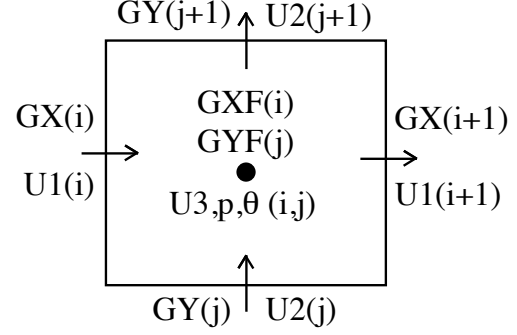
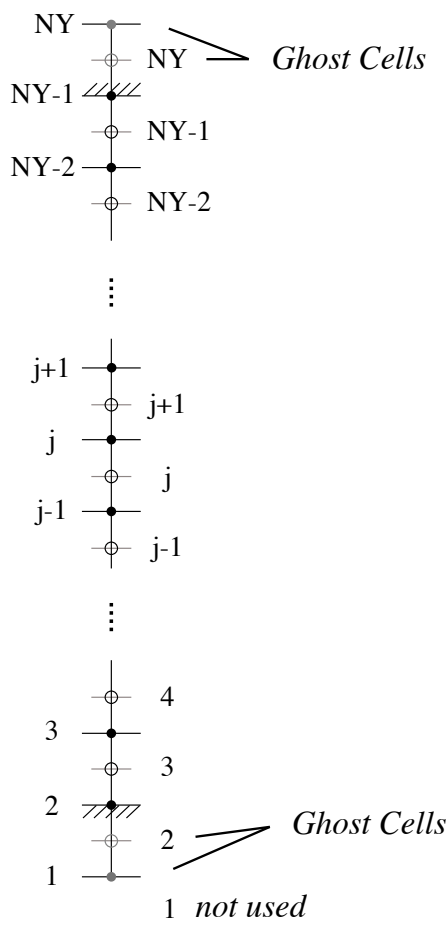


# Diablo - Discrete Grid

Grid  
Label: GYF GY



○ Wall-normal velocity defined at G points

● All other variables defined at GF points

////// Wall locations

By definition, the fractional grid is halfway between neighboring base grid points, i.e.

$$GYF_j = \frac{GY_{j+1} + GY_j}{2}$$

Grid  
Label:

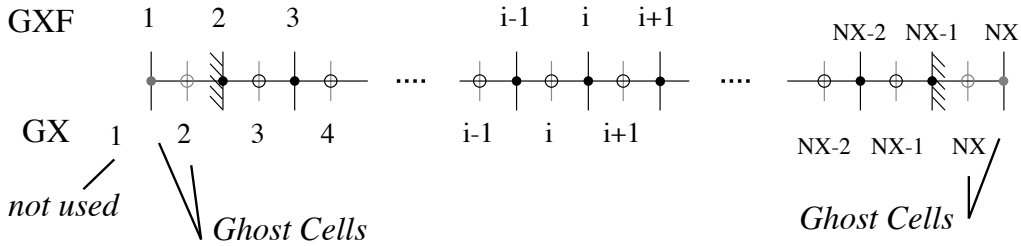


FIG. 1: Grid layout of Diablo