```
struct StaticHostData {
    // Contains vectors holding static
    // data such as cellCentres.
}

struct TimeDepHostData {
    // Contains vectors holding time
    // dependent data such as positions.
}

void initializeGPUTracking(
    StaticHostData& staticHostData,
    TimeDepHostData& timeDepHostData
);

void calcLambdas();

void moveParticles();

void cleanUp();
```

GPUTracking.h

GCC

gpuLagrangianFoam
Modified version of solidParticleFoam.

NVCC

libgputracking
Contains the GPU particle engine.