

# Project

Daniel Lehmberg  
Tord Kriznik Srensen  
Vishal Sontakke

## 1 Possible topics

- advanced collision operator (e.g. MRT) and regularization
- boundary conditions
- sequential and parallel runtime optimizations
- LBM on GPUs
- moving objects
- heat/diffusion of substances in flow
- memory optimization (LBM)
- multiphase/multicomponent flows