

# IJK structured mesh implementation in Trio\_U

Benoit Mathieu

October 18, 2012

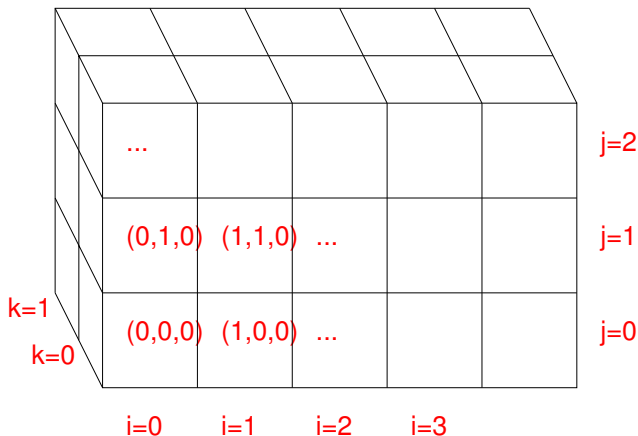
## 1 Data structures



# Mesh geometry

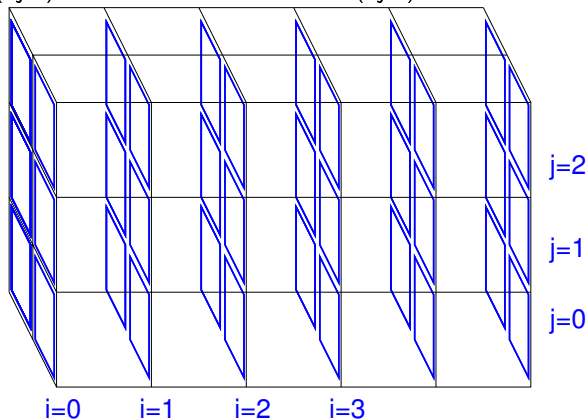
The global mesh geometry is stored in the `IJK_Grid_Geometry` class.

- Number of cells
- Cells sizes (constant or not constant for each direction)
- Periodicity flags



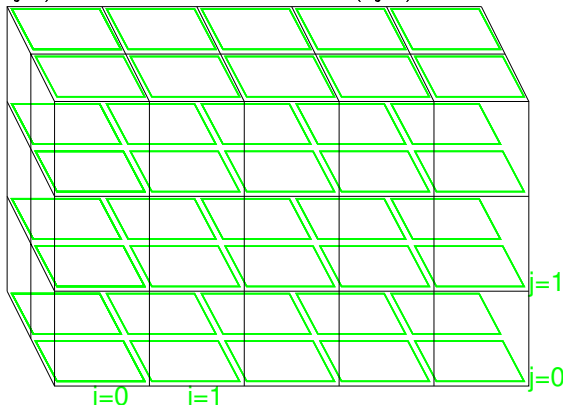
# Numbering of faces

Face number  $(i,j,k)$  is at the “left” of element  $(i,j,k)$



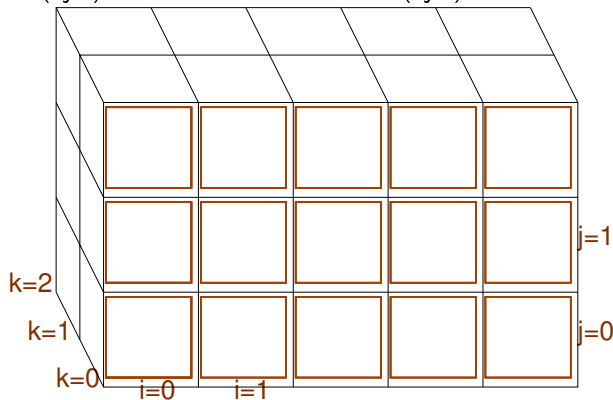
# Numbering of faces

Face number  $(i,j,k)$  is at the “left” of element  $(i,j,k)$



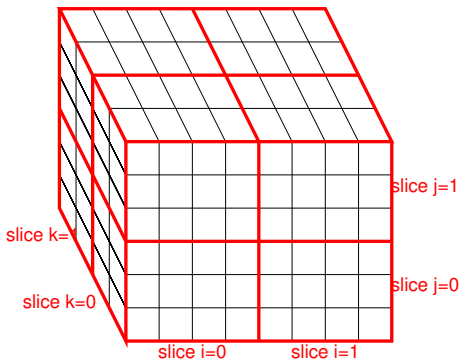
# Numbering of faces

Face number  $(i,j,k)$  is at the “left” of element  $(i,j,k)$



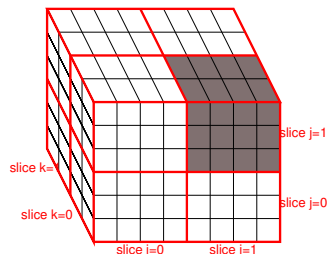
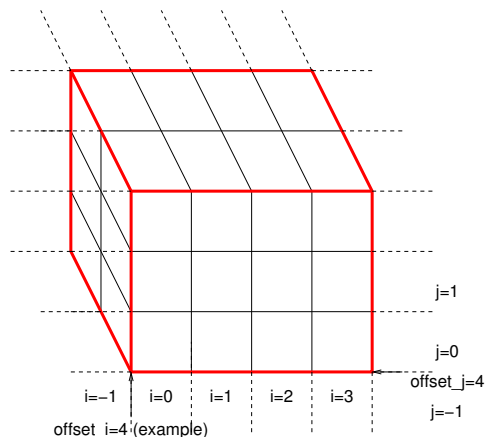
# Mesh splitting

- The partitioning of the mesh is provided by the `IJK_Splitting` class.
- For the moment, only a “structured” splitting is supported (given number of slices in  $i$ ,  $j$ , and  $k$  directions).



# Splitting of elements

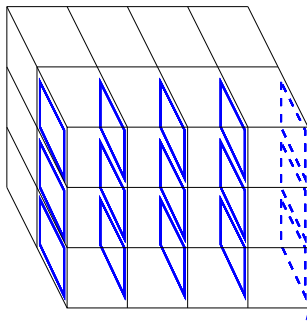
- Elements have local indices on each processor
- Global element/node/face index is obtained by adding the “offset”
- Negative indices are “ghost” elements held by the neighbour processor
- Periodicity is handled by “ghost” elements (even if there is only one slice)





# Splitting of nodes and faces

- A node or a face belongs to one processor only
- The “right” face of the rightmost local element is a “ghost” face (except at the boundary of the global domain if not periodic...)
- In the example, `splitting.get_nb_faces_local(DIRECTION_I)` returns 4.



These cells are "ghost"  
(except if domain boundary)

# Fields

- The `IJK_Field_double` and `IJK_Field_float` classes hold a field of scalar values localized on a split mesh.
- The following localizations are supported: `ELEM`, `NODES`, `FACES_I`, `FACES_J`, `FACES_K`.
- On a processor, items are either “real” or “ghost” (but never “common”): the node or face at the right of the last element on a processor is a ghost node or face; it is real on the processor that owns the next block of mesh cells.