

**Anders Logg - Chalmers University of Technology, Sweden**

<b>Talk title</b>	<b>Digital Twin Cities: Multi-Disciplinary Modeling and High-Performance Simulation of Cities</b>
<b>Biography</b>	<p>Anders Logg is Professor of Computational Mathematics at Chalmers University of Technology. His research interests are adaptive finite element methods, high-level automating software systems for solution of PDE, domain-specific languages and compilers in scientific computing, augmented and virtual reality, and applications in biomedicine, general relativity, architecture, and geoinformation; in particular the combination of modeling, simulation and visualization to create Digital Twins of physical systems.</p> <p>Logg is Director of the <u>Digital Twin Cities Centre</u> at Chalmers, a Vinnova Competence Centre devoted to the study and development of the Digital Twin concept for city modeling and simulation.</p> <p>Logg is co-founder and initial developer of the <u>FEniCS Project</u>, a leading open-source software for automated solution of PDE. He works part-time as scientific advisor to <u>Fraunhofer-Chalmers Centre</u>.</p>