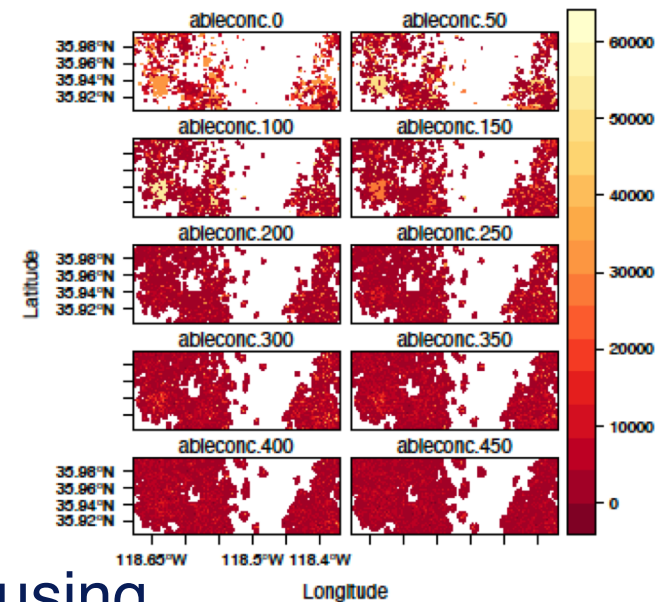


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- My research involves palelandscape reconstructions and paleolandscape modeling.
- I use LANDIS-II -- a spatially-explicit, stochastic model of forest-dynamics (disturbance and succession).
 - Written in C#
 - Model is serial over time
 - Run multiple iterations of model
- VERY raster-heavy
- Post-processing is currently done in R using Parallel



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- Currently running model and post-processing on whatever desktop computers I can find
- Model is written single-thread, single-core
 - Takes a long time to run single model
 - Occasionally need to rerun from the beginning because of file open clashes (running multiple models simultaneously to use compute cores)
- Post-processing takes considerable time and computer resources
- Exploration time-intensive because multiple iterations need to be run to identify if parameterization is appropriate