

LUMA

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Chapter 1

Main Page

----- Lattice Boltzmann @ The University of Manchester -----

----- L-U-M-A -----

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Chapter 2

Hierarchical Index

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This inheritance list is sorted roughly, but not completely, alphabetically:

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Chapter 5

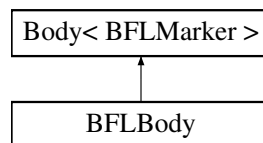
Class Documentation

5.1 BFLBody Class Reference

BFL body.

```
#include <BFLBody.h>
```

Inheritance diagram for BFLBody:



Public Member Functions

- [BFLBody](#) (void)
Default constructor.
- [~BFLBody](#) (void)
Default destructor.
- [BFLBody](#) ([PCpts](#) *_PCpts, [GridObj](#) *g_hierarchy, size_t id)
Custom constructor to populate body from array of points.

Protected Member Functions

- void [computeQ](#) (int i, int j, int k, [GridObj](#) *g)
Routine to compute wall distance Q.
- void [computeQ](#) (int i, int j, [GridObj](#) *g)
Routine to compute wall distance Q.

Protected Attributes

- std::vector< std::vector< double > > [Q](#)
Distance between adjacent lattice site and the surface of the body.

Friends

- class [GridObj](#)

5.1.1 Detailed Description

BFL body.

A BFL body is made up of a collection of BFLMarkers.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 BFLBody::BFLBody (void)

Default constructor.

5.1.2.2 BFLBody::~~BFLBody (void)

Default destructor.

5.1.2.3 BFLBody::BFLBody (PCpts * _PCpts, GridObj * *g_hierarchy*, size_t *id*)

Custom constructor to populate body from array of points.

Parameters

<i>_PCpts</i>	pointer to point cloud data
<i>g_hierarchy</i>	pointer to grid hierarchy
<i>id</i>	ID of body in array of bodies.

5.1.3 Member Function Documentation

5.1.3.1 void BFLBody::computeQ (int *i*, int *j*, int *k*, GridObj * *g*) [protected]

Routine to compute wall distance Q.

Computes Q values in 3D at a given local voxel for each application of the BFL BC. Performs a line-plane intersection algorithm for every possible triangular plane constructed out of the marker in the voxel and its nearest neighbours.

Parameters

<i>i</i>	local i-index of BFL voxel
<i>j</i>	local j-index of BFL voxel
<i>k</i>	local k-index of BFL voxel
<i>g</i>	pointer to owner grid

5.1.3.2 `void BFLBody::computeQ (int i, int j, GridObj* g)` `[protected]`

Routine to compute wall distance Q.

Computes Q values in 2D at a given local voxel for each application of the BFL BC. Performs a line-line intersection algorithm for each line segment either side of the voxel marker.

Parameters

<i>i</i>	local i-index of BFL voxel
<i>j</i>	local j-index of BFL voxel
<i>g</i>	pointer to owner grid

5.1.4 Friends And Related Function Documentation

5.1.4.1 `friend class GridObj` `[friend]`

5.1.5 Member Data Documentation

5.1.5.1 `std::vector< std::vector<double> > BFLBody::Q` `[protected]`

Distance between adjacent lattice site and the surface of the body.

There are two stores of values. Store 1 is the distance on one side of the wall and store 2 the distance on the other side. One store is appended to the other in this structure.

The documentation for this class was generated from the following files:

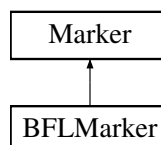
- [BFLBody.h](#)
- [BFLBody.cpp](#)

5.2 BFLMarker Class Reference

BFL marker.

```
#include <BFLMarker.h>
```

Inheritance diagram for BFLMarker:



Public Member Functions

- [BFLMarker](#) (void)
Default constructor.
- [~BFLMarker](#) (void)
Default destructor.
- [BFLMarker](#) (double x, double y, double z)
Custom constructor with position.

Friends

- class [BFLBody](#)

Additional Inherited Members

5.2.1 Detailed Description

BFL marker.

This class declaration is for a BFL Lagrange point. A collection of these points form BFL body.

5.2.2 Constructor & Destructor Documentation

5.2.2.1 [BFLMarker::BFLMarker \(void \)](#)

Default constructor.

5.2.2.2 [BFLMarker::~~BFLMarker \(void \)](#)

Default destructor.

5.2.2.3 [BFLMarker::BFLMarker \(double x, double y, double z \)](#)

Custom constructor with position.

Parameters

<i>x</i>	x-position of marker
<i>y</i>	y-position of marker
<i>z</i>	z-position of marker

5.2.3 Friends And Related Function Documentation

5.2.3.1 friend class BFLBody [friend]

The documentation for this class was generated from the following files:

- [BFLMarker.h](#)
- [BFLMarker.cpp](#)

5.3 Body< MarkerType > Class Template Reference

Generic body class.

```
#include <Body.h>
```

Public Member Functions

- [Body](#) (void)
Default Constructor.
- [~Body](#) (void)
Default destructor.
- [Body](#) (GridObj *g, size_t id)
Custom constructor setting owning grid.

Protected Member Functions

- void [addMarker](#) (double x, double y, double z)
Add marker to the body.
- MarkerData * [getMarkerData](#) (double x, double y, double z)
Retrieve marker data.
- void [markerAdder](#) (double x, double y, double z, int &curr_mark, std::vector< int > &counter)
Downsampling marker adding method.
- bool [isInVoxel](#) (double x, double y, double z, int curr_mark)
Determines whether a point is inside another marker's support voxel.
- bool [isVoxelMarkerVoxel](#) (double x, double y, double z)
Determines whether a point is inside an existing marker's support voxel.

Protected Attributes

- double [spacing](#)
Spacing of the markers in physical units.
- std::vector< MarkerType > [markers](#)
Array of markers which make up the body.
- bool [closed_surface](#)
Flag to specify whether or not it is a closed surface (for output)
- GridObj * [_Owner](#)
Pointer to owning grid.
- size_t [id](#)
ID of body in array of bodies.

5.3.1 Detailed Description

```
template<typename MarkerType>
class Body< MarkerType >
```

Generic body class.

Can consist of any type of [Marker](#) so templated.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 `template<typename MarkerType > Body< MarkerType >::Body (void)`

Default Constructor.

5.3.2.2 `template<typename MarkerType > Body< MarkerType >::~~Body (void)`

Default destructor.

5.3.2.3 `template<typename MarkerType > Body< MarkerType >::Body (GridObj * g, size_t id)`

Custom constructor setting owning grid.

Parameters

<i>g</i>	pointer to grid which owns this body.
<i>id</i>	indicates position of body in array of bodies.

5.3.3 Member Function Documentation

5.3.3.1 `template<typename MarkerType > void Body< MarkerType >::addMarker (double x, double y, double z)`
`[protected]`

Add marker to the body.

Parameters

<i>x</i>	global X-position of marker.
<i>y</i>	global Y-position of marker.
<i>z</i>	global Z-position of marker.

5.3.3.2 `template<typename MarkerType > MarkerData * Body< MarkerType >::getMarkerData (double x, double y, double z)` `[protected]`

Retrieve marker data.

Return marker and voxel/primary support data associated with supplied global position.

Parameters

<i>x</i>	X-position nearest to marker to be retrieved.
<i>y</i>	Y-position nearest to marker to be retrieved.
<i>z</i>	Z-position nearest to marker to be retrieved.

Returns

[MarkerData](#) marker data structure returned. If no marker found, structure is marked as invalid.

5.3.3.3 `template<typename MarkerType > bool Body< MarkerType >::isInVoxel (double x, double y, double z, int curr_mark)` `[protected]`

Determines whether a point is inside another marker's support voxel.

Parameters

<i>x</i>	X-position of point.
<i>y</i>	Y-position of point.
<i>z</i>	Z-position of point.
<i>curr_mark</i>	ID of the marker.

Returns

true of false

5.3.3.4 `template<typename MarkerType > bool Body< MarkerType >::isVoxelMarkerVoxel (double x, double y, double z)` `[protected]`

Determines whether a point is inside an existing marker's support voxel.

Parameters

<i>x</i>	X-position of point.
<i>y</i>	Y-position of point.
<i>z</i>	Z-position of point.

Returns

true of false

5.3.3.5 `template<typename MarkerType > void Body< MarkerType >::markerAdder (double x, double y, double z, int & curr_mark, std::vector< int > & counter)` [protected]

Downsampling marker adding method.

This method tries to add a marker to body at the global location given but obeys the rules of a voxel-grid filter to ensure markers are distributed such that their spacing roughly matches the background lattice.

Parameters

<i>x</i>	desired global X-position of new marker.
<i>y</i>	desired globalY-position of new marker.
<i>z</i>	desired globalZ-position of new marker.
<i>curr_mark</i>	is a reference to the ID of last marker.
<i>counter</i>	is a reference to the total number of markers in the body.

5.3.4 Member Data Documentation

5.3.4.1 `template<typename MarkerType> GridObj* Body< MarkerType >::_Owner` [protected]

Pointer to owning grid.

5.3.4.2 `template<typename MarkerType> bool Body< MarkerType >::closed_surface` [protected]

Flag to specify whether or not it is a closed surface (for output)

5.3.4.3 `template<typename MarkerType> size_t Body< MarkerType >::id` [protected]

ID of body in array of bodies.

5.3.4.4 `template<typename MarkerType> std::vector<MarkerType> Body< MarkerType >::markers` [protected]

Array of markers which make up the body.

5.3.4.5 `template<typename MarkerType> double Body< MarkerType >::spacing` [protected]

Spacing of the markers in physical units.

The documentation for this class was generated from the following file:

- [Body.h](#)

5.4 `MpiManager::buffer_struct` Struct Reference

Structure storing buffers sizes in each direction for particular grid.

```
#include <MpiManager.h>
```

Public Attributes

- `int size [L_MPI_DIRS]`
Buffer sizes for each direction.
- `int level`
Grid level.
- `int region`
Region number.

5.4.1 Detailed Description

Structure storing buffers sizes in each direction for particular grid.

5.4.2 Member Data Documentation

5.4.2.1 `int MpiManager::buffer_struct::level`

Grid level.

5.4.2.2 `int MpiManager::buffer_struct::region`

Region number.

5.4.2.3 `int MpiManager::buffer_struct::size[L_MPI_DIRS]`

Buffer sizes for each direction.

The documentation for this struct was generated from the following file:

- [MpiManager.h](#)

5.5 `GridObj` Class Reference

Grid class.

```
#include <GridObj.h>
```

Public Member Functions

- [GridObj](#) ()
Default Constructor.
- [GridObj](#) (int level)
Serial build constructor for top level grid.
- [GridObj](#) (int RegionNumber, [GridObj](#) &pGrid)
Constructor for a sub-grid.
- [GridObj](#) (int level, std::vector< int > local_size, std::vector< std::vector< double > > GlobalLimsPos)
MPI constructor for top level grid.
- [~GridObj](#) ()
Default Destructor.
- void [LBM_initVelocity](#) ()
Method to initialise the lattice velocity.
- void [LBM_initRho](#) ()
Method to initialise the lattice density.
- void [LBM_initGrid](#) ()
Wrapper to initialise all L0 lattice quantities.
- void [LBM_initGrid](#) (std::vector< int > local_size, std::vector< std::vector< double > > GlobalLimsPos)
Method to initialise all L0 lattice quantities.
- void [LBM_initSubGrid](#) ([GridObj](#) &pGrid)
Method to initialise all sub-grid quantities.
- void [LBM_initBoundLab](#) ()
Method to initialise wall and object labels on L0.
- void [LBM_initSolidLab](#) ()
Method to initialise label-based solids.
- void [LBM_initRefinedLab](#) ([GridObj](#) &pGrid)
Method to initialise all labels on sub-grids.
- void [LBM_init_getInletProfile](#) ()
Method to import an input profile from a file.
- void [LBM_kbcCollide](#) (int i, int j, int k, [IVector](#)< double > &f_new)
KBC collision operator.
- void [LBM_macro](#) (int i, int j, int k)
Site-specific macroscopic update.
- void [LBM_resetForces](#) ()
Method to reset body forces.
- void [bc_applyBounceBack](#) (int label, int i, int j, int k)
Method to apply half-way bounce-back.
- void [bc_applySpecReflect](#) (int label, int i, int j, int k)
Method to apply half-way specular reflection.
- void [bc_applyRegularised](#) (int label, int i, int j, int k)
Method to apply regularised velocity inlet.
- void [bc_applyExtrapolation](#) (int label, int i, int j, int k)
Method to apply extrapolation outlet.
- void [bc_applyBfl](#) (int i, int j, int k)
Method to apply BFL bounce-back.
- void [bc_applyNrbc](#) (int i, int j, int k)
Method to apply NRBC.
- void [LBM_addSubGrid](#) (int RegionNumber)
Wrapper method to add sub-grid to this grid.
- void [io_textout](#) (std::string output_tag)

- *Verbose ASCII writer.*
- void [io_fgaout](#) ()
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- void [io_restart](#) (eIOFlag IO_flag)
Restart file read-writer.
- void [io_probeOutput](#) ()
Probe writer.
- void [io_lite](#) (double tval, std::string Tag)
ASCII dump of grid data.
- int [io_hdf5](#) (double tval)
HDF5 writer.
- void [LBM_multi_opt](#) (int subcycle=0)
Optimised LBM multi-grid kernel.

Public Attributes

- std::vector< double > [XPos](#)
Vector of global X positions of each site.
- std::vector< double > [YPos](#)
Vector of global Y positions of each site.
- std::vector< double > [ZPos](#)
Vector of global Z positions of each site.
- [IVector](#)< [eType](#) > [LatTyp](#)
Flattened 3D array of site labels.
- double [dh](#)
Physical lattice spacing (same for x, y and z)
- int [region_number](#)
Region number.
- int [level](#)
Level in embedded grid hierarchy.
- double [dt](#)
Physical time step size.
- int [t](#)
Number of completed iterations on this level.
- double [nu](#)
Kinematic viscosity (in lattice units)
- double [omega](#)
Relaxation frequency.
- double [timeav_mpi_overhead](#)
Time-averaged time of MPI communication.
- double [timeav_timestep](#)
Time-averaged time of a timestep.
- int [N_lim](#)
Local size of grid in X-direction.
- int [M_lim](#)
Local size of grid in Y-direction.
- int [K_lim](#)
Local size of grid in Z-direction.
- double [XOrigin](#)
Position of grid left edge.
- double [YOrigin](#)
Position of grid bottom edge.
- double [ZOrigin](#)
Position of grid front edge.

Friends

- class [MpiManager](#)
- class [ObjectManager](#)
- class [GridUtils](#)

5.5.1 Detailed Description

Grid class.

This class represents a grid (lattice) and is capable of owning a nested hierarchy of child grids.

5.5.2 Constructor & Destructor Documentation

5.5.2.1 GridObj::GridObj (void)

Default Constructor.

5.5.2.2 GridObj::GridObj (int *level*)

Serial build constructor for top level grid.

Coarse limits are set to zero and then L0-specific initialiser called.

Parameters

<i>level</i>	always should be zero as top level grid.
--------------	--

5.5.2.3 GridObj::GridObj (int *RegionNumber*, GridObj & *pGrid*)

Constructor for a sub-grid.

This is not called directly but by the addSubGrid() method which first performs a check to see if a sub-grid is required.

Parameters

<i>RegionNumber</i>	ID indicating the region of nested refinement to which this sub-grid belongs.
<i>pGrid</i>	pointer to parent grid.

5.5.2.4 GridObj::GridObj (int *level*, std::vector< int > *local_size*, std::vector< std::vector< double > > *GlobalLimsPos*)

MPI constructor for top level grid.

When using MPI, this constructors a local grid which represents an appropriate portion of the top-level grid as dictated by the extent of this rank.

Parameters

<i>level</i>	always should be zero as top level grid.
<i>local_size</i>	vector indicating dimensions of local grid including halo.
<i>GlobalLimsPos</i>	vector indicating the global positions of the edges of this local grid core as held by the MpiManager .

5.5.2.5 GridObj::~GridObj (void)

Default Destructor.

5.5.3 Member Function Documentation

5.5.3.1 void GridObj::bc_applyBfl (int *i*, int *j*, int *k*)

Method to apply BFL bounce-back.

Currently, assumes only 1 BFL body present on the grid.

Parameters

<i>i</i>	current site i-index.
<i>j</i>	current site j-index.
<i>k</i>	current site k-index.

5.5.3.2 void GridObj::bc_applyBounceBack (int *label*, int *i*, int *j*, int *k*)

Method to apply half-way bounce-back.

Parameters

<i>label</i>	current site label.
<i>i</i>	current site i-index.
<i>j</i>	current site j-index.
<i>k</i>	current site k-index.

5.5.3.3 void GridObj::bc_applyExtrapolation (int *label*, int *i*, int *j*, int *k*)

Method to apply extrapolation outlet.

Can only be applied on right-hand wall.

Parameters

<i>label</i>	current site label.
--------------	---------------------

Parameters

<i>i</i>	current site i-index.
<i>j</i>	current site j-index.
<i>k</i>	current site k-index.

5.5.3.4 void GridObj::bc_applyNrbc (int *i*, int *j*, int *k*)

Method to apply NRBC.

Not implemented in this version.

Parameters

<i>i</i>	current site i-index.
<i>j</i>	current site j-index.
<i>k</i>	current site k-index.

5.5.3.5 void GridObj::bc_applyRegularised (int *label*, int *i*, int *j*, int *k*)

Method to apply regularised velocity inlet.

Can be applied on any wall.

Parameters

<i>label</i>	current site label.
<i>i</i>	current site i-index.
<i>j</i>	current site j-index.
<i>k</i>	current site k-index.

5.5.3.6 void GridObj::bc_applySpecReflect (int *label*, int *i*, int *j*, int *k*)

Method to apply half-way specular reflection.

Symmetry boundary condition for free-slip walls.

Parameters

<i>label</i>	current site label.
<i>i</i>	current site i-index.
<i>j</i>	current site j-index.
<i>k</i>	current site k-index.

5.5.3.7 void GridObj::io_fgaout ()

.fga file writer.

