Contribution ID: **417** Type: **Poster Presentation**

A GPU-parallelized Weak-Strong Beam-Beam Simulation Code in Julia Programming Language

As the scale of the EIC project continues to grow, beam-beam simulations incorporating increasingly realistic models are becoming essential. Consequently, a high-performance and extensible simulation code is indispensable. In this contribution, we report on our progress in developing a GPU-parallelized weak-strong beam-beam tracking code in the Julia programming language.

Please consider my poster for contributed oral presentation

No

Would you like to submit this poster in student poster session on Sunday (August 10th)

No

Footnotes

Funding Agency

I have read and accept the Privacy Policy Statement

Yes

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