Light curve modeling of eclipsing stellar systems

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To study the light variations of eclipsing stellar systems it is necessary to create an ensemble of model light curves. The models of these sytems contain numerous parameters and the denser the surface grid is the more accurate our results will be, so solving this problem needs significant computing resources, thus the parallelization seems quite obvious.

Continuing our ongoing work now we can calculate complex light curves of multiple stellar systems, the only missing component is the reflection effect. On the 8th GPU day we will present the new features and the revised structure of our code.