Writes the components of the macroscopic velocity of the grid at time *t* and call recursively for any sub-grid. Writes the data of each subgrid in a different .fga file. .fga is the ASCII file format used by Unreal Engine 4 to read the data that populates a VectorField object. It doesn't do anything if the model is not 2D or 3D. Since .fga files can only store 3D data

5.5.3.8 int GridObj::io_hdf5 (double *tval*)

HDF5 writer.

Useful grid quantities written out as scalar arrays. Creates one *.h5 file per grid and data is grouped into timesteps within each file. Should be used with the merge tool at post-processing to convert to structured VTK output readable in paraview.

Parameters

<i>tval</i>	time value being written out.
-------------	-------------------------------

5.5.3.9 void GridObj::io_lite (double *tval*, std::string *TAG*)

ASCII dump of grid data.

Generic ASCII writer for each rank to write out all grid data in rows into a single, unsorted file.

Parameters

<i>tval</i>	time value being written out.
<i>TAG</i>	text identifier for the data.

5.5.3.10 void GridObj::io_probeOutput ()

Probe writer.

This routine writes the quantities at the probe locations to a single file.

5.5.3.11 void GridObj::io_restart (eIOFlag *IO_flag*)

Restart file read-writer.

This routine writes/reads the current rank's data in the custom restart file format. If the file already exists, data is appended. IB body data are also written out but no other body information at present.

Parameters

<i>IO_flag</i>	flag to indicate whether a write or read
----------------	--

5.5.3.12 void GridObj::io_textout (std::string *output_tag*)

Verbose ASCII writer.

Writes all the contents of the grid class at time t and call recursively for any sub-grids. Writes to text file "Grids.out" by default.

Parameters

<i>output_tag</i>	text string added to top of output for identification.
-------------------	--

5.5.3.13 void GridObj::LBM_addSubGrid (int *RegionNumber*)

Wrapper method to add sub-grid to this grid.

Parameters

<i>RegionNumber</i>	ID indicating the region of nested refinement to which this sub-grid belongs.
---------------------	---

5.5.3.14 void GridObj::LBM_init_getInletProfile ()

Method to import an input profile from a file.

Input data may be over- or under-sampled but it must span the physical dimensions of the inlet otherwise the software does not know how to scale the data to fit. Inlet profile is always assumed to be oriented vertically (y-direction).

5.5.3.15 void GridObj::LBM_initBoundLab ()

Method to initialise wall and object labels on L0.

The virtual wind tunnel definitions are implemented by this method.

5.5.3.16 void GridObj::LBM_initGrid ()

Wrapper to initialise all L0 lattice quantities.

This method wraps the MPI-specific version. It is called by the serial build and sets the MPI-specific arguments to default values before calling the full initialiser.

5.5.3.17 void GridObj::LBM_initGrid (std::vector< int > *local_size*, std::vector< std::vector< double > > *rank_core_edge*)

Method to initialise all L0 lattice quantities.

Parameters

<i>local_size</i>	local grid size on this rank including halo.
<i>rank_core_edge</i>	absolute positions of the rank edges (excludes overlapping halo).

5.5.3.18 void GridObj::LBM_initRefinedLab (GridObj & pGrid)

Method to initialise all labels on sub-grids.

Boundary labels are set by considering parent labels on overlapping sites and then assigning child labels appropriately.

Parameters

<i>pGrid</i>	reference to parent grid.
--------------	---------------------------

5.5.3.19 void GridObj::LBM_initRho ()

Method to initialise the lattice density.

5.5.3.20 void GridObj::LBM_initSolidLab ()

Method to initialise label-based solids.

5.5.3.21 void GridObj::LBM_initSubGrid (GridObj & pGrid)

Method to initialise all sub-grid quantities.

Parameters

<i>pGrid</i>	reference to parent grid.
--------------	---------------------------

5.5.3.22 void GridObj::LBM_initVelocity ()

Method to initialise the lattice velocity.

Unless the L_NO_FLOW macro is defined, the initial velocity everywhere will be set to the values specified in the definitions file.

5.5.3.23 void GridObj::LBM_kbcCollide (int i, int j, int k, IVector< double > & f_new)

KBC collision operator.

Applies KBC collision operator using the KBC-N4 and KBC-D models in 3D and 2D, respectively.

Parameters

<i>i</i>	i-index of lattice site.
<i>j</i>	j-index of lattice site.
<i>k</i>	k-index of lattice site.
<i>f_new</i>	reference to the temporary, post-collision grid.

5.5.3.24 `void GridObj::LBM_macro (int i, int j, int k)`

Site-specific macroscopic update.

Overload of macroscopic quantity calculation to allow it to be applied to a single site as used by the MPI unpacking routine to update the values for the next collision step. This routine does not update the time-averaged quantities.

Parameters

<i>i</i>	i-index of lattice site.
<i>j</i>	j-index of lattice site.
<i>k</i>	k-index of lattice site.

5.5.3.25 `void GridObj::LBM_multi_opt (int subcycle = 0)`

Optimised LBM multi-grid kernel.

This kernel compresses the old kernel into a single loop in order to make it more efficient. Capabilities are current limited with this kernel with incompatible options giving unpredictable results. Use with caution.

Parameters

<i>subcycle</i>	sub-cycle to be performed if called from a subgrid.
-----------------	---

5.5.3.26 `void GridObj::LBM_resetForces ()`

Method to reset body forces.

Resets both Cartesian and Lattice force vectors to zero.

5.5.4 Friends And Related Function Documentation

5.5.4.1 `friend class GridUtils` [*friend*]

5.5.4.2 `friend class MpiManager` [*friend*]

5.5.4.3 `friend class ObjectManager` [*friend*]

5.5.5 Member Data Documentation

5.5.5.1 double GridObj::dh

Physical lattice spacing (same for x, y and z)

5.5.5.2 double GridObj::dt

Physical time step size.

5.5.5.3 int GridObj::K_lim

Local size of grid in Z-direction.

5.5.5.4 IVector<eType> GridObj::LatTyp

Flattened 3D array of site labels.

5.5.5.5 int GridObj::level

Level in embedded grid hierarchy.

5.5.5.6 int GridObj::M_lim

Local size of grid in Y-direction.

5.5.5.7 int GridObj::N_lim

Local size of grid in X-direction.

5.5.5.8 double GridObj::nu

Kinematic viscosity (in lattice units)

5.5.5.9 double GridObj::omega

Relaxation frequency.

5.5.5.10 int GridObj::region_number

Region number.

5.5.5.11 int GridObj::t

Number of completed iterations on this level.

5.5.5.12 double GridObj::timeav_mpi_overhead

Time-averaged time of MPI communication.

5.5.5.13 double GridObj::timeav_timestep

Time-averaged time of a timestep.

5.5.5.14 double GridObj::XOrigin

Position of grid left edge.

5.5.5.15 std::vector<double> GridObj::XPos

Vector of global X positions of each site.

5.5.5.16 double GridObj::YOrigin

Position of grid bottom edge.

5.5.5.17 std::vector<double> GridObj::YPos

Vector of global Y positions of each site.

5.5.5.18 double GridObj::ZOrigin

Position of grid front edge.

5.5.5.19 std::vector<double> GridObj::ZPos

Vector of global Z positions of each site.

The documentation for this class was generated from the following files:

- [GridObj.h](#)
- [GridObj.cpp](#)
- [GridObj_init_grids.cpp](#)
- [GridObj_ops_boundary.cpp](#)
- [GridObj_ops_io.cpp](#)
- [GridObj_ops_lbm.cpp](#)
- [GridObj_ops_lbm_optimised.cpp](#)

5.6 GridUnits Class Reference

[GridUnits.](#)

```
#include <GridUnits.h>
```

Public Member Functions

- [GridUnits](#) ()
- [~GridUnits](#) ()

Static Public Member Functions

- `template<typename T >`
static T [m2cm](#) (const T meters)
Convert from m to cm.
- `template<typename T >`
static T [ulat2uphys](#) (T ulat, [GridObj](#) *currentGrid)
Velocity in lattice units to velocity in physical units.

5.6.1 Detailed Description

[GridUnits.](#)

This class contains static methods for unit conversion (the only ones implemented are from m to cm and velocity from lattice units to m/s)

5.6.2 Constructor & Destructor Documentation

5.6.2.1 `GridUnits::GridUnits ()` `[inline]`

5.6.2.2 `GridUnits::~~GridUnits ()` `[inline]`

5.6.3 Member Function Documentation

5.6.3.1 `template<typename T > static T GridUnits::m2cm (const T meters)` `[inline], [static]`

Convert from m to cm.

5.6.3.2 `template<typename T > static T GridUnits::ulat2uphys (T ulat, GridObj * currentGrid)` `[inline], [static]`

Velocity in lattice units to velocity in physical units.

Converts velocity component from lattice units to m/s. It uses the `L_PHYSICAL_U` introduced by the user, `dh` and `dt`. You can introduce any `L_PHYSICAL_U` you want, but the reference lenght (usually the width of the domain) , the Re number and the LBM parameters will remain the same. So you will be implicitly changing the physical viscosity of your fluid when you change `L_PHYSICAL_U`

Parameters

<i>ulat</i>	Lattice velocity.
<i>currentGrid</i>	Pointer to the current grid.

Returns

physical velocity

The documentation for this class was generated from the following file:

- [GridUnits.h](#)

5.7 GridUtils Class Reference

Grid utility class.

```
#include <GridUtils.h>
```

Static Public Member Functions

- static void [createOutputDirectory](#) (std::string [path_str](#))
Create output directory.
- static std::vector< int > [onespace](#) (int min, int max)
Creates a linearly-spaced vector of integers.
- static std::vector< double > [linspace](#) (double min, double max, int n)
Creates a linearly-spaced vector of values.
- static double [vecnorm](#) (double vec[L_DIMS])
Computes the L2 norm using the vector supplied.
- static double [vecnorm](#) (double val1, double val2)
Computes the L2 norm using the vector components supplied.
- static double [vecnorm](#) (double val1, double val2, double val3)
Computes the L2 norm using the vector components supplied.
- static double [vecnorm](#) (std::vector< double > vec)
Computes the L2 norm using the vector supplied.
- static std::vector< int > [getFineIndices](#) (int coarse_i, int x_start, int coarse_j, int y_start, int coarse_k, int z_start)
Gets the indices of the fine site given the coarse site.
- static std::vector< int > [getCoarseIndices](#) (int fine_i, int x_start, int fine_j, int y_start, int fine_k, int z_start)
Gets the indices of the coarse site given the fine site.
- static double [dotprod](#) (std::vector< double > vec1, std::vector< double > vec2)
Computes the scalar product of two vectors.
- static std::vector< double > [subtract](#) (std::vector< double > a, std::vector< double > b)
Subtracts two vectors.
- static std::vector< double > [add](#) (std::vector< double > a, std::vector< double > b)
Adds two vectors.
- static std::vector< double > [vecmultiply](#) (double scalar, std::vector< double > vec)
Multiplies a scalar by a vector.

- static std::vector< double > [crossprod](#) (std::vector< double > vec1, std::vector< double > vec2)
Computes vector product.
- static std::vector< double > [matrix_multiply](#) (const std::vector< std::vector< double > > &A, const std::vector< double > &x)
Multiplies matrix A by vector x.
- static int [getOpposite](#) (int direction)
Gets the opposite lattice direction to the one supplied.
- static void [getGrid](#) (GridObj *&Grids, int level, int region, GridObj *&ptr)
Get a pointer to a given grid in the hierarchy.
- static bool [isOverlapPeriodic](#) (int i, int j, int k, const GridObj &pGrid)
Finds out whether halo containng i,j,k links to neighbour rank periodically.
- static bool [isOnThisRank](#) (double x, double y, double z, eLocationOnRank loc=eNone, const GridObj *grid=nullptr, std::vector< int > *pos=nullptr)
Finds out whether site with supplied position is on the current rank.
- static bool [isOnThisRank](#) (double xyz, eCartesianDirection dir, eLocationOnRank loc=eNone, const GridObj *grid=nullptr, int *pos=nullptr)
Finds out whether the supplied position can be found on the current rank.
- static bool [intersectsRefinedRegion](#) (const GridObj &pGrid, int RegNum)
Finds out whether all or part of specified refined region intersects with the space occupied by the grid provided.
- static bool [isOnSenderLayer](#) (double pos_x, double pos_y, double pos_z)
Check whether site is on an inner (sender) halo.
- static bool [isOnRecvLayer](#) (double pos_x, double pos_y, double pos_z)
Check whether site is on an outer (receiver) halo.
- static bool [isOnSenderLayer](#) (double site_position, eCartMinMax edge)
Check whether site is on an inner (sender) halo.
- static bool [isOnRecvLayer](#) (double site_position, eCartMinMax edge)
Check whether site is on an outer (receiver) halo.
- static int [getMpiDirection](#) (int offset_vector[])
Get direction in MPI topology from unit vector.
- static bool [isOffGrid](#) (int i, int j, int k, const GridObj *g)
Tests whether a site is on a given grid.
- static void [getEnclosingVoxel](#) (double x, double y, double z, const GridObj *g, std::vector< int > *ijk)
Get local voxel indices on grid in which provided position lies.
- static void [getEnclosingVoxel](#) (double x, const GridObj *g, eCartesianDirection dir, int *ijk)
Get local voxel indices on grid in which provided position lies.
- static bool [isOnTransitionLayer](#) (double pos_x, double pos_y, double pos_z, const GridObj *grid)
Check whether site is on a TL.
- static bool [isOnTransitionLayer](#) (double position, eCartMinMax edge, const GridObj *grid)
Check whether site is on a specific TL (to upper).
- template<typename NumType >
static NumType [vecnorm](#) (NumType a1, NumType a2, NumType a3)
Computes the L2-norm.
- template<typename NumType >
static NumType [vecnorm](#) (NumType a1, NumType a2)
Computes the L2-norm.
- template<typename NumType >
static NumType [upToZero](#) (NumType x)
Rounds a negative value up to zero.
- template<typename NumType >
static NumType [downToLimit](#) (NumType x, NumType limit)
Rounds a value greater than a limit down to this value.

- `template<typename NumType >`
`static NumType factorial (NumType n)`
Computes the factorial of the supplied value.
- `template<typename NumType >`
`static void stridedCopy (NumType *dest, NumType *src, size_t block, size_t offset, size_t stride, size_t count, size_t buf_offset=0)`
Performs a strided memcopy.

Static Public Attributes

- `static std::ofstream * logfile`
Handle to output file.
- `static std::string path_str`
Static string representing output path.
- `static const int dir_reflect [L_DIMS *2][L_NUM_VELS]`
Array with hardcoded direction numbering for specular reflection.

5.7.1 Detailed Description

Grid utility class.

Class provides grid utilities including commonly used logical tests. This is a static class and so there is no need to instantiate it.

5.7.2 Member Function Documentation

5.7.2.1 `std::vector< double > GridUtils::add (std::vector< double > a, std::vector< double > b)` [static]

Adds two vectors.

Parameters

<i>a</i>	a vector.
<i>b</i>	a second vector.

Returns

vector which is a + b.

5.7.2.2 `void GridUtils::createOutputDirectory (std::string path_str)` [static]

Create output directory.

Compatible with both Windows and Linux. Filename and path passed as a single string. Returns nothing at the moment.

Parameters

<i>path_str</i>	full path and filename as string.
-----------------	-----------------------------------

Returns

indicator of status of action.

5.7.2.3 `std::vector< double > GridUtils::crossprod (std::vector< double > a, std::vector< double > b)` `[static]`

Computes vector product.

Parameters

<i>a</i>	a vector.
<i>b</i>	a second vector.

Returns

a vector which is the cross product of a and b.

5.7.2.4 `double GridUtils::dotprod (std::vector< double > vec1, std::vector< double > vec2)` `[static]`

Computes the scalar product of two vectors.

Parameters

<i>vec1</i>	a vector.
<i>vec2</i>	a second vector.

Returns

the dot product of the two vectors.

5.7.2.5 `template<typename NumType > static NumType GridUtils::downToLimit (NumType x, NumType limit)`
`[inline], [static]`

Rounds a value greater than a limit down to this value.

If value is less than or equal to the limit, return the value unchanged.

Parameters

<i>x</i>	value to be rounded
<i>limit</i>	value to be rounded down to

Returns

NumType rounded value

5.7.2.6 `template<typename NumType > static NumType GridUtils::factorial (NumType n)` `[inline],[static]`

Computes the factorial of the supplied value.

If $n == 0$ then returns 1.

Parameters

<i>n</i>	factorial
----------	-----------

Returns

NumType *n* factorial

5.7.2.7 `std::vector< int > GridUtils::getCoarseIndices (int fine_i, int x_start, int fine_j, int y_start, int fine_k, int z_start)`
`[static]`

Gets the indices of the coarse site given the fine site.

Maps the indices of a fine grid site to a corresponding coarse site on the level above.

Parameters

<i>fine_i</i>	local i-index of fine site to be mapped.
<i>x_start</i>	local x-index of start of refined region on the grid above.
<i>fine_j</i>	local j-index of fine site to be mapped.
<i>y_start</i>	local y-index of start of refined region on the grid above.
<i>fine_k</i>	local k-index of fine site to be mapped.
<i>z_start</i>	local z-index of start of refined region on the grid above.

Returns

local indices of the coarse grid site.

5.7.2.8 `void GridUtils::getEnclosingVoxel (double x, double y, double z, const GridObj * g, std::vector< int > * ijk)`
`[static]`

Get local voxel indices on grid in which provided position lies.

Wrapper for the overload which concentrates all check into a vector.

Parameters

<i>x</i>	x-position.
<i>y</i>	y-position.
<i>z</i>	z-position.
<i>g</i>	lattice on which to look for enclosing voxel.
<i>ijk</i>	pointer to vector where indices are to be placed.

5.7.2.9 `void GridUtils::getEnclosingVoxel (double xyz, const GridObj * g, eCartesianDirection dir, int * ijk)`
`[static]`

Get local voxel indices on grid in which provided position lies.

