This is to be a working drive for the 2018 SURE project on TB ABMs using FLAMEGPU

I suggest we keep brief notes here of meeting outcomes and what’s being worked on

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Day 1: suggested

* practicalities, working location & resources, meeting tempo
* FLAME GPU resources and relevant examples to work through
* discuss one aspect of population modelling and work on coding up
* other thoughts?

*Meeting Pete@ 10 for 30 mins*

*Meeting Pete & Mozhgan @ 14 for 30 mins*

*(both rm 2004)*

**10am, Monday 11th June**

Normally Flame GPU is used with a static XML file describing the population which is then used for iterated simulations, whereas we want to create the population using Flame GPU itself and then simulate based on that population, so our distribution covers all relevant variables.

First problem is, given data containing information about the number of people in various sex/age categories and the number of households of particular sizes, assign each person to a household to create a sample population.

Can do this by dividing the output table into blocks, then the first section will be an identity matrix as we can reorder the people arbitrarily, with the remaining sections being Latin hypercubes.

**2pm, Monday 11th June**

Flame GPU branch v1.5 contains features like host agent creation which will be necessary for the project, but for now we should work with the master branch and the given examples to become more familiar with how the system works.

First thing to work on is the tutorial sheet on the Flame GPU website using the predator prey model as an example, to get used to compiling and running the Flame GPU code and writing in C to add my own features to the model.

Can get help with Flame GPU from the PhD students in the graphics research lab, and example code can be compiled and run from within Visual Studio on the Windows machine there.

**10am, Wednesday 13th June**

Pete was off sick today, so he couldn’t make it to our meeting.

**9am, Friday 15th June**

The approach used to assigning people to households works fine, although it should be tested to make sure that the assignment output matches the original histogram that was used as input.

Need to try and get an understanding of how Flame GPU works, for example where the XML file is generated from and eventually how the iterations are run and a visualisation is produced.

Eventually, should look at the host agent creation in the new version of Flame GPU as this will be relevant for our project, when we generate our population before running the simulations.