```
r3::ISPHKernel
       + ~ISPHKernel()
       + execute()
       # ISPHKernel()
r3::BoundaryConditionKernel
          CpuSerial
+ m D
+ m r0
+ m n1
+ m n2
+ BoundaryConditionKernelCpu
Serial()
+ ~BoundaryConditionKernel
CpuSerial()
+ execute()
+ getOffset()
+ setOffset()
+ getHalfSizes()
```

+ setHalfSizes()