Will return the 1D voxel index of the voxel on the lattice provided within which point with position (xyz) lies. This is done by rounding the position to obtain how many voxels in from the grid core edge it is, then accounting for whether the grid starts on another rank, in the halo, or further into the grid by offsetting the original index by this amount. This approach saves expensive searches of the position vectors on each grid. This method can be used as a position -> voxel converter. The index may be off grid so it is advisable to call `isOnThisRank` instead.

Parameters

<i>xyz</i>	x, y or z-position.
<i>g</i>	lattice on which to look for enclosing voxel.
<i>dir</i>	1D direction.
<i>ijk</i>	pointer to local index storage location.

5.7.2.10 `std::vector< int > GridUtils::getFineIndices (int coarse_i, int x_start, int coarse_j, int y_start, int coarse_k, int z_start)`
`[static]`

Gets the indices of the fine site given the coarse site.

Maps the indices of a coarse grid site to a corresponding fine site on the level below.

Parameters

<i>coarse_i</i>	local i-index of coarse site to be mapped.
<i>x_start</i>	local x-index of start of refined region.
<i>coarse_j</i>	local j-index of coarse site to be mapped.
<i>y_start</i>	local y-index of start of refined region.
<i>coarse_k</i>	local k-index of coarse site to be mapped.
<i>z_start</i>	local z-index of start of refined region.

Returns

local indices of the fine grid site.

5.7.2.11 void GridUtils::getGrid (GridObj *& *Grids*, int *level*, int *region*, GridObj *& *ptr*) [static]

Get a pointer to a given grid in the hierarchy.

Takes a NULL pointer by reference and updates it when matching grid is found in hierarchy on this rank. If grid not found, pointer is returned without change and stays NULL. Can be used to test for the existence of a grid on a rank by passing in a NULL pointer and checking if a NULL pointer is returned.

Parameters

	<i>Grids</i>	x-position of site.
	<i>level</i>	y-position of site.
	<i>region</i>	z-position of site.
out	<i>ptr</i>	pointer containing address of grid in hierarchy.

5.7.2.12 int GridUtils::getMpiDirection (int *offset_vector*[]) [static]

Get direction in MPI topology from unit vector.

Parameters

<i>offset_vector</i>	unit vector pointing away from current rank.
----------------------	--

Returns

MPI direction.

5.7.2.13 int GridUtils::getOpposite (int *direction*) [static]

Gets the opposite lattice direction to the one supplied.

This is model independent as long as the model directions are specified such that the opposite direction is either one vector on or one vector back in the listing depending on whether the direction supplied is even or odd.

Parameters

<i>direction</i>	direction to be reversed.
------------------	---------------------------

Returns

opposite direction in lattice model.

5.7.2.14 bool GridUtils::intersectsRefinedRegion (const GridObj & *pGrid*, int *RegNum*) [static]

Finds out whether all or part of specified refined region intersects with the space occupied by the grid provided.

Principal use is for sub-grid initialisation to determine whether a sub-grid needs adding or not. This decision is made based on whether any part of the grid is covered by the discrete voxels of existing grids on the rank.

Parameters

<i>pGrid</i>	parent grid at appropriate level.
<i>RegNum</i>	region number desired.

Returns

boolean answer.

5.7.2.15 `bool GridUtils::isOffGrid (int i, int j, int k, const GridObj * g)` `[static]`

Tests whether a site is on a given grid.

Parameters

<i>i</i>	local i-index.
<i>j</i>	local j-index.
<i>k</i>	local k-index.
<i>g</i>	grid on which to check.

Returns

boolean answer.

5.7.2.16 `bool GridUtils::isOnRecvLayer (double pos_x, double pos_y, double pos_z)` `[static]`

Check whether site is on an outer (receiver) halo.

Wrapper which checks every halo region of the rank for intersection with supplied site position.

Parameters

<i>pos_x</i>	x-position of site.
<i>pos_y</i>	y-position of site.
<i>pos_z</i>	z-position of site.

Returns

boolean answer.

5.7.2.17 `bool GridUtils::isOnRecvLayer (double site_position, eCartMinMax edge)` `[static]`

Check whether site is on an outer (receiver) halo.

Wrapper available which checks every halo. This method only checks the halo specified by the Cartesian direction and whether it is the left/bottom/front (minimum) or right/top/back (maximum) edge of the block.

Parameters

<i>site_position</i>	position of site.
<i>edge</i>	combination of cartesian direction and choice of edge.

Returns

boolean answer.

5.7.2.18 `bool GridUtils::isOnSenderLayer (double pos_x, double pos_y, double pos_z) [static]`

Check whether site is on an inner (sender) halo.

Wrapper which checks every halo region of the rank for intersection with supplied site position.

Parameters

<i>pos_x</i>	x-position of site.
<i>pos_y</i>	y-position of site.
<i>pos_z</i>	z-position of site.

Returns

boolean answer.

5.7.2.19 `bool GridUtils::isOnSenderLayer (double site_position, eCartMinMax edge) [static]`

Check whether site is on an inner (sender) halo.

Wrapper available which checks every halo. This method only checks the halo specified by the Cartesian direction and whether it is the left/bottom/front (minimum) or right/top/back (maximum) edge of the block.

Parameters

<i>site_position</i>	position of site.
<i>edge</i>	combination of cartesian direction and choice of edge.

Returns

boolean answer.

5.7.2.20 `bool GridUtils::isOnThisRank (double x, double y, double z, eLocationOnRank loc = eNone, const GridObj * grid = nullptr, std::vector< int > * pos = nullptr) [static]`

Finds out whether site with supplied position is on the current rank.

Will return true if the site is in the halo as well (send or recv). Location information provided to indicate where point is. Returns eNone enumeration if not request or if query is false. If a grid is supplied, will only return true if site is on the grid supplied. If you want to exclude the sites that belong to the halo you can call [isOnRecvLayer\(\)](#) or [isOnSenderLayer\(\)](#) on the same site.

Parameters

	<i>x</i>	x-position of site.
	<i>y</i>	y-position of site.
	<i>z</i>	z-position of site.
out	<i>pos</i>	pointer to the start of a vector in which local indices are returned.
	<i>grid</i>	grid being queried.
out	<i>loc</i>	description of the location of the point.

Returns

boolean answer.

5.7.2.21 `bool GridUtils::isOnThisRank (double xyz, eCartesianDirection dir, eLocationOnRank loc = eNone, const GridObj * grid = nullptr, int * pos = nullptr) [static]`

Finds out whether the supplied position can be found on the current rank.

Direction-specific version of the overload.

Parameters

	<i>xyz</i>	position (x, y or z)
	<i>dir</i>	cartesian direction of interest (x, y or z).
out	<i>loc</i>	description of the location of the point.
	<i>grid</i>	grid being queried.
out	<i>pos</i>	the local index of the found site.

Returns

boolean answer.

5.7.2.22 `bool GridUtils::isOnTransitionLayer (double pos_x, double pos_y, double pos_z, const GridObj * grid) [static]`

Check whether site is on a TL.

Wrapper which checks every possible TL location on the grid supplied.

Parameters

<i>pos</i> ↔ _x	x-position of site.
<i>pos</i> ↔ _y	y-position of site.
<i>pos</i> ↔ _z	z-position of site.
<i>grid</i>	given grid on which to check.

Returns

boolean answer.

5.7.2.23 `bool GridUtils::isOnTransitionLayer (double position, eCartMinMax edge, const GridObj * grid)` [static]

Check whether site is on a specific TL (to upper).

Wrapper available which checks every TL. This method only checks the TL specified by the Cartesian direction and whether it is the left/bottom/front (minimum) or right/top/back (maximum) edge of the supplied grid.

Parameters

<i>position</i>	position of point.
<i>edge</i>	combination of cartesian direction and choice of edge.
<i>grid</i>	given grid on which to check.

Returns

boolean answer.

5.7.2.24 `bool GridUtils::isOverlapPeriodic (int i, int j, int k, const GridObj & g)` [static]

Finds out whether halo containing i,j,k links to neighbour rank periodically.

Checks the receiver layer containing local site i,j,k and determines from the MPI topology information whether this layer couples to an adjacent or periodic neighbour rank. I.e. if the neighbour is physically next to the rank or whether it is actually at the other side of the domain.

Parameters

<i>i</i>	local i-index of recv layer site being queried.
<i>j</i>	local j-index of recv layer site being queried.
<i>k</i>	local k-index of recv layer site being queried.
<i>g</i>	grid on which point being queried resides.

Returns

boolean answer.

5.7.2.25 `std::vector< double > GridUtils::linspace (double min, double max, int n)` `[static]`

Creates a linearly-spaced vector of values.

Parameters

<i>min</i>	starting value of output vector.
<i>max</i>	ending point of output vector.
<i>n</i>	number of values in output vector.

Returns

a vector with n uniformly spaced values between min and max.

5.7.2.26 `std::vector< double > GridUtils::matrix_multiply (const std::vector< std::vector< double > > & A, const std::vector< double > & x)` `[static]`

Multiplies matrix A by vector x.

Parameters

<i>A</i>	a matrix represented as a vector or vectors.
<i>x</i>	a vector.

Returns

a vector which is $A * x$.

5.7.2.27 `std::vector< int > GridUtils::onespace (int min, int max)` `[static]`

Creates a linearly-spaced vector of integers.

Parameters

<i>min</i>	starting value of output vector.
<i>max</i>	ending point of output vector.

Returns

a vector with uniformly spaced integer values between min and max.

5.7.2.28 `template<typename NumType > static void GridUtils::stridedCopy (NumType * dest, NumType * src, size_t block, size_t offset, size_t stride, size_t count, size_t buf_offset = 0) [inline], [static]`

Performs a strided memcopy.

Memcopy() is designed to copy blocks of contiguous memory. Strided copy copies a pattern of contiguous blocks.

Parameters

<i>dest</i>	pointer to start of destination memory.
<i>src</i>	pointer to start of source memory.
<i>block</i>	size of contiguous block.
<i>offset</i>	offset from the start of the source array.
<i>stride</i>	number of elements between start of first block and start of second.
<i>count</i>	number of blocks in pattern
<i>buf_offset</i>	offset from start of destination buffer to start writing. Default is zero if not supplied.

5.7.2.29 `std::vector< double > GridUtils::subtract (std::vector< double > a, std::vector< double > b) [static]`

Subtracts two vectors.

Parameters

<i>a</i>	a vector.
<i>b</i>	a second vector.

Returns

a vector which is $a - b$.

5.7.2.30 `template<typename NumType > static NumType GridUtils::upToZero (NumType x) [inline], [static]`

Rounds a negative value up to zero.

If value is positive, return the value unchanged.

Parameters

<i>x</i>	value to be rounded
----------	---------------------

Returns

NumType rounded value

5.7.2.31 `std::vector< double > GridUtils::vecmultiply (double scalar, std::vector< double > vec) [static]`

Multiplies a scalar by a vector.

Parameters

<i>scalar</i>	a scalar double.
<i>vec</i>	a vector double.

Returns

a vector which is a scalar multiplied by a vector.

5.7.2.32 `double GridUtils::vecnorm (double vec[L_DIMS]) [static]`

Computes the L2 norm using the vector supplied.

Parameters

<i>vec</i>	old-style C array representing a vector with the same number of number of components as the problem dimension.
------------	--

Returns

the L2 norm.

5.7.2.33 `double GridUtils::vecnorm (double val1, double val2) [static]`

Computes the L2 norm using the vector components supplied.

Parameters

<i>val1</i>	first vector component.
<i>val2</i>	second vector component.

Returns

the L2 norm.

5.7.2.34 `double GridUtils::vecnorm (double val1, double val2, double val3) [static]`

Computes the L2 norm using the vector components supplied.

Parameters

<i>val1</i>	first vector component.
<i>val2</i>	second vector component.
<i>val3</i>	third vector component.

Returns

the L2 norm.

5.7.2.35 `double GridUtils::vecnorm (std::vector< double > vec) [static]`

Computes the L2 norm using the vector supplied.

Parameters

<i>vec</i>	C++ std::vector.
------------	------------------

Returns

the L2 norm.

5.7.2.36 `template<typename NumType > static NumType GridUtils::vecnorm (NumType a1, NumType a2, NumType a3) [inline], [static]`

Computes the L2-norm.

Parameters

<i>a1</i>	first component of the vector
<i>a2</i>	second component of the vector
<i>a3</i>	third component of the vector

Returns

NumType scalar quantity

5.7.2.37 `template<typename NumType > static NumType GridUtils::vecnorm (NumType a1, NumType a2) [inline], [static]`

Computes the L2-norm.

Parameters

<i>a1</i>	first component of the vector
<i>a2</i>	second component of the vector

Returns

NumType scalar quantity

5.7.3 Member Data Documentation

5.7.3.1 `const int GridUtils::dir_reflect` [static]

Initial value:

```
=
{
    {1, 0, 2, 3, 4, 5, 9, 8, 7, 6, 10, 11, 12, 13, 16, 17, 14, 15, 18},
    {1, 0, 2, 3, 4, 5, 9, 8, 7, 6, 10, 11, 12, 13, 16, 17, 14, 15, 18},
    {0, 1, 3, 2, 4, 5, 8, 9, 6, 7, 13, 12, 11, 10, 14, 15, 16, 17, 18},
    {0, 1, 3, 2, 4, 5, 8, 9, 6, 7, 13, 12, 11, 10, 14, 15, 16, 17, 18},
    {0, 1, 2, 3, 5, 4, 6, 7, 8, 9, 12, 13, 10, 11, 17, 16, 15, 14, 18},
    {0, 1, 2, 3, 5, 4, 6, 7, 8, 9, 12, 13, 10, 11, 17, 16, 15, 14, 18}
}
```

Array with hardcoded direction numbering for specular reflection.

5.7.3.2 `std::ofstream * GridUtils::logfile` [static]

Handle to output file.

5.7.3.3 `std::string GridUtils::path_str` [static]

Static string representing output path.

The documentation for this class was generated from the following files:

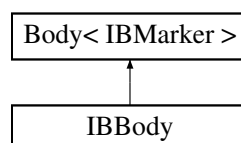
- [GridUtils.h](#)
- [GridObj.cpp](#)
- [GridUtils.cpp](#)
- [main_ibm.cpp](#)

5.8 IBody Class Reference

Immersed boundary body.

```
#include <IBody.h>
```

Inheritance diagram for IBody:



Public Member Functions

- [IBBody](#) (void)
Constructor which sets group ID to zero by default.
- [~IBBody](#) (void)
Default destructor.
- [IBBody](#) ([GridObj](#) *g, [size_t](#) id)
Constructor which assigns the owner grid.
- void [addMarker](#) (double x, double y, double z, bool [flex_rigid](#))
Method to add an IB marker to the body.
- virtual void [markerAdder](#) (double x, double y, double z, int &curr_mark, [std::vector](#)< int > &counter, bool [flex_rigid](#))
Downsampling marker adding method (overload)
- void [makeBody](#) (double radius, [std::vector](#)< double > centre, bool [flex_rigid](#), bool moving, int group)
Method to seed markers for a sphere / circle.
- void [makeBody](#) ([std::vector](#)< double > width_length_depth, [std::vector](#)< double > angles, [std::vector](#)< double > centre, bool [flex_rigid](#), bool deform, int group)
Method to seed markers for a cuboid / rectangle.
- void [makeBody](#) (int numbermarkers, [std::vector](#)< double > start_point, double fil_length, [std::vector](#)< double > angles, [std::vector](#)< int > [BCs](#), bool [flex_rigid](#), bool deform, int group)
Method to seed markers for a flexible filament.
- double [makeBody](#) ([std::vector](#)< double > width_length, double angle, [std::vector](#)< double > centre, bool [flex_rigid](#), bool deform, int group, bool plate)
Method to seed markers for a 3D plate inclined from the XZ plane.
- void [makeBody](#) ([PCpts](#) *_PCpts)
Method to build a body from a point cloud.

Protected Attributes

- bool [flex_rigid](#)
Flag to indicate flexibility: false == rigid body; true == flexible filament.
- bool [deformable](#)
Flag to indicate deformable body: false == rigid; true == deformable.
- int [groupID](#)
ID of IBbody group – position updates can be driven from a flexible body in a group.
- double [delta_rho](#)
Difference in density between fluid and solid in lattice units.
- double [flexural_rigidity](#)
*Young's modulus E * Second moment of area I .*
- [std::vector](#)< double > [tension](#)
Tension between the current marker and its neighbour.
- [std::vector](#)< int > [BCs](#)
BCs type flags (flexible bodies)

Friends

- class [ObjectManager](#)

Additional Inherited Members

5.8.1 Detailed Description

Immersed boundary body.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 IBody::IBody (void)

Constructor which sets group ID to zero by default.

5.8.2.2 IBody::~~IBody (void)

Default destructor.

5.8.2.3 IBody::IBody (GridObj * *g*, size_t *id*)

Constructor which assigns the owner grid.

Also sets the group ID to zero.

Parameters

<i>g</i>	pointer to owner grid
<i>id</i>	ID of body in array of bodies.

5.8.3 Member Function Documentation

5.8.3.1 void IBody::addMarker (double *x*, double *y*, double *z*, bool *flex_rigid*)

Method to add an IB marker to the body.

Adds marker at the given position with the given moving/non-moving flag.

Parameters

<i>x</i>	global x-position of marker.
<i>y</i>	global y-position of marker.
<i>z</i>	global z-position of marker.
<i>flex_rigid</i>	flag to indicate whether marker is movable or not.

5.8.3.2 void IBBody::makeBody (double *radius*, std::vector< double > *centre*, bool *flex_rigid*, bool *deform*, int *group*)

Method to seed markers for a sphere / circle.

Parameters

<i>radius</i>	radius of circle/sphere.
<i>centre</i>	position vector of circle/sphere centre.
<i>flex_rigid</i>	flag to indicate whether body is flexible and requires a structural calculation.
<i>deform</i>	flag to indicate whether body is movable and requires relocation each time step.
<i>group</i>	ID indicating which group the body is part of for collective operations.

5.8.3.3 void IBBody::makeBody (std::vector< double > *width_length_depth*, std::vector< double > *angles*, std::vector< double > *centre*, bool *flex_rigid*, bool *deform*, int *group*)

Method to seed markers for a cuboid / rectangle.

