces and
update particle
position

Check simulation
condition

