



Here,  $\mathbf{N}_{l_1}$  and  $\mathbf{N}_{l_2}$  are of such directions because we define the flux on downward triangle (the red one) to be outward. On the yellow dual cell denoted by vertex  $\mathbf{x}$ , the outward unit vectors are  $\mathbf{n}_{\mathbf{x}, \hat{l}_1}$  and  $\mathbf{n}_{\mathbf{x}, \hat{l}_2}$ . Since we need  $\mathbf{n}_{\mathbf{x}, \hat{l}} \times \mathbf{t}_{\mathbf{x}, \hat{l}} = \mathbf{k}_l$ , where  $\mathbf{k}_l$  denotes the unit vector in the upward direction of the local coordinate at the midpoint of edge  $l$ , the green  $\mathbf{t}_{\mathbf{x}, \hat{l}_1}$  and  $\mathbf{t}_{\mathbf{x}, \hat{l}_2}$  are as shown in the figure.

The curl operator is

$$\text{curl}(\mathbf{v})_{\mathbf{x}} = \frac{1}{A_{\mathbf{x}}} \sum_{\hat{l}} v_{n_l} (\mathbf{N}_l \cdot \mathbf{t}_{\mathbf{x}, \hat{l}}) \hat{l}$$

Note the part  $\mathbf{N}_l \cdot \mathbf{t}_{\mathbf{x}, \hat{l}}$ , we see that this sign is different on edges  $\hat{l}$  for a dual cell  $\mathbf{x}$  (1 for  $\hat{l}_1$  and  $-1$  for  $\hat{l}_2$ ). Therefore the previous approach we used for a divergence operator, which is to assume a uniform sign on all edges of a cell, cannot be applied here. A separate formula based on the color of an edge is not valid either, because for  $\hat{l}_1$  and the bottom-right dual edge, they are of different signs.

There are some solutions to this problem, but I cannot see a simple one without modifying the GridTools. For example:

- a field on both vertexes and edges
- a different `on_edges()` traversal for a vertex. For example, `on_odd_edges()` and `on_even_edges()`.

It remains to be seen whether the second proposal would be general enough. I still need to read the literature to find more operators. I think for a Laplacian there will be no such problem of multiple values on one place, or nonuniform formula on fields. But I need to find out if there are more operators involving traversing surrounding edges and treating each of them differently. Well I have to read the papers now because I am stuck here anyway :P