Parameters

<i>width_length_depth</i>	principal dimensions of cuboid / rectangle.
<i>angles</i>	principal orientation of cuboid / rectangle w.r.t. domain axes.
<i>centre</i>	position vector of cuboid / rectangle centre.
<i>flex_rigid</i>	flag to indicate whether body is flexible and requires a structural calculation.
<i>deform</i>	flag to indicate whether body is movable and requires relocation each time step.
<i>group</i>	ID indicating which group the body is part of for collective operations.

5.8.3.4 void IBBody::makeBody (int *nummarkers*, std::vector< double > *start_point*, double *fil_length*, std::vector< double > *angles*, std::vector< int > *BCs*, bool *flex_rigid*, bool *deform*, int *group*)

Method to seed markers for a flexible filament.

Parameters

<i>nummarkers</i>	number of markers to use for filament.
<i>start_point</i>	3D position vector of the start of the filament.
<i>fil_length</i>	length of filament in physical units.
<i>angles</i>	two angles representing filament inclination w.r.t. domain axes (horizontal plane and vertical plane).
<i>BCs</i>	vector containing start and end boundary condition types (see class definition for valid values).
<i>flex_rigid</i>	flag to indicate whether body is flexible and requires a structural calculation.
<i>deform</i>	flag to indicate whether body is movable and requires relocation each time step.
<i>group</i>	ID indicating which group the body is part of for collective operations.

5.8.3.5 double IBBody::makeBody (std::vector< double > *width_length*, double *angle*, std::vector< double > *centre*, bool *flex_rigid*, bool *deform*, int *group*, bool *plate*)

Method to seed markers for a 3D plate inclined from the XZ plane.

Parameters

<i>width_length</i>	2D vector of principal dimensions of thin plate.
<i>angle</i>	inclination angle from horizontal.
<i>centre</i>	position vector of the plate centre.
<i>flex_rigid</i>	flag to indicate whether body is flexible and requires a structural calculation.
<i>deform</i>	flag to indicate whether body is movable and requires relocation each time step.
<i>group</i>	ID indicating which group the body is part of for collective operations.
<i>plate</i>	arbitrary argument to allow overload otherwise would have the same signature as a filament builder.

5.8.3.6 void IBody::makeBody (PCpts * _PCpts)

Method to build a body from a point cloud.

Flexibility and deformable properties taken from definitions.

Parameters

<i>_PCpts</i>	pointer to pointer cloud data.
---------------	--------------------------------

5.8.3.7 void IBody::markerAdder (double x, double y, double z, int & curr_mark, std::vector< int > & counter, bool flex_rigid) [virtual]

Downsampling marker adding method (overload)

This method is an overload of the method in the parent class. This version takes the flexible/rigid flag and passes it to the overloaded [addMarker\(\)](#) method.

Parameters

<i>x</i>	desired global X-position of new marker.
<i>y</i>	desired globalY-position of new marker.
<i>z</i>	desired globalZ-position of new marker.
<i>curr_mark</i>	is a reference to the ID of last marker.
<i>counter</i>	is a reference to the total number of markers in the body.
<i>flex_rigid</i>	indicates whether markers added should form part of flexible or rigid body.

5.8.4 Friends And Related Function Documentation

5.8.4.1 friend class ObjectManager [friend]

5.8.5 Member Data Documentation

5.8.5.1 std::vector<int> IBody::BCs [protected]

BCs type flags (flexible bodies)

5.8.5.2 `bool IBody::deformable` [protected]

Flag to indicate deformable body: false == rigid; true == deformable.

5.8.5.3 `double IBody::delta_rho` [protected]

Difference in density between fluid and solid in lattice units.

5.8.5.4 `bool IBody::flex_rigid` [protected]

Flag to indicate flexibility: false == rigid body; true == flexible filament.

5.8.5.5 `double IBody::flexural_rigidity` [protected]

Young's modulus E * Second moment of area I .

5.8.5.6 `int IBody::groupID` [protected]

ID of IBody group – position updates can be driven from a flexible body in a group.

5.8.5.7 `std::vector<double> IBody::tension` [protected]

Tension between the current marker and its neighbour.

The documentation for this class was generated from the following files:

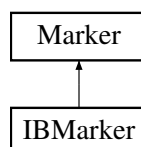
- [IBody.h](#)
- [IBody.cpp](#)

5.9 IBMarker Class Reference

Immersed boundary marker.

```
#include <IBMarker.h>
```

Inheritance diagram for IBMarker:



Public Member Functions

- [IBMarker](#) (void)
Default constructor.
- [~IBMarker](#) (void)
Default destructor.
- [IBMarker](#) (double xPos, double yPos, double zPos, bool [flex_rigid](#)=false)
Custom constructor with position.

Protected Attributes

- `std::vector< double >` [fluid_vel](#)
Fluid velocity interpolated from lattice nodes.
- `std::vector< double >` [desired_vel](#)
Desired velocity at marker.
- `std::vector< double >` [force_xyz](#)
Restorative force vector on marker.
- `std::vector< double >` [position_old](#)
Vector containing the physical coordinates (x,y,z) of the marker at t-1. Used for moving bodies.
- `std::vector< double >` [deltaval](#)
Value of delta function for a given support node.
- bool [flex_rigid](#)
Indication as to whether marker is part of a moving or flexible body: false == rigid/fixed; true == flexible/moving.
- double [epsilon](#)
Scaling parameter.
- double [local_area](#)
Area associated with support node in lattice units (same for all points if from same grid and regularly spaced like LBM)
- double [dilation](#)
Dilation parameter in lattice units (same in all directions for uniform Eulerian grid)

Friends

- class [ObjectManager](#)
- class [IBBody](#)

Additional Inherited Members

5.9.1 Detailed Description

Immersed boundary marker.

This class declaration is for an immersed boundary Lagrange point. A collection of these points form an immersed boundary body.

5.9.2 Constructor & Destructor Documentation

5.9.2.1 [IBMarker::IBMarker \(void \)](#) `[inline]`

Default constructor.

5.9.2.2 IBMarker::~IBMarker (void) [inline]

Default destructor.

5.9.2.3 IBMarker::IBMarker (double *xPos*, double *yPos*, double *zPos*, bool *flex_rigid* = false)

Custom constructor with position.

Parameters

<i>xPos</i>	x-position of marker.
<i>yPos</i>	y-position of marker.
<i>zPos</i>	z-position of marker.
<i>flex_rigid</i>	flag to indicate whether marker is movable or not.

5.9.3 Friends And Related Function Documentation

5.9.3.1 friend class IBBody [friend]

5.9.3.2 friend class ObjectManager [friend]

5.9.4 Member Data Documentation

5.9.4.1 std::vector<double> IBMarker::deltaval [protected]

Value of delta function for a given support node.

5.9.4.2 std::vector<double> IBMarker::desired_vel [protected]

Desired velocity at marker.

5.9.4.3 double IBMarker::dilation [protected]

Dilation parameter in lattice units (same in all directions for uniform Eulerian grid)

5.9.4.4 double IBMarker::epsilon [protected]

Scaling parameter.

5.9.4.5 bool IBMarker::flex_rigid [protected]

Indication as to whether marker is part of a moving or flexible body: false == rigid/fixe; true == flexible/moving.

5.9.4.6 `std::vector<double> IBMarker::fluid_vel` [protected]

Fluid velocity interpolated from lattice nodes.

5.9.4.7 `std::vector<double> IBMarker::force_xyz` [protected]

Restorative force vector on marker.

5.9.4.8 `double IBMarker::local_area` [protected]

Area associated with support node in lattice units (same for all points if from same grid and regularly spaced like LBM)

5.9.4.9 `std::vector<double> IBMarker::position_old` [protected]

Vector containing the physical coordinates (x,y,z) of the marker at t-1. Used for moving bodies.

The documentation for this class was generated from the following files:

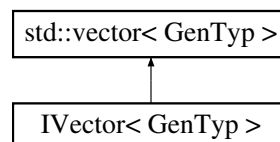
- [IBMarker.h](#)
- [IBMarker.cpp](#)

5.10 IVector< GenTyp > Class Template Reference

Index-collapsing vector class.

```
#include <IVector.h>
```

Inheritance diagram for IVector< GenTyp >:



Public Member Functions

- [IVector](#) ()
Default constructor.
- [~IVector](#) ()
Default destructor.
- [IVector](#) (size_t size, GenTyp val)
Custom constructor taking type and value.
- GenTyp & [operator\(\)](#) (size_t i, size_t j, size_t k, size_t v, size_t j_max, size_t k_max, size_t v_max)
4D array index flatten.
- GenTyp & [operator\(\)](#) (size_t i, size_t j, size_t k, size_t j_max, size_t k_max)
3D array index flatten.
- GenTyp & [operator\(\)](#) (size_t i, size_t j, size_t j_max)
2D array index flatten.

5.10.1 Detailed Description

```
template<typename GenTyp>
class IVector< GenTyp >
```

Index-collapsing vector class.

This class has all the behaviour of `std::vector` but has a overridden `operator()` to allow automatic flattening of indices before returning a reference of value at indexed location. Needs to be able to accept different datatypes so templated.

5.10.2 Constructor & Destructor Documentation

5.10.2.1 `template<typename GenTyp> IVector< GenTyp >::IVector () [inline]`

Default constructor.

5.10.2.2 `template<typename GenTyp> IVector< GenTyp >::~~IVector () [inline]`

Default destructor.

5.10.2.3 `template<typename GenTyp> IVector< GenTyp >::IVector (size_t size, GenTyp val) [inline]`

Custom constructor taking type and value.

Parameters

<i>size</i>	the desired size of vector
<i>val</i>	the value to fill the new vector with

5.10.3 Member Function Documentation

5.10.3.1 `template<typename GenTyp> GenTyp& IVector< GenTyp >::operator() (size_t i, size_t j, size_t k, size_t v, size_t j_max, size_t k_max, size_t v_max) [inline]`

4D array index flatten.

Override of parentheses to auto-flatten indices to a single index.

Parameters

<i>i</i>	the i index
<i>j</i>	the j index
<i>k</i>	the k index
<i>v</i>	the index in the fourth dimension
<i>j_max</i>	the number of j elements
<i>k_max</i>	the number of k elements
<i>v_max</i>	the number of elements in the fourth dimension

Returns

GenTyp& a reference to the value at this position in the vector

5.10.3.2 `template<typename GenTyp> GenTyp& IVector< GenTyp >::operator() (size_t i, size_t j, size_t k, size_t j_max, size_t k_max) [inline]`

3D array index flatten.

Override of parentheses to auto-flatten indices to a single index.

Parameters

<i>i</i>	the i index
<i>j</i>	the j index
<i>k</i>	the k index
<i>j_max</i>	the number of j elements
<i>k_max</i>	the number of k elements

Returns

GenTyp& a reference to the value at this position in the vector

5.10.3.3 `template<typename GenTyp> GenTyp& IVector< GenTyp >::operator() (size_t i, size_t j, size_t j_max) [inline]`

2D array index flatten.

Parameters

<i>i</i>	the i index
<i>j</i>	the j index
<i>j_max</i>	the number of j elements

Returns

GenTyp& a reference to the value at this position in the vector

The documentation for this class was generated from the following file:

- [IVector.h](#)

5.11 MpiManager::layer_edges Struct Reference

Structure containing absolute positions of the edges of halos.

```
#include <MpiManager.h>
```

Public Attributes

- double [X](#) [4]
X limits.
- double [Y](#) [4]
Y limits.
- double [Z](#) [4]
Z limits.

5.11.1 Detailed Description

Structure containing absolute positions of the edges of halos.

Sender (inner) and receiver (outer) parts of halo are located using the convention [left_min left_max right_min right_max] for X and similar for Y and Z. Access using the enumerator eEdgeMinMax.

5.11.2 Member Data Documentation

5.11.2.1 double `MpiManager::layer_edges::X[4]`

X limits.

5.11.2.2 double `MpiManager::layer_edges::Y[4]`

Y limits.

5.11.2.3 double `MpiManager::layer_edges::Z[4]`

Z limits.

The documentation for this struct was generated from the following file:

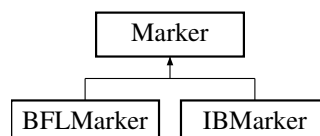
- [MpiManager.h](#)

5.12 Marker Class Reference

Generic marker class.

```
#include <Marker.h>
```

Inheritance diagram for Marker:



Public Member Functions

- [Marker](#) (void)
Default constructor.
- [~Marker](#) (void)
Default destructor.
- [Marker](#) (double x, double y, double z)
Custom constructor which locates marker.

Public Attributes

- `std::vector< double >` [position](#)
Position vector of marker location in physical units.
- `std::vector< int >` [supp_i](#)
X-indices of lattice sites in support of this marker.
- `std::vector< int >` [supp_j](#)
Y-indices of lattice sites in support of this marker.
- `std::vector< int >` [supp_k](#)
Z-indices of lattice sites in support of this marker.
- `std::vector< int >` [support_rank](#)
Array of indices indicating on which rank the given support point resides.

5.12.1 Detailed Description

Generic marker class.

5.12.2 Constructor & Destructor Documentation

5.12.2.1 `Marker::Marker (void)` `[inline]`

Default constructor.

5.12.2.2 `Marker::~~Marker (void)` `[inline]`

Default destructor.

5.12.2.3 `Marker::Marker (double x, double y, double z)` `[inline]`

Custom constructor which locates marker.

Parameters

<code>x</code>	X-position of marker in physical units
<code>y</code>	Y-position of marker in physical units
<code>z</code>	Z-position of marker in physical units

5.12.3 Member Data Documentation

5.12.3.1 `std::vector<double> Marker::position`

Position vector of marker location in physical units.

5.12.3.2 `std::vector<int> Marker::supp_i`

X-indices of lattice sites in support of this marker.

5.12.3.3 `std::vector<int> Marker::supp_j`

Y-indices of lattice sites in support of this marker.

5.12.3.4 `std::vector<int> Marker::supp_k`

Z-indices of lattice sites in support of this marker.

5.12.3.5 `std::vector<int> Marker::support_rank`

Array of indices indicating on which rank the given support point resides.

The documentation for this class was generated from the following file:

- [Marker.h](#)

5.13 MarkerData Class Reference

Container class to hold marker information.

```
#include <Body.h>
```

Public Member Functions

- [MarkerData](#) (int *i*, int *j*, int *k*, double *x*, double *y*, double *z*, int *ID*)
Constructor.
- [MarkerData](#) (void)
Default Constructor.
- [~MarkerData](#) (void)
Default destructor.

Public Attributes

- int `i`
i-index of primary support site
- int `j`
j-index of primary support site
- int `k`
k-index of primary support site
- int `ID`
Marker ID (position in array of markers)
- double `x`
x-position of marker
- double `y`
y-position of marker
- double `z`
z-position of marker

5.13.1 Detailed Description

Container class to hold marker information.

5.13.2 Constructor & Destructor Documentation

5.13.2.1 `MarkerData::MarkerData (int i, int j, int k, double x, double y, double z, int ID)` `[inline]`

Constructor.

Parameters

<i>i</i>	i-index of primary support site
<i>j</i>	j-index of primary support site
<i>k</i>	k-index of primary support site
<i>x</i>	x-position of marker
<i>y</i>	y-position of marker
<i>z</i>	z-position of marker
<i>ID</i>	marker number in a given body

5.13.2.2 `MarkerData::MarkerData (void)` `[inline]`

Default Constructor.

Initialise with invalid marker indicator which is to set the x position to NaN.

5.13.2.3 `MarkerData::~~MarkerData (void)` `[inline]`

Default destructor.

5.13.3 Member Data Documentation

5.13.3.1 `int MarkerData::i`

i-index of primary support site

5.13.3.2 `int MarkerData::ID`

[Marker](#) ID (position in array of markers)

5.13.3.3 `int MarkerData::j`

j-index of primary support site

5.13.3.4 `int MarkerData::k`

k-index of primary support site

5.13.3.5 `double MarkerData::x`

x-position of marker

5.13.3.6 `double MarkerData::y`

y-position of marker

5.13.3.7 `double MarkerData::z`

z-position of marker

The documentation for this class was generated from the following file:

- [Body.h](#)

5.14 MpiManager Class Reference

MPI Manager class.

```
#include <MpiManager.h>
```

Classes

- struct [buffer_struct](#)
Structure storing buffers sizes in each direction for particular grid.
- struct [layer_edges](#)
Structure containing absolute positions of the edges of halos.
- struct [phdf5_struct](#)
Structure for storing halo information for HDF5.

Public Member Functions

- void [mpi_init](#) ()
Initialisation routine.
- void [mpi_gridbuild](#) ()
Domain decomposition.
- int [mpi_buildCommunicators](#) ()
Define writable sub-grid communicators.
- void [mpi_updateLoadInfo](#) ()
Update the load balancing information stored in the [MpiManager](#).
- void [mpi_buffer_pack](#) (int dir, [GridObj](#) *g)
Method to pack the communication buffer.
- void [mpi_buffer_unpack](#) (int dir, [GridObj](#) *g)
Method to unpack the communication buffer.
- void [mpi_buffer_size](#) ()
Pre-calculation of the buffer sizes.
- void [mpi_buffer_size_send](#) ([GridObj](#) *&g)
Method to pre-compute the size of the sender layer buffer.
- void [mpi_buffer_size_recv](#) ([GridObj](#) *&g)
Method to pre-compute the size of the receiver layer buffer.
- void [mpi_writeout_buf](#) (std::string filename, int dir)
Buffer ASCII writer.
- void [mpi_communicate](#) (int level, int regnum)
Communication routine.
- int [mpi_getOpposite](#) (int direction)
Helper method to find opposite direction in MPI topology.

Static Public Member Functions

- static [MpiManager](#) * [getInstance](#) ()
Instance creator.
- static void [destroyInstance](#) ()
Instance destroyer.

