

# A Performance Evaluation of a Grid-enabled Object-Oriented Parallel Outdoor Ray Launching for Wireless Network Coverage Prediction

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# Outline

1. Introduction to POP-C++ (Parallel Object-oriented Programming in C++)
2. Introduction to IRLA (Intelligent Ray Launching Algorithm)
3. Parallel IRLA
4. Results
5. Summary

# POP-C++

1. Implementation of parallel object model as an extension of C++
2. Implicit message-passing via object-oriented design
3. Grid-enable (can be used together with Globus Toolkit 4)
4. Various method invocation semantics
5. <http://www.eif.ch/gridgroup/popc/>

# Summary

1. POP-C++
2. IRLA
3. Parallel IRLA
  
4. To run the model in actual grid (future work)

# Thank you!

## Q&A ?

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