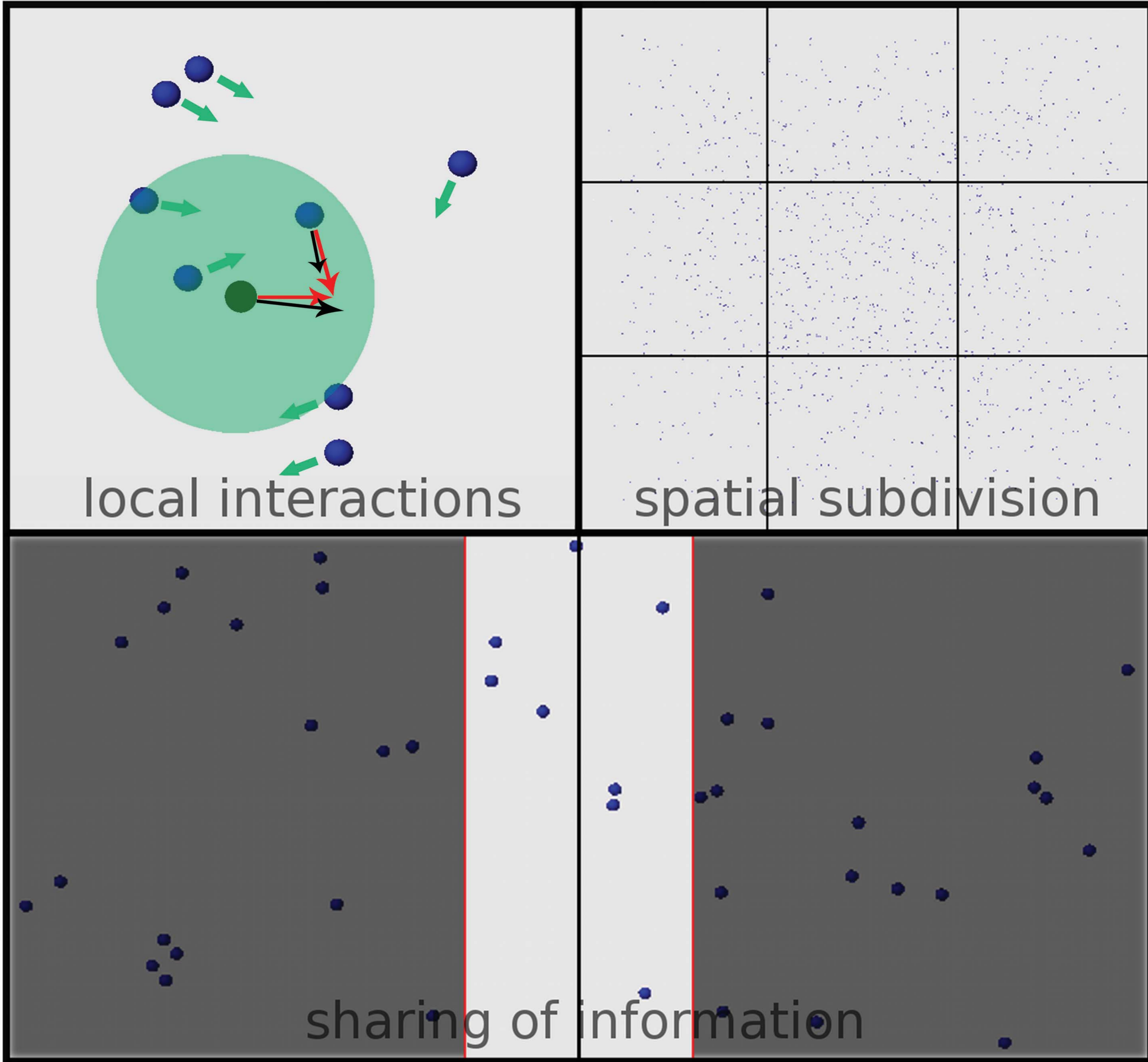


The DISTRIMOBs approach for parallelization of pedestrian mobility

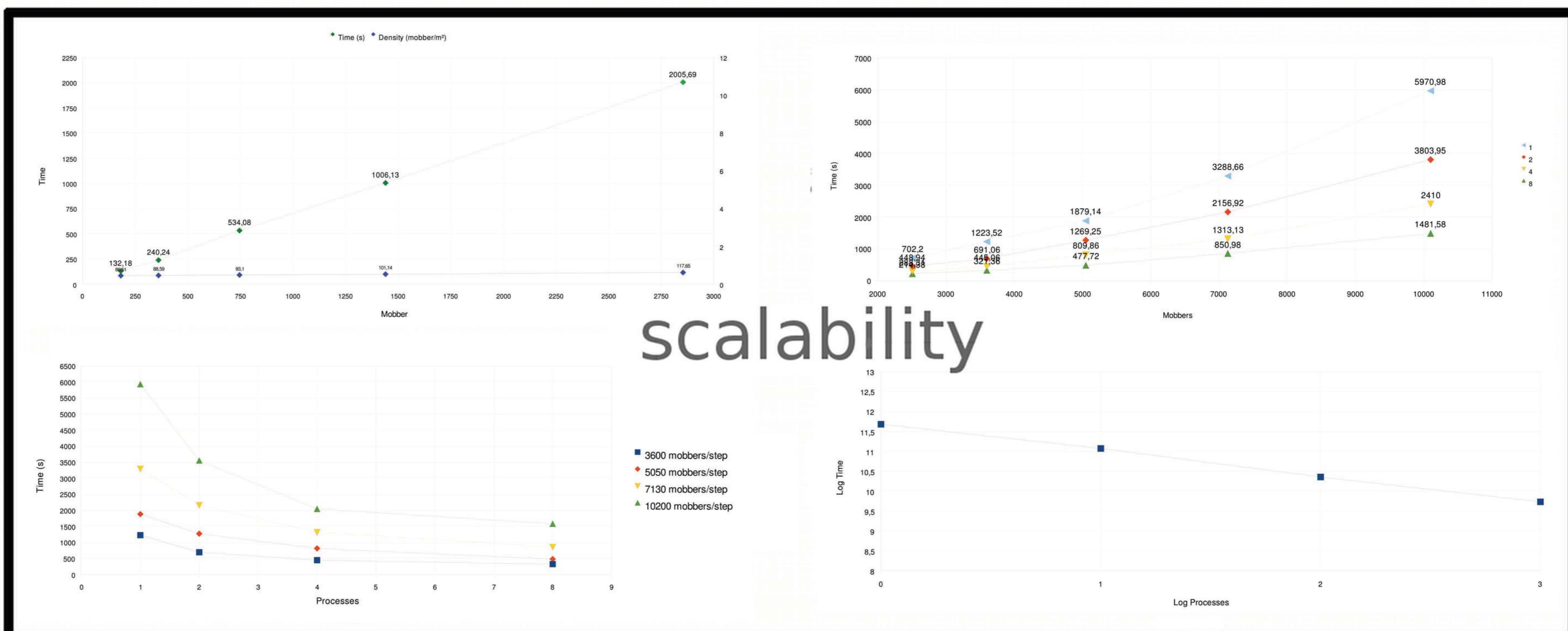
<http://physicsofthecitylab.unibo.it/distrimobs>

Local interactions: in order to make decisions mobbers interact with neighbours

Spatial subdivision: simulation is parallelized assigning different zones to different CPUs



Sharing of Information: local interactions between mobbers belonging to different CPUs are made by sharing of data on borders of zones.



Graphs show: linear complexity with constant density, scalability with variable density and an analysis of the scalability with a linear regression $time \approx 2^{11.7} / |CPU|^{0.66}$