Public Attributes

- MPI_Comm [world_comm](#)
Global MPI communicator.
- int [dimensions](#) [[L_DIMS](#)]
Size of MPI Cartesian topology.
- int [neighbour_rank](#) [[L_MPI_DIRS](#)]
Neighbour rank number for each direction in Cartesian topology.
- int [neighbour_coords](#) [[L_DIMS](#)][[L_MPI_DIRS](#)]
Coordinates in MPI topology of neighbour ranks.
- MPI_Comm [subGrid_comm](#) [[L_NUM_LEVELS](#) * [L_NUM_REGIONS](#)]
Communicators for sub-grid / region combinations.
- std::vector< [phdf5_struct](#) > [p_data](#)
Vector of structures containing halo descriptors for block writing (HDF5)
- int [my_rank](#)
Rank number.
- int [num_ranks](#)
Total number of ranks in MPI Cartesian topology.
- int [rank_coords](#) [[L_DIMS](#)]
Coordinates in MPI Cartesian topology.
- int [global_size](#) [3][[L_NUM_LEVELS](#) * [L_NUM_REGIONS](#)+1]
Overall size of each grid (excluding halo of course).
- double [global_edges](#) [6][[L_NUM_LEVELS](#) * [L_NUM_REGIONS](#)+1]
Absolute position of grid edges (excluding halo of course).
- bool [subgrid_tlayer_key](#) [6][[L_NUM_LEVELS](#) * [L_NUM_REGIONS](#)]
Boolean flag array to indicate the presence of a TL on sub-grid edges.
- std::vector< int > [local_size](#)
Dimensions of coarse lattice represented on this rank (includes halo).
- std::vector< std::vector< double > > [rank_core_edge](#)
Absolute positions of edges of the core region represented on this rank.
- [layer_edges](#) [sender_layer_pos](#)
Structure containing sender layer edge positions.
- [layer_edges](#) [recv_layer_pos](#)
Structure containing receiver layer edge positions.
- [GridObj](#) * [Grids](#)
Pointer to grid hierarchy.
- std::vector< std::vector< double > > [f_buffer_send](#)
Array of resizable outgoing buffers used for data transfer.
- std::vector< std::vector< double > > [f_buffer_recv](#)
Array of resizable incoming buffers used for data transfer.
- MPI_Status [recv_stat](#)
Status structure for Receive return information.
- MPI_Request [send_requests](#) [[L_MPI_DIRS](#)]
Array of request structures for handles to posted ISends.
- MPI_Status [send_stat](#) [[L_MPI_DIRS](#)]
Array of statuses for each Isend.
- std::vector< [buffer_struct](#) > [buffer_send_info](#)
Vectors of [buffer_info](#) structures holding sender layer size info.
- std::vector< [buffer_struct](#) > [buffer_recv_info](#)
Vectors of [buffer_info](#) structures holding receiver layer size info.
- std::ofstream * [logout](#)
Logfile handle.

Static Public Attributes

- static const int [neighbour_vectors](#) [3][26]
Cartesian unit vectors pointing to each neighbour in Cartesian topology.

5.14.1 Detailed Description

MPI Manager class.

Class to manage all MPI aspects of the code.

5.14.2 Member Function Documentation

5.14.2.1 void MpiManager::destroyInstance () [static]

Instance destroyer.

5.14.2.2 MpiManager * MpiManager::getInstance () [static]

Instance creator.

5.14.2.3 void MpiManager::mpi_buffer_pack (int dir, GridObj * g)

Method to pack the communication buffer.

Communication buffer is packed with distribution values from the supplied grid. Amount of information is dictated by the direction of the communication being prepared.

Parameters

<i>dir</i>	communication direction.
<i>g</i>	grid doing the communication.

5.14.2.4 void MpiManager::mpi_buffer_size ()

Pre-calculation of the buffer sizes.

Wrapper method for computing the buffer sizes for every grid on the rank, both sender and receiver. Must be called post-initialisation.

5.14.2.5 void MpiManager::mpi_buffer_size_rcv (GridObj *& g)

Method to pre-compute the size of the receiver layer buffer.

A halo consists of a receiver (outer) and sender (inner) layer. This method computes the size of the receiver layers in each communication direction (MPI directions).

Parameters

<i>g</i>	grid being inspected.
----------	-----------------------

5.14.2.6 void `MpiManager::mpi_buffer_size_send (GridObj *&g)`

Method to pre-compute the size of the sender layer buffer.

A halo consists of a receiver (outer) and sender (inner) layer. This method computes the size of the sender layers in each communication direction (MPI directions).

Parameters

<i>g</i>	grid being inspected.
----------	-----------------------

5.14.2.7 void `MpiManager::mpi_buffer_unpack (int dir, GridObj *g)`

Method to unpack the communication buffer.

Communication buffer is unpacked onto the supplied grid. Amount and region of unpacking is dictated by the direction of the communication taking place.

Parameters

<i>dir</i>	communication direction.
<i>g</i>	grid doing the communication.

5.14.2.8 int `MpiManager::mpi_buildCommunicators ()`

Define writable sub-grid communicators.

When using HDF5 in parallel, collective IO operations require all processes to write a non-zero amount of data to the same file. This method examines availability of sub-grid and writable data on the grid (if found) and ensures it is added to a new communicator. Must be called AFTER the grids and buffers have been initialised.

5.14.2.9 void `MpiManager::mpi_communicate (int lev, int reg)`

Communication routine.

This method implements the communication between grids of the same level and region across MPI processes. Each call effects communication in all valid directions for the grid of the supplied level and region.

Parameters

<i>lev</i>	level of grid to communicate.
<i>reg</i>	region number of grid to communicate.

5.14.2.10 int MpiManager::mpi_getOpposite (int *direction*)

Helper method to find opposite direction in MPI topology.

The MPI directional vectors do not necessarily correspond to the lattice model direction. The MPI directional vectors are defined separately and hence there is a separate opposite finding method.

Parameters

<i>direction</i>	the outgoing direction whose opposite you wish to find.
------------------	---

5.14.2.11 void MpiManager::mpi_gridbuild ()

Domain decomposition.

Method to decompose the domain and identify local grid sizes. Parameters defined here are used in [GridObj](#) construction.

5.14.2.12 void MpiManager::mpi_init ()

Initialisation routine.

Method is responsible for initialising the MPI topology and associated data. Must be called immediately after MPI_↔init(). For serial builds this gets called simply to initialise the MPIM with a basic set of grid information used by other methods.

5.14.2.13 void MpiManager::mpi_updateLoadInfo ()

Update the load balancing information stored in the [MpiManager](#).

This method is executed by all processes. Counts the ACTIVE cells on the current rank and pushes the information to the master (rank 0) which writes this information to an output file if required. Must be called after the grids have been built or will return zero.

5.14.2.14 void MpiManager::mpi_writeout_buf (std::string *filename*, int *dir*)

Buffer ASCII writer.

When verbose MPI logging is turned on this method will write out the communication buffer to an ASCII file.

5.14.3 Member Data Documentation

5.14.3.1 std::vector<buffer_struct> MpiManager::buffer_rcv_info

Vectors of buffer_info structures holding receiver layer size info.

5.14.3.2 `std::vector<buffer_struct> MPIManager::buffer_send_info`

Vectors of `buffer_info` structures holding sender layer size info.

5.14.3.3 `int MPIManager::dimensions[L_DIMS]`

Size of MPI Cartesian topology.

5.14.3.4 `std::vector< std::vector<double> > MPIManager::f_buffer_recv`

Array of resizable incoming buffers used for data transfer.

5.14.3.5 `std::vector< std::vector<double> > MPIManager::f_buffer_send`

Array of resizable outgoing buffers used for data transfer.

5.14.3.6 `double MPIManager::global_edges[6][L_NUM_LEVELS * L_NUM_REGIONS+1]`

Absolute position of grid edges (excluding halo of course).

Since L0 can only be region = 0 this array should be accessed as `[level + region_number * L_NUM_LEVELS]` in a loop where level cannot be 0. To retrieve L0 info, simply access `[0]`. The first index should be accessed using the enumerator `eCartesianMinMax`.

5.14.3.7 `int MPIManager::global_size[3][L_NUM_LEVELS * L_NUM_REGIONS+1]`

Overall size of each grid (excluding halo of course).

Since L0 can only be region = 0 this array should be accessed as `[level + region_number * L_NUM_LEVELS]` in a loop where level cannot be 0. To retrieve L0 info, simply access `[0]`.

5.14.3.8 `GridObj* MPIManager::Grids`

Pointer to grid hierarchy.

5.14.3.9 `std::vector<int> MPIManager::local_size`

Dimensions of coarse lattice represented on this rank (includes halo).

5.14.3.10 `std::ofstream* MPIManager::logout`

Logfile handle.

5.14.3.11 int MpiManager::my_rank

Rank number.

5.14.3.12 int MpiManager::neighbour_coords[L_DIMS][L_MPI_DIRS]

Coordinates in MPI topology of neighbour ranks.

5.14.3.13 int MpiManager::neighbour_rank[L_MPI_DIRS]

Neighbour rank number for each direction in Cartesian topology.

5.14.3.14 const int MpiManager::neighbour_vectors [static]

Initial value:

```
=
{
    { 1, -1, 1, -1, 0, 0, -1, 1, 0, 0, 1, -1, 1, -1, 0, 0, -1, 1, -1, 1, -1, 1, 0, 0, 1, -1 },
    { 0, 0, 1, -1, 1, -1, 1, -1, 0, 0, 0, 0, 1, -1, 1, -1, 1, -1, 0, 0, -1, 1, -1, 1, -1, 1 },
    { 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, -1, 1, -1, 1, -1, 1, -1, 1, -1, 1, -1, 1, -1, 1, -1, 1 }
}
```

Cartesian unit vectors pointing to each neighbour in Cartesian topology.

Define 3D such that first 8 mimic the 2D ones. Opposites are simply the next or previous column in the array. MSVC 2013 does not support initialiser lists tagged onto the constructor although it is valid C++ so I have had to make it static even though it goes against the idea of the singleton design.

5.14.3.15 int MpiManager::num_ranks

Total number of ranks in MPI Cartesian topology.

5.14.3.16 std::vector<phdf5_struct> MpiManager::p_data

Vector of structures containing halo descriptors for block writing (HDF5)

5.14.3.17 int MpiManager::rank_coords[L_DIMS]

Coordinates in MPI Cartesian topology.

5.14.3.18 std::vector< std::vector<double> > MpiManager::rank_core_edge

Absolute positions of edges of the core region represented on this rank.

Excludes outer overlapping layer (recv layer). Rows are x,y,z start and end pairs and columns are rank number. Access the rows using the eCartMinMax enumeration.

5.14.3.19 `layer_edges` `MpiManager::recv_layer_pos`

Structure containing receiver layer edge positions.

5.14.3.20 `MPI_Status` `MpiManager::recv_stat`

Status structure for Receive return information.

5.14.3.21 `MPI_Request` `MpiManager::send_requests[L_MPI_DIRS]`

Array of request structures for handles to posted ISends.

5.14.3.22 `MPI_Status` `MpiManager::send_stat[L_MPI_DIRS]`

Array of statuses for each Isend.

5.14.3.23 `layer_edges` `MpiManager::sender_layer_pos`

Structure containing sender layer edge positions.

5.14.3.24 `MPI_Comm` `MpiManager::subGrid_comm[L_NUM_LEVELS * L_NUM_REGIONS]`

Communicators for sub-grid / region combinations.

5.14.3.25 `bool` `MpiManager::subgrid_tlayer_key[6][L_NUM_LEVELS * L_NUM_REGIONS]`

Boolean flag array to indicate the presence of a TL on sub-grid edges.

It is not a given that a sub-grid has a TL on every edge of the grid. Specifically if we have a sub-grid which is periodic (or in future, which merges with another sub-grid?). The HDF5 writer needs to know whether to exclude sites to account for TL or not so we store information here from the sub-grid initialisation. The first index should be accessed using the enumerator `eCartesianMinMax`. If no sub-grids present then adopts a default 6x1 size.

5.14.3.26 `MPI_Comm` `MpiManager::world_comm`

Global MPI communicator.

The documentation for this class was generated from the following files:

- [MpiManager.h](#)
- [Mpi_buffer_pack.cpp](#)
- [Mpi_buffer_size_recv.cpp](#)
- [Mpi_buffer_size_send.cpp](#)
- [Mpi_buffer_unpk.cpp](#)
- [MpiManager.cpp](#)

5.15 ObjectManager Class Reference

Object Manager class.

```
#include <ObjectManager.h>
```

Public Member Functions

- void [ibm_apply](#) ()
Perform IBM procedure.
- void [ibm_buildBody](#) (int body_type)
Builds a prefab immersed boundary body.
- void [ibm_buildBody](#) (PCpts *_PCpts, GridObj *owner)
Wrapper for building a body from a point cloud.
- void [ibm_initialise](#) ()
Initialise the array of iBodies.
- double [ibm_deltaKernel](#) (double rad, double dilation)
Method to evaluate delta kernel at supplied location.
- void [ibm_interpol](#) (int ib)
Interpolate velocity field onto markers.
- void [ibm_spread](#) (int ib)
Spread restorative force back onto marker support.
- void [ibm_findSupport](#) (int ib, int m)
Finds support points for iBody.
- void [ibm_initialiseSupport](#) (int ib, int m, int s, double estimated_position[])
Initialise data associated with support points found.
- void [ibm_computeForce](#) (int ib)
Compute restorative force at each marker in a body.
- double [ibm_findEpsilon](#) (int ib)
Compute epsilon for a given iBody.
- void [ibm_moveBodies](#) ()
Moves iBodies after applying IBM.
- double [ibm_bicgstab](#) (std::vector< std::vector< double > > &Amatrix, std::vector< double > &bVector, std::vector< double > &epsilon, double tolerance, int maxiterations)
Biconjugate gradient method.
- void [ibm_jacowire](#) (int ib)
Structural calculation of flexible cilia.
- void [ibm_positionUpdate](#) (int ib)
Update the position of a deformable iBody.
- void [ibm_positionUpdateGroup](#) (int group)
Update the position of a group of deformable iBodies.
- void [ibm_banbks](#) (double **a, long n, int m1, int m2, double **al, unsigned long indx[], double b[])
Solution of a banded diagonal linear system.
- void [ibm_bandec](#) (double **a, long n, int m1, int m2, double **al, unsigned long indx[], double *d)
LU decomposition of band diagonal matrix.
- void [bfl_buildBody](#) (int body_type)
Prefab body building routine.
- void [bfl_buildBody](#) (PCpts *_PCpts)
Wrapper for building BFL body from point cloud.
- void [computeLiftDrag](#) (int i, int j, int k, GridObj *g)

- Compute forces on a rigid object.*
 - void [io_vtkIBBWriter](#) (double tval)
 - Write IB body data to VTK file.*
 - void [io_writeBodyPosition](#) (int timestep)
 - Write out position of immersed boundary bodies.*
 - void [io_writeLiftDrag](#) (int timestep)
 - Write out forces on the markers of immersed boundary bodies.*
 - void [io_restart](#) (eIOFlag IO_flag, int level)
 - Read/write IB body information to restart file.*
 - void [io_readInCloud](#) (PCpts *_PCpts, eObjectType objtype)
 - Read in point cloud data.*
 - void [io_writeForceOnObject](#) (double tval)
 - Write out the forces on a solid object.*

Static Public Member Functions

- static [ObjectManager](#) * [getInstance](#) ()
 - Get instance method.*
- static void [destroyInstance](#) ()
 - Destroy instance method.*
- static [ObjectManager](#) * [getInstance](#) ([GridObj](#) *g)
 - Overloaded get instance passing in pointer to grid hierarchy.*

Friends

- class [GridObj](#)

5.15.1 Detailed Description

Object Manager class.

Class to manage all objects in the domain from creation through manipulation to destruction.

5.15.2 Member Function Documentation

5.15.2.1 void [ObjectManager::bfl_buildBody](#) (int *body_type*)

Prefab body building routine.

Not implemented in this version.

Parameters

<i>body_type</i>	type of prefab body to be built.
------------------	----------------------------------

5.15.2.2 void ObjectManager::bfl_buildBody (PCpts * _PCpts)

Wrapper for building BFL body from point cloud.

Parameters

<code>_PCpts</code>	pointer to point cloud data.
---------------------	------------------------------

5.15.2.3 void ObjectManager::computeLiftDrag (int *i*, int *j*, int *k*, GridObj * *g*)

Compute forces on a rigid object.

Uses momentum exchange to compute forces on rigid bodies. Currently working with bounce-back objects only. There is no bounding box so if we have walls in the domain they will be counted as well. Also only possible to differentiate between bodies. Lumps all bodies together. identify which body this site relates to so we can differentiate.

Parameters

<i>i</i>	local i-index of solid site.
<i>j</i>	local j-index of solid site.
<i>k</i>	local k-index of solid site.
<i>g</i>	pointer to grid on which object resides.

5.15.2.4 void ObjectManager::destroyInstance () [static]

Destroy instance method.

Instance destructor.

5.15.2.5 ObjectManager * ObjectManager::getInstance () [static]

Get instance method.

Instance creator.

5.15.2.6 ObjectManager * ObjectManager::getInstance (GridObj * *g*) [static]

Overloaded get instance passing in pointer to grid hierarchy.

Instance creator with grid hierarchy assignment.

Parameters

<i>g</i>	pointer to grid hierarchy.
----------	----------------------------

5.15.2.7 void ObjectManager::ibm_apply ()

Perform IBM procedure.

5.15.2.8 void ObjectManager::ibm_banbks (double ** *a*, long *n*, int *m1*, int *m2*, double ** *al*, unsigned long *indx*[], double *b*[])

Solution of a banded diagonal linear system.

Given the arrays A, AL, and INDX as returned from [ibm_bandedec\(\)](#), and given a right-hand side vector B[1..n], solves the band diagonal linear equations $AX = B$. The solution vector X overwrites B. The other input arrays are not modified, and can be left in place for successive calls with different right-hand sides. (C) Copr. 1986-92 Numerical Recipes Software ?421.1-9.

Parameters

<i>a</i>	array of subdiagonal and superdiagonals rows
<i>n</i>	size of the square matrix A
<i>m1</i>	number of subdiagonal rows
<i>m2</i>	number of superdiagonal rows
<i>al</i>	lower triangular matrix
<i>indx</i>	row permutation vector
<i>b</i>	right hand side vector

5.15.2.9 void ObjectManager::ibm_bandedec (double ** *a*, long *n*, int *m1*, int *m2*, double ** *al*, unsigned long *indx*[], double * *d*)

LU decomposition of band diagonal matrix.

