



ORE 16.30 – 17:30

Aula A/1

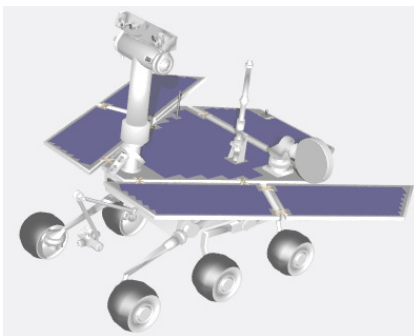
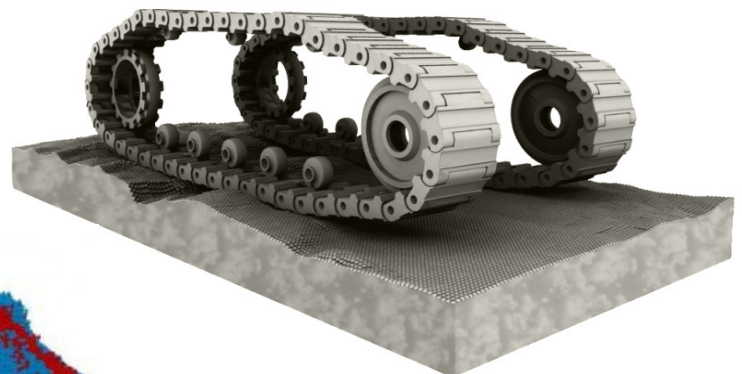
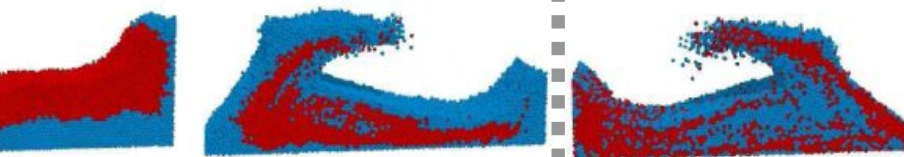
SEDE SCIENTIFICA

High performance computing for mechanical simulation

Prof. Dan Negrut

University of Wisconsin, Madison

- Introduction to computational methods for multibody mechanical simulation
- High performance computing with GPU parallel hardware
- Granular dynamics simulation for applications in ground vehicle mobility analysis
- Simulation of large mechanical systems: perspectives and challenges



Per informazioni

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