

Research Report Grid@Green

Zhihua Lai
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Fribourg,
Switzerland

Agenda

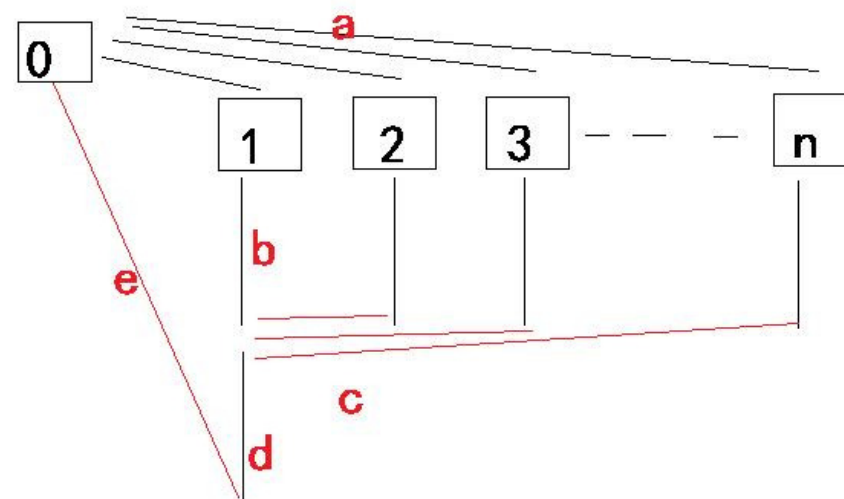
1. POP-C++ based Ray Launching
2. Small things about POP-C++
3. What is done and what to do

POP-C++ Ray Launching

Static data distribution scheme

Every object has accessed same data
(antenna, building, network parameters ...)

Results (multipath, path loss) collected on
node 0



Small things about POP- C++

1. `const`, `inline`
2. `async` constructor
3. why look for `/usr/local/popc` while remote `popc` is not installed in this place?
4. how to pass array of objects (include pointer to object) easily?
5. resource release not immediately

What is done and what to do

1. The study of Delay Spread
2. The improvements of ray launching
 1. Roof-top diffractions engine made faster
 2. Angular dispersion solved
3. Paper + Thesis