Given an n by n band diagonal matrix A with m1 subdiagonal rows and m2 superdiagonal rows, compactly stored in the array A[1..n][1..m1+m2+1], this routine constructs an LU decomposition of a rowwise permutation of A. The upper triangular matrix replaces A, while the lower triangular matrix is returned in AL[1..n][1..m1]. INDX[1..n] is an output vector which records the row permutation effected by the partial pivoting; D is output as +/-1 depending on whether the number of row interchanges was even or odd, respectively. This routine is used in combination with [ibm_banbks\(\)](#) to solve band-diagonal sets of equations. Once the matrix A has been decomposed, any number of right-hand sides can be solved in turn by repeated calls to [ibm_banbks\(\)](#). (C) Copr. 1986-92 Numerical Recipes Software ?421.1-9.

Parameters

<i>a</i>	array of subdiagonal and superdiagonals rows
<i>n</i>	size of the square matrix A
<i>m1</i>	number of subdiagonal rows
<i>m2</i>	number of superdiagonal rows
<i>al</i>	lower triangular matrix
<i>indx</i>	row permutation vector
<i>d</i>	odd or even number of row interchanges

5.15.2.10 `double ObjectManager::ibm_bicgstab (std::vector< std::vector< double > > & Amatrix, std::vector< double > & bVector, std::vector< double > & epsilon, double tolerance, int maxiterations)`

Biconjugate gradient method.

Biconjugate gradient stabilised method of solving a linear system $Ax = b$. Solution is performed iteratively.

Parameters

<i>Amatrix</i>	the A matrix in the linear system.
<i>bVector</i>	the b vector in the linear system.
<i>epsilon</i>	epsilon paramters for each marker.
<i>tolerance</i>	tolerance of solution.
<i>maxiterations</i>	maximum number of iterations.

Returns

the minimum residual achieved by the solver.

5.15.2.11 `void ObjectManager::ibm_buildBody (int body_type)`

Builds a prefab immersed boundary body.

Parameters

<i>body_type</i>	type of body to be built.
------------------	---------------------------

5.15.2.12 `void ObjectManager::ibm_buildBody (PCpts * _PCpts, GridObj * owner)`

Wrapper for building a body from a point cloud.

Parameters

<i>_PCpts</i>	pointer to point cloud data.
<i>owner</i>	pointer to the grid on which the body is to be placed.

5.15.2.13 `void ObjectManager::ibm_computeForce (int ib)`

Compute restorative force at each marker in a body.

Parameters

<i>ib</i>	iBody being operated on.
-----------	--------------------------

5.15.2.14 double ObjectManager::ibm_deltaKernel (double *radius*, double *dilation*)

Method to evaluate delta kernel at supplied location.

Radius and dilation must be in the same units.

Parameters

<i>radius</i>	location at which kernel should be evaluated.
<i>dilation</i>	width of kernel function.

Returns

value of kernel function.

5.15.2.15 double ObjectManager::ibm_findEpsilon (int *ib*)

Compute epsilon for a given iBody.

Parameters

<i>ib</i>	iBody being operated on.
-----------	--------------------------

5.15.2.16 void ObjectManager::ibm_findSupport (int *ib*, int *m*)

Finds support points for iBody.

Support for given marker in given body is sought on the owning grid.

Parameters

<i>ib</i>	body under consideration.
<i>m</i>	marker whose support is to be found.

5.15.2.17 void ObjectManager::ibm_initialise ()

Initialise the array of iBodies.

Computes support and epsilon values.

5.15.2.18 void ObjectManager::ibm_initialiseSupport (int *ib*, int *m*, int *s*, double *estimated_position*[])

Initialise data associated with support points found.

Finds and stores the delta values of the support points.

Parameters

<i>ib</i>	iBody being operated on.
<i>m</i>	marker of interest.
<i>s</i>	support point of interest.
<i>estimate_position</i>	vector containing the estimated position of the support point.

5.15.2.19 void ObjectManager::ibm_interpol (int *ib*)

Interpolate velocity field onto markers.

Parameters

<i>ib</i>	iBody being operated on.
-----------	--------------------------

5.15.2.20 void ObjectManager::ibm_jacowire (int *ib*)

Structural calculation of flexible cilia.

Models the structural behaviour of a thin wire using Euler-Bernoulli beam elements. Only implemented for one simply supported end and one free end at present.

Parameters

<i>ib</i>	index of body to which calculation is to be applied.
-----------	--

5.15.2.21 void ObjectManager::ibm_moveBodies ()

Moves iBodies after applying IBM.

Wrapper for relocating markers of an iBody by calling appropriate positional update routine.

5.15.2.22 void ObjectManager::ibm_positionUpdate (int *ib*)

Update the position of a deformable iBody.

Wrapper for applying external forcing or structural calculations to iBodies marked as deformable. Updates support on completion.

Parameters

<i>ib</i>	index of body to which calculation is to be applied.
-----------	--

5.15.2.23 void ObjectManager::ibm_positionUpdateGroup (int *group*)

Update the position of a group of deformable iBodies.

Updates the position of a group of non-flexible moving (deformable) bodies by using the first flexible body in the group as the driver. Must be called after all previous positional update routines have been called.

Parameters

<i>group</i>	group ID to be updated.
--------------	-------------------------

5.15.2.24 void ObjectManager::ibm_spread (int *ib*)

Spread restorative force back onto marker support.

Parameters

<i>ib</i>	iBody being operated on.
-----------	--------------------------

5.15.2.25 void ObjectManager::io_readInCloud (PCpts * *_PCpts*, eObjectType *objtype*)

Read in point cloud data.

Input data must be in tab separated, 3-column format in the input directory.

Parameters

<i>_PCpts</i>	pointer to empty point cloud data container.
<i>objtype</i>	type of object to be read in.

5.15.2.26 void ObjectManager::io_restart (eIOFlag *IO_flag*, int *level*)

Read/write IB body information to restart file.

Parameters

<i>IO_flag</i>	flag indicating write (true) or read (false).
<i>level</i>	level of the grid begin written/read

5.15.2.27 void ObjectManager::io_vtkIBBWriter (double *tval*)

Write IB body data to VTK file.

Currently can only write out un-closed bodies like filaments.

Parameters

<i>tval</i>	time value at which the write out is being performed.
-------------	---

5.15.2.28 void ObjectManager::io_writeBodyPosition (int *timestep*)

Write out position of immersed boundary bodies.

Parameters

<i>timestep</i>	timestep at which the write out is being performed.
-----------------	---

5.15.2.29 void ObjectManager::io_writeForceOnObject (double *tval*)

Write out the forces on a solid object.

Writes out the forces on solid objects in the domain computed using momentum exchange. Each rank writes its own file. Output is a CSV file.

Parameters

<i>tval</i>	time value at which write out is taking place.
-------------	--

5.15.2.30 void ObjectManager::io_writeLiftDrag (int *timestep*)

Write out forces on the markers of immersed boundary bodies.

Parameters

<i>timestep</i>	timestep at which the write out is being performed.
-----------------	---

5.15.3 Friends And Related Function Documentation

5.15.3.1 friend class GridObj [*friend*]

The documentation for this class was generated from the following files:

- [ObjectManager.h](#)
- [ObjectManager.cpp](#)
- [ObjectManager_init_bflbody.cpp](#)
- [ObjectManager_init_ibmbody.cpp](#)
- [ObjectManager_ops_ibm.cpp](#)
- [ObjectManager_ops_ibmflex.cpp](#)
- [ObjectManager_ops_io.cpp](#)

5.16 PCpts Class Reference

Class to hold point cloud data.

```
#include <PCpts.h>
```

Public Member Functions

- [PCpts](#) (void)
Default constructor.
- [~PCpts](#) (void)
Default destructor.

Public Attributes

- `std::vector< double > x`
Vector of X positions.
- `std::vector< double > y`
Vector of Y positions.
- `std::vector< double > z`
Vector of Z positions.

5.16.1 Detailed Description

Class to hold point cloud data.

A container class for hold the X, Y and Z positions of points in a point cloud.

5.16.2 Constructor & Destructor Documentation

5.16.2.1 `PCpts::PCpts (void)` `[inline]`

Default constructor.

5.16.2.2 `PCpts::~~PCpts (void)` `[inline]`

Default destructor.

5.16.3 Member Data Documentation

5.16.3.1 `std::vector<double> PCpts::x`

Vector of X positions.

5.16.3.2 `std::vector<double> PCpts::y`

Vector of Y positions.

5.16.3.3 `std::vector<double> PCpts::z`

Vector of Z positions.

The documentation for this class was generated from the following file:

- [PCpts.h](#)

5.17 MpiManager::phdf5_struct Struct Reference

Structure for storing halo information for HDF5.

```
#include <MpiManager.h>
```

Public Attributes

- `int i_start`
Starting i-index for writable region.
- `int i_end`
Ending i-index for writable region.
- `int j_start`
Starting j-index for writable region.
- `int j_end`
Ending j-index for writable region.
- `int k_start`
Starting k-index for writable region.
- `int k_end`
Ending k-index for writable region.
- `int level`
Grid level to which these data correspond.
- `int region`
Region number to which these data correspond.
- `unsigned int writable_data_count = 0`
Writable data count.

5.17.1 Detailed Description

Structure for storing halo information for HDF5.

Structure also stores the amount of writable data on the grid.

5.17.2 Member Data Documentation

5.17.2.1 `int MpiManager::phdf5_struct::i_end`

Ending i-index for writable region.

5.17.2.2 `int MpiManager::phdf5_struct::i_start`

Starting i-index for writable region.

5.17.2.3 `int MpiManager::phdf5_struct::j_end`

Ending j-index for writable region.

5.17.2.4 `int MpiManager::phdf5_struct::j_start`

Starting j-index for writable region.

5.17.2.5 `int MpiManager::phdf5_struct::k_end`

Ending k-index for writable region.

5.17.2.6 `int MpiManager::phdf5_struct::k_start`

Starting k-index for writable region.

5.17.2.7 `int MpiManager::phdf5_struct::level`

Grid level to which these data correspond.

5.17.2.8 `int MpiManager::phdf5_struct::region`

Region number to which these data correspond.

5.17.2.9 `unsigned int MpiManager::phdf5_struct::writable_data_count = 0`

Writable data count.

The documentation for this struct was generated from the following file:

- [MpiManager.h](#)

Chapter 6

File Documentation

6.1 BFLBody.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/BFLBody.h"
#include "../inc/MpiManager.h"
#include "../inc/PCpts.h"
#include "../inc/GridObj.h"
#include "../inc/GridUtils.h"
```

6.2 BFLBody.h File Reference

```
#include "stdafx.h"
#include "Body.h"
#include "BFLMarker.h"
```

Classes

- class [BFLBody](#)
BFL body.

6.3 BFLMarker.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/BFLMarker.h"
#include "../inc/GridUtils.h"
```

6.4 BFLMarker.h File Reference

```
#include "stdafx.h"
#include "Marker.h"
```

Classes

- class [BFLMarker](#)

BFL marker.

6.5 Body.h File Reference

```
#include "stdafx.h"
#include "GridUtils.h"
```

Classes

- class [MarkerData](#)
Container class to hold marker information.
- class [Body](#)< [MarkerType](#) >
Generic body class.

6.6 definitions.h File Reference

```
#include <time.h>
#include <iostream>
#include <fstream>
#include <vector>
#include <iomanip>
#include <math.h>
#include <string>
#include <mpi.h>
```

Macros

- [#define LUMA_VERSION](#) "1.4.0-alpha"
LUMA version.
- [#define L_HDF_DEBUG](#)
Write some HDF5 debugging information.
- [#define L_PI](#) 3.14159265358979323846
PI definition.
- [#define L_BUILD_FOR_MPI](#)
Enable MPI features in build.

- #define `L_OUT_EVERY` 100
How many timesteps before whole grid output.
- #define `L_OUT_EVERY_FORCES` 1
Specific output frequency of body forces.
- #define `L_OUTPUT_PRECISION` 5
Precision of output (for text writers)
- #define `L_HDF5_OUTPUT`
HDF5 dump on output.
- #define `L_PROBE_OUT_FREQ` 250
Write out frequency of probe output.
- #define `L_GRAVITY_ON`
- #define `L_GRAVITY_FORCE` 0.0001
Expression for the gravity force.
- #define `L_GRAVITY_DIRECTION` `eXDirection`
Gravity direction (specify using enumeration)
- #define `L_NO_FLOW`
Initialise the domain with no flow.
- #define `L_RESTART_OUT_FREQ` 5000
Frequency of write out of restart file.
- #define `L_CSMAG` 0.07
- #define `L_TIMESTEPS` 10
Number of time steps to run simulation for.
- #define `L_MPI_XCORES` 2
Number of MPI ranks to divide domain into in X direction.
- #define `L_MPI_YCORES` 2
- #define `L_MPI_ZCORES` 2
- #define `L_DIMS` 3
Number of dimensions to the problem.
- #define `L_RESOLUTION` 20
Number of lattice sites per unit length.
- #define `L_BX` 2.0
End of domain-x.
- #define `L_BY` 1.0
End of domain-y.
- #define `L_BZ` 1.0
End of domain-z.
- #define `L_PHYSICAL_U` 0.2
Reference velocity of the real fluid to model [m/s].
- #define `L_UREF` 0.04
Reference velocity for scaling.
- #define `L_UMAX` `L_UREF*1.5`
Max velocity of inlet profile.
- #define `L_UX0` 0.04
Initial/inlet x-velocity.
- #define `L_UY0` 0.0
Initial/inlet y-velocity.
- #define `L_UZ0` 0.0
Initial/inlet z-velocity.
- #define `L_RHOIN` 1
Initial density.
- #define `L_RE` 150

- Desired Reynolds number.*

 - #define `L_IB_ON_LEV` 0

Grid level for immersed boundary object (0 if no refined regions, -1 if no IBM)
 - #define `L_IB_ON_REG` 0

Grid region for immersed boundary object (0 if no refined regions, -1 if no IBM)
 - #define `L_VTK_BODY_WRITE`

Write out the bodies to a VTK file.
 - #define `L_IBB_FROM_FILE`

Build immersed bodies from a point cloud file.
 - #define `L_IBB_ON_GRID_LEV` `L_IB_ON_LEV`

Provide grid level on which object should be added.
 - #define `L_IBB_ON_GRID_REG` `L_IB_ON_REG`

Provide grid region on which object should be added.
 - #define `L_START_IBB_X` 0.4

Start X of object bounding box.
 - #define `L_START_IBB_Y` 0.35

Start Y of object bounding box.
 - #define `L_CENTRE_IBB_Z` 0.5

Centre of object bounding box in Z direction.
 - #define `L_IBB_LENGTH` 0.2

The object input is scaled based on this dimension.
 - #define `L_IBB_SCALE_DIRECTION` `eXDirection`

Scale in this direction (specify as enumeration)
 - #define `L_IBB_REF_LENGTH` 0.2

Reference length to be used in the definition of Reynolds number.
 - #define `L_NUM_MARKERS` 31

Number of Lagrange points to use when building a prefab body (approximately)
 - #define `L_IBB_MOVABLE` false

Default deformable property of body to be built (whether it moves or not)
 - #define `L_IBB_FLEXIBLE` false

Whether a structural calculation needs to be performed on the body.
 - #define `L_IBB_X` 0.2

X Position of body centre.
 - #define `L_IBB_Y` 0.2

Y Position of body centre.
 - #define `L_IBB_Z` 0.0

Z Position of body centre.
 - #define `L_IBB_W` 0.5

Width (x) of IB body.
 - #define `L_IBB_L` 0.5

Length (y) of IB body.
 - #define `L_IBB_D` 0.5

Depth (z) of IB body.
 - #define `L_IBB_R` 0.05

Radius of IB body.
 - #define `L_IBB_FILAMENT_LENGTH` 0.5

Length of filament.
 - #define `L_IBB_FILAMENT_START_X` 0.2

Start X position of the filament.
 - #define `L_IBB_FILAMENT_START_Y` 0.5

Start Y position of the filament.

- `#define L_IBB_FILAMENT_START_Z 0.5`
Start Z position of the filament.
- `#define L_IBB_ANGLE_VERT 90`
Inclination of filament in XY plane.
- `#define L_IBB_ANGLE_HORZ 0`
Inclination of filament in XZ plane.
- `#define L_FILAMENT_START_BC 2`
Type of boundary condition at filament start: 0 == free; 1 = simply supported; 2 == clamped.
- `#define L_FILAMENT_END_BC 0`
Type of boundary condition at filament end: 0 == free; 1 = simply supported; 2 == clamped.
- `#define L_IBB_DELTA_RHO 1.0`
Difference in density (lattice units) between solid and fluid.
- `#define L_IBB_EI 2.0`
Flexural rigidity (lattice units) of filament.
- `#define L_WALLS_ON`
Turn on no-slip walls (default is top, bottom, front, back unless L_WALLS_ON_2D is used)
- `#define L_WALL_THICKNESS_BOTTOM (L_BX/L_N)`
Thickness of wall.
- `#define L_WALL_THICKNESS_TOP (L_BX/L_N)`
Thickness of top wall.
- `#define L_WALL_THICKNESS_FRONT (L_BX/L_N)`
Thickness of front (3D) wall.
- `#define L_WALL_THICKNESS_BACK (L_BX/L_N)`
Thickness of back (3D) wall.
- `#define L_SOLID_BLOCK_ON`
Add solid block to the domain.
- `#define L_BLOCK_ON_GRID_LEV 2`
Provide grid level on which block should be added.
- `#define L_BLOCK_ON_GRID_REG 0`
Provide grid region on which block should be added.
- `#define L_BLOCK_MIN_X 0.9`
Start of object/wall in x-direction.
- `#define L_BLOCK_MAX_X 1.1`
End of object/wall in x-direction.
- `#define L_BLOCK_MIN_Y 0.4`
Start of object/wall in y-direction.
- `#define L_BLOCK_MAX_Y 0.6`
End of object/wall in y-direction.
- `#define L_BLOCK_MIN_Z 0.3`
Start of object/wall in z-direction.
- `#define L_BLOCK_MAX_Z 0.7`
End of object/wall in z-direction.
- `#define L_OBJECT_ON_GRID_LEV 2`
Provide grid level on which object should be added.
- `#define L_OBJECT_ON_GRID_REG 0`
Provide grid region on which object should be added.
- `#define L_START_OBJECT_X 0.7`
Start of object bounding box in X direction.
- `#define L_START_OBJECT_Y 0.4`
Start of object bounding box in Y direction.
- `#define L_CENTRE_OBJECT_Z 0.5`

- Centre of object bounding box in Z direction.*

 - `#define L_OBJECT_LENGTH 0.2`

The object input is scaled based on this dimension.
- `#define L_OBJECT_SCALE_DIRECTION eXDirection`

Scale in this direction (specify as enumeration)
- `#define L_OBJECT_REF_LENGTH 0.2`

Reference length to be used in the definition of Reynolds number.
- `#define L_BFL_ON_GRID_LEV 2`

Provide grid level on which BFL body should be added.
- `#define L_BFL_ON_GRID_REG 0`

Provide grid region on which BFL body should be added.
- `#define L_START_BFL_X 0.9`

Start of object bounding box in X direction.
- `#define L_START_BFL_Y 0.4`

Start of object bounding box in Y direction.
- `#define L_CENTRE_BFL_Z 0.5`

Centre of object bounding box in Z direction.
- `#define L_BFL_LENGTH 0.2`

The BFL object input is scaled based on this dimension.
- `#define L_BFL_SCALE_DIRECTION eXDirection`

Scale in this direction (specify as enumeration)
- `#define L_BFL_REF_LENGTH 0.2`

Reference length to be used in the definition of Reynolds number.
- `#define L_NUM_LEVELS 2`

Levels of refinement (0 = coarse grid only)
- `#define L_NUM_REGIONS 1`

Number of refined regions (can be arbitrary if L_NUM_LEVELS = 0)
- `#define L_N (L_BX * L_RESOLUTION)`
- `#define L_M (L_BY * L_RESOLUTION)`
- `#define L_K (L_BZ * L_RESOLUTION)`
- `#define L_NUM_VELS 19`

Number of lattice velocities.
- `#define L_MPI_DIRS 26`

Number of MPI directions.

Variables

- `static const int cNumProbes [3] = {3, 3, 3}`

Number of probes in each direction (x, y, z)
- `static const double cProbeLimsX [2] = {0.1, 0.2}`

Limits of X plane for array of probes.
- `static const double cProbeLimsY [2] = {0.1, 0.2}`

Limits of Y plane for array of probes.
- `static const double cProbeLimsZ [2] = {0.1, 0.2}`

Limits of Z plane for array of probes.
- `static double cRefStartX [L_NUM_LEVELS][L_NUM_REGIONS] = { { 0.5 }, { 0.6 } }`
- `static double cRefEndX [L_NUM_LEVELS][L_NUM_REGIONS] = { { 1.5 }, { 1.4 } }`
- `static double cRefStartY [L_NUM_LEVELS][L_NUM_REGIONS] = { { 0.2 }, { 0.3 } }`
- `static double cRefEndY [L_NUM_LEVELS][L_NUM_REGIONS] = { { 0.8 }, { 0.7 } }`
- `static double cRefStartZ [L_NUM_LEVELS][L_NUM_REGIONS] = { { 0.1 }, { 0.25 } }`
- `static double cRefEndZ [L_NUM_LEVELS][L_NUM_REGIONS] = { { 0.9 }, { 0.75 } }`

6.6.1 Macro Definition Documentation

6.6.1.1 `#define L_BFL_LENGTH 0.2`

The BFL object input is scaled based on this dimension.

6.6.1.2 `#define L_BFL_ON_GRID_LEV 2`

Provide grid level on which BFL body should be added.

6.6.1.3 `#define L_BFL_ON_GRID_REG 0`

Provide grid region on which BFL body should be added.

6.6.1.4 `#define L_BFL_REF_LENGTH 0.2`

Reference length to be used in the definition of Reynolds number.

6.6.1.5 `#define L_BFL_SCALE_DIRECTION eXDirection`

Scale in this direction (specify as enumeration)

6.6.1.6 `#define L_BLOCK_MAX_X 1.1`

End of object/wall in x-direction.

6.6.1.7 `#define L_BLOCK_MAX_Y 0.6`

End of object/wall in y-direction.

6.6.1.8 `#define L_BLOCK_MAX_Z 0.7`

End of object/wall in z-direction.

6.6.1.9 `#define L_BLOCK_MIN_X 0.9`

Start of object/wall in x-direction.

6.6.1.10 `#define L_BLOCK_MIN_Y 0.4`

Start of object/wall in y-direction.

6.6.1.11 `#define L_BLOCK_MIN_Z 0.3`

Start of object/wall in z-direction.

6.6.1.12 `#define L_BLOCK_ON_GRID_LEV 2`

Provide grid level on which block should be added.

6.6.1.13 `#define L_BLOCK_ON_GRID_REG 0`

Provide grid region on which block should be added.

6.6.1.14 `#define L_BUILD_FOR_MPI`

Enable MPI features in build.

6.6.1.15 `#define L_BX 2.0`

End of domain-x.

6.6.1.16 `#define L_BY 1.0`

End of domain-y.

6.6.1.17 `#define L_BZ 1.0`

End of domain-z.

6.6.1.18 `#define L_CENTRE_BFL_Z 0.5`

Centre of object bounding box in Z direction.

6.6.1.19 `#define L_CENTRE_IBB_Z 0.5`

Centre of object bounding box in Z direction.

6.6.1.20 `#define L_CENTRE_OBJECT_Z 0.5`

Centre of object bounding box in Z direction.

6.6.1.21 `#define L_CSMAG 0.07`

6.6.1.22 `#define L_DIMS 3`

Number of dimensions to the problem.

6.6.1.23 `#define L_FILAMENT_END_BC 0`

Type of boundary condition at filament end: 0 == free; 1 = simply supported; 2 == clamped.

6.6.1.24 `#define L_FILAMENT_START_BC 2`

Type of boundary condition at filament start: 0 == free; 1 = simply supported; 2 == clamped.

6.6.1.25 `#define L_GRAVITY_DIRECTION eXDirection`

Gravity direction (specify using enumeration)

6.6.1.26 `#define L_GRAVITY_FORCE 0.0001`

Expression for the gravity force.

6.6.1.27 `#define L_GRAVITY_ON`

Turn on gravity force

6.6.1.28 `#define L_HDF5_OUTPUT`

HDF5 dump on output.

6.6.1.29 `#define L_HDF_DEBUG`

Write some HDF5 debugging information.

6.6.1.30 `#define L_IB_ON_LEV 0`

Grid level for immersed boundary object (0 if no refined regions, -1 if no IBM)

6.6.1.31 `#define L_IB_ON_REG 0`

Grid region for immersed boundary object (0 if no refined regions, -1 if no IBM)

6.6.1.32 `#define L_IBB_ANGLE_HORZ 0`

Inclination of filament in XZ plane.

6.6.1.33 `#define L_IBB_ANGLE_VERT 90`

Inclination of filament in XY plane.

6.6.1.34 `#define L_IBB_D 0.5`

Depth (z) of IB body.

6.6.1.35 `#define L_IBB_DELTA_RHO 1.0`

Difference in density (lattice units) between solid and fluid.

6.6.1.36 `#define L_IBB_EI 2.0`

Flexural rigidity (lattice units) of filament.

6.6.1.37 `#define L_IBB_FILAMENT_LENGTH 0.5`

Length of filament.

6.6.1.38 `#define L_IBB_FILAMENT_START_X 0.2`

Start X position of the filament.

6.6.1.39 `#define L_IBB_FILAMENT_START_Y 0.5`

Start Y position of the filament.

6.6.1.40 `#define L_IBB_FILAMENT_START_Z 0.5`

Start Z position of the filament.

6.6.1.41 `#define L_IBB_FLEXIBLE false`

Whether a structural calculation needs to be performed on the body.

6.6.1.42 #define L_IBB_FROM_FILE

Build immersed bodies from a point cloud file.

6.6.1.43 #define L_IBB_L 0.5

Length (y) of IB body.

6.6.1.44 #define L_IBB_LENGTH 0.2

The object input is scaled based on this dimension.

6.6.1.45 #define L_IBB_MOVABLE false

Default deformable property of body to be built (whether it moves or not)

6.6.1.46 #define L_IBB_ON_GRID_LEV L_IB_ON_LEV

Provide grid level on which object should be added.

6.6.1.47 #define L_IBB_ON_GRID_REG L_IB_ON_REG

Provide grid region on which object should be added.

6.6.1.48 #define L_IBB_R 0.05

Radius of IB body.

6.6.1.49 #define L_IBB_REF_LENGTH 0.2

Reference length to be used in the definition of Reynolds number.

6.6.1.50 #define L_IBB_SCALE_DIRECTION eXDirection

Scale in this direction (specify as enumeration)

6.6.1.51 #define L_IBB_W 0.5

Width (x) of IB body.

6.6.1.52 `#define L_IBB_X 0.2`

X Position of body centre.

6.6.1.53 `#define L_IBB_Y 0.2`

Y Position of body centre.

6.6.1.54 `#define L_IBB_Z 0.0`

Z Position of body centre.

6.6.1.55 `#define L_K (L_BZ * L_RESOLUTION)`

6.6.1.56 `#define L_M (L_BY * L_RESOLUTION)`

6.6.1.57 `#define L_MPI_DIRS 26`

Number of MPI directions.

6.6.1.58 `#define L_MPI_XCORES 2`

Number of MPI ranks to divide domain into in X direction.

6.6.1.59 `#define L_MPI_YCORES 2`

Number of MPI ranks to divide domain into in Y direction

6.6.1.60 `#define L_MPI_ZCORES 2`

Number of MPI ranks to divide domain into in Z direction. Set to 1 if doing a 2D problem when using custom MPI sizes

6.6.1.61 `#define L_N (L_BX * L_RESOLUTION)`

6.6.1.62 `#define L_NO_FLOW`

Initialise the domain with no flow.

6.6.1.63 `#define L_NUM_LEVELS 2`

Levels of refinement (0 = coarse grid only)

6.6.1.64 #define L_NUM_MARKERS 31

Number of Lagrange points to use when building a prefab body (approximately)

6.6.1.65 #define L_NUM_REGIONS 1

Number of refined regions (can be arbitrary if L_NUM_LEVELS = 0)

6.6.1.66 #define L_NUM_VELS 19

Number of lattice velocities.

6.6.1.67 #define L_OBJECT_LENGTH 0.2

The object input is scaled based on this dimension.

6.6.1.68 #define L_OBJECT_ON_GRID_LEV 2

Provide grid level on which object should be added.

6.6.1.69 #define L_OBJECT_ON_GRID_REG 0

Provide grid region on which object should be added.

6.6.1.70 #define L_OBJECT_REF_LENGTH 0.2

Reference length to be used in the definition of Reynolds number.

6.6.1.71 #define L_OBJECT_SCALE_DIRECTION eXDirection

Scale in this direction (specify as enumeration)

6.6.1.72 #define L_OUT_EVERY 100

How many timesteps before whole grid output.

6.6.1.73 #define L_OUT_EVERY_FORCES 1

Specific output frequency of body forces.

6.6.1.74 `#define L_OUTPUT_PRECISION 5`

Precision of output (for text writers)

6.6.1.75 `#define L_PHYSICAL_U 0.2`

Reference velocity of the real fluid to model [m/s].

6.6.1.76 `#define L_PI 3.14159265358979323846`

PI definition.

6.6.1.77 `#define L_PROBE_OUT_FREQ 250`

Write out frequency of probe output.

6.6.1.78 `#define L_RE 150`

Desired Reynolds number.

6.6.1.79 `#define L_RESOLUTION 20`

Number of lattice sites per unit length.

6.6.1.80 `#define L_RESTART_OUT_FREQ 5000`

Frequency of write out of restart file.

6.6.1.81 `#define L_RHOIN 1`

Initial density.

6.6.1.82 `#define L_SOLID_BLOCK_ON`

Add solid block to the domain.

6.6.1.83 `#define L_START_BFL_X 0.9`

Start of object bounding box in X direction.

6.6.1.84 `#define L_START_BFL_Y 0.4`

Start of object bounding box in Y direction.

6.6.1.85 `#define L_START_IBB_X 0.4`

Start X of object bounding box.

6.6.1.86 `#define L_START_IBB_Y 0.35`

Start Y of object bounding box.

6.6.1.87 `#define L_START_OBJECT_X 0.7`

Start of object bounding box in X direction.

6.6.1.88 `#define L_START_OBJECT_Y 0.4`

Start of object bounding box in Y direction.

6.6.1.89 `#define L_TIMESTEPS 10`

Number of time steps to run simulation for.

6.6.1.90 `#define L_UMAX L_UREF*1.5`

Max velocity of inlet profile.

6.6.1.91 `#define L_UREF 0.04`

Reference velocity for scaling.

6.6.1.92 `#define L_UX0 0.04`

Initial/inlet x-velocity.

6.6.1.93 `#define L_UY0 0.0`

Initial/inlet y-velocity.

6.6.1.94 `#define L_UZO 0.0`

Initial/inlet z-velocity.

6.6.1.95 `#define L_VTK_BODY_WRITE`

Write out the bodies to a VTK file.

6.6.1.96 `#define L_WALL_THICKNESS_BACK (L_BX/L_N)`

Thickness of back (3D) wall.

6.6.1.97 `#define L_WALL_THICKNESS_BOTTOM (L_BX/L_N)`

Thickness of wall.

6.6.1.98 `#define L_WALL_THICKNESS_FRONT (L_BX/L_N)`

Thickness of front (3D) wall.

6.6.1.99 `#define L_WALL_THICKNESS_TOP (L_BX/L_N)`

Thickness of top wall.

6.6.1.100 `#define L_WALLS_ON`

Turn on no-slip walls (default is top, bottom, front, back unless L_WALLS_ON_2D is used)

6.6.1.101 `#define LUMA_VERSION "1.4.0-alpha"`

LUMA version.

6.6.2 Variable Documentation

6.6.2.1 `const int cNumProbes[3] = {3, 3, 3} [static]`

Number of probes in each direction (x, y, z)

6.6.2.2 `const double cProbeLimsX[2] = {0.1, 0.2} [static]`

Limits of X plane for array of probes.

6.6.2.3 `const double cProbeLimsY[2] = {0.1, 0.2}` `[static]`

Limits of Y plane for array of probes.

6.6.2.4 `const double cProbeLimsZ[2] = {0.1, 0.2}` `[static]`

Limits of Z plane for array of probes.

6.6.2.5 `double cRefEndX[L_NUM_LEVELS][L_NUM_REGIONS] = {{ 1.5}, { 1.4}}` `[static]`

6.6.2.6 `double cRefEndY[L_NUM_LEVELS][L_NUM_REGIONS] = {{ 0.8}, { 0.7}}` `[static]`

6.6.2.7 `double cRefEndZ[L_NUM_LEVELS][L_NUM_REGIONS] = {{ 0.9}, { 0.75}}` `[static]`

6.6.2.8 `double cRefStartX[L_NUM_LEVELS][L_NUM_REGIONS] = {{ 0.5}, { 0.6}}` `[static]`

6.6.2.9 `double cRefStartY[L_NUM_LEVELS][L_NUM_REGIONS] = {{ 0.2}, { 0.3}}` `[static]`

6.6.2.10 `double cRefStartZ[L_NUM_LEVELS][L_NUM_REGIONS] = {{ 0.1}, { 0.25}}` `[static]`

6.7 GridObj.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/MpiManager.h"
#include "../inc/GridUtils.h"
```

6.8 GridObj.h File Reference

```
#include "stdafx.h"
#include "IVector.h"
```

Classes

- class [GridObj](#)
Grid class.

Enumerations

- enum **eType** {
eSolid, **eFluid**, **eRefined**, **eTransitionToCoarser**,
eTransitionToFiner, **eBFL**, **eSymmetry**, **eInlet**,
eOutlet, **eRefinedSolid**, **eRefinedSymmetry**, **eRefinedInlet** }

Lattice typing labels.

- enum **eBCType** {
eBCAll, **eBCSolidSymmetry**, **eBCInlet**, **eBCOutlet**,
eBCInletOutlet, **eBCBFL** }

Flag for indicating which BCs to apply.

- enum **eIOFlag** { **eWrite**, **eRead** }

Flag for indicating write or read action for IO methods.

6.8.1 Enumeration Type Documentation

6.8.1.1 enum **eBCType**

Flag for indicating which BCs to apply.

Enumerator

eBCAll Apply all BCs.
eBCSolidSymmetry Apply just solid and symmetry BCs.
eBCInlet Apply just inlet BCs.
eBCOutlet Apply just outlet BCs.
eBCInletOutlet Apply inlet and outlet BCs.
eBCBFL Apply just BFL BCs.

6.8.1.2 enum **eIOFlag**

Flag for indicating write or read action for IO methods.

Enumerator

eWrite Write to file.
eRead Read from file.

6.8.1.3 enum **eType**

Lattice typing labels.

Enumerator

eSolid Rigid, solid site.
eFluid Fluid site.
eRefined Fluid site which is represented on a finer grid.
eTransitionToCoarser Fluid site coupled to a coarser grid.
eTransitionToFiner Fluid site coupled to a finer grid.
eBFL Site containing a BFL marker.
eSymmetry Symmetry boundary.
eInlet Inlet boundary.
eOutlet Outlet boundary.
eRefinedSolid Rigid, solid site represented on a finer grid.
eRefinedSymmetry Symmetry boundary represented on a finer grid.
eRefinedInlet Inlet site represented on a finer grid.

6.9 GridObj_init_grids.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/MpiManager.h"
#include "../inc/GridUtils.h"
```

6.10 GridObj_ops_boundary.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/BFLBody.h"
#include "../inc/ObjectManager.h"
#include "../inc/GridUtils.h"
```

6.11 GridObj_ops_io.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/MpiManager.h"
#include "../inc/ObjectManager.h"
#include "../inc/GridUtils.h"
#include "../inc/hdf5luma.h"
#include "../inc/GridUnits.h"
```

6.12 GridObj_ops_lbm.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/IVector.h"
#include "../inc/ObjectManager.h"
#include "../inc/MpiManager.h"
#include "../inc/GridUtils.h"
```

6.13 GridObj_ops_lbm_optimised.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/ObjectManager.h"
#include "../inc/MpiManager.h"
#include "../inc/GridUtils.h"
```

6.14 GridUnits.h File Reference

```
#include "../inc/GridObj.h"
```

Classes

- class [GridUnits](#)
GridUnits.

6.15 GridUtils.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridUtils.h"
#include "../inc/MpiManager.h"
#include "../inc/GridObj.h"
```

6.16 GridUtils.h File Reference

```
#include "stdafx.h"
#include "GridObj.h"
```

Classes

- class [GridUtils](#)
Grid utility class.

Enumerations

- enum [eLocationOnRank](#) { [eNone](#), [eCore](#), [eHalo](#) }
Enumeration indicating the location of a site when queried using isOnThisRank()
- enum [eCartesianDirection](#) { [eXDirection](#), [eYDirection](#), [eZDirection](#) }
Enumeration for directional options.
- enum [eMinMax](#) { [eMinimum](#), [eMaximum](#) }
Enumeration for minimum and maximum.
- enum [eCartMinMax](#) {
 [eXMin](#), [eXMax](#), [eYMin](#), [eYMax](#),
 [eZMin](#), [eZMax](#) }
Enumeration for the combination of eCartesianDirection and eMinMax as these are often used together to index arrays.
- enum [eEdgeMinMax](#) { [eLeftMin](#), [eLeftMax](#), [eRightMin](#), [eRightMax](#) }
Enumeration for the combination of Left and Right min and max edges.

6.16.1 Enumeration Type Documentation

6.16.1.1 enum eCartesianDirection

Enumeration for directional options.

Enumerator

eXDirection X-direction.

eYDirection Y-direction.

eZDirection Z-direction.

6.16.1.2 enum eCartMinMax

Enumeration for the combination of eCartesianDirection and eMinMax as these are often used together to index arrays.

Enumerator

eXMin

eXMax

eYMin

eYMax

eZMin

eZMax

6.16.1.3 enum eEdgeMinMax

Enumeration for the combination of Left and Right min and max edges.

Enumerator

eLeftMin

eLeftMax

eRightMin

eRightMax

6.16.1.4 enum eLocationOnRank

Enumeration indicating the location of a site when queried using isOnThisRank()

Enumerator

eNone No information provided (default).

eCore Site on core (including send layer).

eHalo Site in halo (recv layer).

6.16.1.5 enum eMinMax

Enumeration for minimum and maximum.

Some utility methods need to know whether they should be looking at or for a maximum or minimum edge of a grid so we use this enumeration to specify.

Enumerator

eMinimum Minimum.

eMaximum Maximum.

6.17 hdf5luma.h File Reference

```
#include "stdafx.h"
#include "hdf5.h"
#include "MpiManager.h"
```

Macros

- #define [H5_BUILT_AS_DYNAMIC_LIB](#)
- #define [HDF5_EXT_ZLIB](#)
- #define [HDF5_EXT_SZIP](#)

Enumerations

- enum [eHdf5SlabType](#) {
[eScalar](#), [eVector](#), [eProductVector](#), [ePosX](#),
[ePosY](#), [ePosZ](#) }

Defines the type of storage arrangement of the variable in memory.

Functions

- template<typename T >
void [hdf5_writeDataSet](#) (hid_t &memspace, hid_t &filespace, hid_t &dataset_id, [eHdf5SlabType](#) slab_type, int N_lim, int M_lim, int K_lim, [GridObj](#) *g, T *data, hid_t hdf_datatype, bool *TL_present, int TL_thickness, [MpiManager::phdf5_struct](#) hdf_data)

Helper method to write out using HDF5.

6.17.1 Macro Definition Documentation

6.17.1.1 `#define H5_BUILT_AS_DYNAMIC_LIB`

6.17.1.2 `#define HDF5_EXT_SZIP`

6.17.1.3 `#define HDF5_EXT_ZLIB`

6.17.2 Enumeration Type Documentation

6.17.2.1 `enum eHdf5SlabType`

Defines the type of storage arrangement of the variable in memory.

The write wrapper can then extract the data from memory and write it to an HDF5 file using a particular hyperslab selection.

Enumerator

- eScalar** 2/3D data – One variable per grid site
- eVector** 2/3D data – L_DIMS variables per grid site
- eProductVector** 1D data – 3*L_DIMS-3 variables per grid site
- ePosX** 1D data – Single L_dim vector per dimension
- ePosY** 1D data – Single L_dim vector per dimension
- ePosZ** 1D data – Single L_dim vector per dimension

6.17.3 Function Documentation

6.17.3.1 `template<typename T> void hdf5_writeDataSet (hid_t & memspace, hid_t & filespace, hid_t & dataset_id, eHdf5SlabType slab_type, int N_lim, int M_lim, int K_lim, GridObj * g, T * data, hid_t hdf_datatype, bool * TL_present, int TL_thickness, MPIManager::phdf5_struct hdf_data)`

Helper method to write out using HDF5.

Automatically selects the correct slab arrangement and buffers the data accordingly before writing to structured file.

Parameters

<i>memspace</i>	memory dataspace id.
<i>filespace</i>	file dataspace id.
<i>dataset_id</i>	dataset id.
<i>slab_type</i>	slab type enum.
<i>N_lim</i>	number of X-direction sites on the local grid.
<i>M_lim</i>	number of Y-direction sites on the local grid.
<i>K_lim</i>	number of Z-direction sites on the local grid.
<i>g</i>	pointer to grid which we are writing out.
<i>data</i>	pointer to the start of the array to be written.
<i>hdf_datatype</i>	HDF5 datatype being written.
<i>TL_present</i>	pointer to array of flags indicating whether a lower TL is present on this grid in given direction so offset in file can be computed.
<i>TL_thickness</i>	the thickness of the TL on this grid level in local lattice units.
<i>hdf_data</i>	the data structure containing information about local halos.

6.18 IBody.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/IBody.h"
#include "../inc/IBMarker.h"
#include "../inc/PCpts.h"
#include "../inc/GridUtils.h"
#include "../inc/ObjectManager.h"
```

6.19 IBody.h File Reference

```
#include "stdafx.h"
#include "Body.h"
```

Classes

- class [IBody](#)
Immersed boundary body.

6.20 IBMarker.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/IBMarker.h"
#include "../inc/GridUtils.h"
```

6.21 IBMarker.h File Reference

```
#include "stdafx.h"
#include "Marker.h"
```

Classes

- class [IBMarker](#)
Immersed boundary marker.

6.22 IVector.h File Reference

```
#include "stdafx.h"
```

Classes

- class [IVector< GenTyp >](#)
Index-collapsing vector class.

6.23 main_lbm.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/MpiManager.h"
#include "../inc/ObjectManager.h"
#include "../inc/GridUtils.h"
#include "../inc/PCpts.h"
```

Functions

- int [main](#) (int argc, char *argv[])
Entry point for the application.

6.23.1 Function Documentation

6.23.1.1 int main (int argc, char * argv[])

Entry point for the application.

6.24 Marker.h File Reference

```
#include "stdafx.h"
```

Classes

- class [Marker](#)
Generic marker class.

6.25 Mpi_buffer_pack.cpp File Reference

```
#include "../inc/stdafx.h"
#include <mpi.h>
#include "../inc/MpiManager.h"
#include "../inc/GridObj.h"
#include "../inc/GridUtils.h"
```

6.26 `Mpi_buffer_size_recv.cpp` File Reference

```
#include "../inc/stdafx.h"
#include <mpi.h>
#include "../inc/MpiManager.h"
#include "../inc/GridObj.h"
#include "../inc/GridUtils.h"
```

6.27 `Mpi_buffer_size_send.cpp` File Reference

```
#include "../inc/stdafx.h"
#include <mpi.h>
#include "../inc/MpiManager.h"
#include "../inc/GridObj.h"
#include "../inc/GridUtils.h"
```

6.28 `Mpi_buffer_unpk.cpp` File Reference

```
#include "../inc/stdafx.h"
#include <mpi.h>
#include "../inc/MpiManager.h"
#include "../inc/GridObj.h"
#include "../inc/GridUtils.h"
```

6.29 `MpiManager.cpp` File Reference

```
#include "../inc/stdafx.h"
#include <mpi.h>
#include "../inc/MpiManager.h"
#include "../inc/GridObj.h"
#include "../inc/GridUtils.h"
```

6.30 `MpiManager.h` File Reference

```
#include "stdafx.h"
```


Classes

- class [MpiManager](#)
MPI Manager class.
- struct [MpiManager::phdf5_struct](#)
Structure for storing halo information for HDF5.
- struct [MpiManager::layer_edges](#)
Structure containing absolute positions of the edges of halos.
- struct [MpiManager::buffer_struct](#)
Structure storing buffers sizes in each direction for particular grid.

Macros

- `#define range_i_left i = 0; i < GridUtils::downToLimit((int)pow(2, g->level + 1), N_lim); i++`
For loop definition for left halo.
- `#define range_j_down j = 0; j < GridUtils::downToLimit((int)pow(2, g->level + 1), M_lim); j++`
For loop definition for bottom halo.
- `#define range_k_front k = 0; k < GridUtils::downToLimit((int)pow(2, g->level + 1), K_lim); k++`
For loop definition for front halo.
- `#define range_i_right i = GridUtils::upToZero(N_lim - (int)pow(2, g->level + 1)); i < N_lim; i++`
For loop definition for right halo.
- `#define range_j_up j = GridUtils::upToZero(M_lim - (int)pow(2, g->level + 1)); j < M_lim; j++`
For loop definition for top halo.
- `#define range_k_back k = GridUtils::upToZero(K_lim - (int)pow(2, g->level + 1)); k < K_lim; k++`
For loop definition for back halo.

6.30.1 Macro Definition Documentation

6.30.1.1 `#define range_i_left i = 0; i < GridUtils::downToLimit((int)pow(2, g->level + 1), N_lim); i++`

For loop definition for left halo.

6.30.1.2 `#define range_i_right i = GridUtils::upToZero(N_lim - (int)pow(2, g->level + 1)); i < N_lim; i++`

For loop definition for right halo.

6.30.1.3 `#define range_j_down j = 0; j < GridUtils::downToLimit((int)pow(2, g->level + 1), M_lim); j++`

For loop definition for bottom halo.

6.30.1.4 `#define range_j_up j = GridUtils::upToZero(M_lim - (int)pow(2, g->level + 1)); j < M_lim; j++`

For loop definition for top halo.

6.30.1.5 `#define range_k_back k = GridUtils::upToZero(K_lim - (int)pow(2, g->level + 1)); k < K_lim; k++`

For loop definition for back halo.

6.30.1.6 `#define range_k_front k = 0; k < GridUtils::downToLimit((int)pow(2, g->level + 1), K_lim); k++`

For loop definition for front halo.

6.31 ObjectManager.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/ObjectManager.h"
#include "../inc/GridObj.h"
#include "../inc/GridUtils.h"
```

6.32 ObjectManager.h File Reference

```
#include "stdafx.h"
#include "IVector.h"
#include "IBMarker.h"
#include "IBBody.h"
#include "BFLBody.h"
```

Classes

- class [ObjectManager](#)
Object Manager class.

Enumerations

- enum [eObjectType](#) { [eBBBCloud](#), [eBFLCloud](#), [eIBBCloud](#) }
Specifies the type of body being processed.

6.32.1 Enumeration Type Documentation

6.32.1.1 enum eObjectType

Specifies the type of body being processed.

Enumerator

- eBBBCloud** Bounce-back body.
- eBFLCloud** BFL body.
- eIBBCloud** Immersed boundary body.

6.33 ObjectManager_init_bflbody.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/ObjectManager.h"
```

6.34 ObjectManager_init_ibmbody.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/ObjectManager.h"
```

6.35 ObjectManager_ops_ibm.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/ObjectManager.h"
#include "../inc/MpiManager.h"
#include "../inc/GridUtils.h"
```

6.36 ObjectManager_ops_ibmflex.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/GridObj.h"
#include "../inc/ObjectManager.h"
#include "../inc/MpiManager.h"
```

Macros

- `#define SWAP(a, b) {dum=(a);(a)=(b);(b)=dum;}`
Pointer swap definition.
- `#define TINY 1.0e-20`
Definition of small number (could use numerics since this is C++ but nevermind)
- `#define SWAP(a, b) {dum=(a);(a)=(b);(b)=dum;}`
Pointer swap definition.

6.36.1 Macro Definition Documentation

6.36.1.1 `#define SWAP(a, b) {dum=(a);(a)=(b);(b)=dum;}`

Pointer swap definition.

6.36.1.2 `#define SWAP(a, b) {dum=(a);(a)=(b);(b)=dum;}`

Pointer swap definition.

6.36.1.3 `#define TINY 1.0e-20`

Definition of small number (could use numerics since this is C++ but nevermind)

6.37 ObjectManager_ops_io.cpp File Reference

```
#include "../inc/stdafx.h"
#include "../inc/ObjectManager.h"
#include "../inc/GridUtils.h"
#include "../inc/PCpts.h"
#include "../inc/GridObj.h"
#include "../inc/MpiManager.h"
```

6.38 PCpts.h File Reference

```
#include "stdafx.h"
```

Classes

- class [PCpts](#)
Class to hold point cloud data.

6.39 stdafx.cpp File Reference

```
#include "../inc/stdafx.h"
```

Variables

- const int [c](#) [3][[L_NUM_VELS](#)]
Lattice velocities.
- const int [c_opt](#) [[L_NUM_VELS](#)][3]
Lattice velocities optimised arrangement.
- const double [w](#) [[L_NUM_VELS](#)]
Quadrature weights.
- const double [cs](#) = 1.0 / sqrt(3.0)
Lattice sound speed.

6.39.1 Variable Documentation

6.39.1.1 `const int c[3][L_NUM_VELS]`

Initial value:

```
=
{
    { 1, -1, 0, 0, 0, 0, 1, -1, 1, -1, 0, 0, 0, 0, 1, -1, -1, 1, 0 },
    { 0, 0, 1, -1, 0, 0, 1, -1, -1, 1, 1, -1, 1, -1, 0, 0, 0, 0, 0 },
    { 0, 0, 0, 0, 1, -1, 0, 0, 0, 0, 1, -1, -1, 1, 1, -1, 1, -1, 0 }
}
```

Lattice velocities.

6.39.1.2 `const int c_opt[L_NUM_VELS][3]`

Initial value:

```
=
{
    { 1, 0, 0 },
    { -1, 0, 0 },
    { 0, 1, 0 },
    { 0, -1, 0 },
    { 0, 0, 1 },
    { 0, 0, -1 },
    { 1, 1, 0 },
    { -1, -1, 0 },
    { 1, -1, 0 },
    { -1, 1, 0 },
    { 0, 1, 1 },
    { 0, -1, -1 },
    { 0, 1, -1 },
    { 0, -1, 1 },
    { 1, 0, 1 },
    { -1, 0, -1 },
    { -1, 0, 1 },
    { 1, 0, -1 },
    { 0, 0, 0 }
}
```

Lattice velocities optimised arrangement.

6.39.1.3 `const double cs = 1.0 / sqrt(3.0)`

Lattice sound speed.

6.39.1.4 `const double w[L_NUM_VELS]`

Initial value:

```
=
{1.0/18.0, 1.0/18.0, 1.0/18.0, 1.0/18.0, 1.0/18.0, 1.0/18.0,
 1.0/36.0, 1.0/36.0, 1.0/36.0, 1.0/36.0, 1.0/36.0, 1.0/36.0, 1.0/36.0, 1.0/36.0, 1.0/36.0, 1.0/36.0,
 0, 1.0/36.0,
 1.0/3.0}
```

Quadrature weights.

6.40 stdafx.h File Reference

```
#include <algorithm>
#include <cmath>
#include <vector>
#include <iostream>
#include <fstream>
#include <sstream>
#include <numeric>
#include <assert.h>
#include <stdlib.h>
#include <cstring>
#include <stdio.h>
#include "definitions.h"
```

Macros

- `#define DEPRECATED`
- `#define L_IS_NAN std::isnan`
Not a Number declaration (Unix)
- `#define SQ(x) ((x) * (x))`
- `#define L_DACTION_WRITE_OUT_FORCES`
- `#define LUMA_FAILED 12345`
Error definition.
- `#define L_ERROR errorfcn`

Functions

- `void errorfcn (std::string msg, std::ofstream *logfile)`
Fatal Error function.

Variables

- `const int c [3][L_NUM_VELS]`
Lattice velocities.
- `const int c_opt [L_NUM_VELS][3]`
Lattice velocities optimised arrangement.
- `const double w [L_NUM_VELS]`
Quadrature weights.
- `const double cs`
Lattice sound speed.

6.40.1 Macro Definition Documentation

6.40.1.1 `#define DEPRECATED`

6.40.1.2 `#define L_DACTION_WRITE_OUT_FORCES`

6.40.1.3 `#define L_ERROR errorfcn`

Error function shorthand

6.40.1.4 `#define L_IS_NAN std::isnan`

Not a Number declaration (Unix)

6.40.1.5 `#define LUMA_FAILED 12345`

Error definition.

6.40.1.6 `#define SQ(x) ((x) * (x))`

6.40.2 Function Documentation

6.40.2.1 `void errorfcn (std::string msg, std::ofstream * logfile)` `[inline]`

Fatal Error function.

Writes error to the user and further information to the supplied logfile. Inlined since this header is included everywhere.

Parameters

<i>msg</i>	string to be printed to the log file.
<i>logfile</i>	pointer to the logfile where the message is to be written.

6.40.3 Variable Documentation

6.40.3.1 `const int c[3][L_NUM_VELS]`

Lattice velocities.

6.40.3.2 `const int c_opt[L_NUM_VELS][3]`

Lattice velocities optimised arrangement.

6.40.3.3 `const double cs`

Lattice sound speed.

6.40.3.4 `const double w[L_NUM_VELS]`

Quadrature weights.

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