

MPAS-Mesh Specifications and Definitions

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Chapter 1

Summary

This document will describe the required fields for a MPAS mesh. In addition, it will define required orderings when creating an MPAS mesh. These together should fully describe the MPAS mesh type and allow users to more easily understand what makes an MPAS mesh.

Chapter 2

Requirements

The following list of fields are required by all MPAS cores, and the MPAS framework assumes these fields exist.

- latCell - Latitude in radians of all cell centers.
Dimensions: nCells
- lonCell - Longitude in radians of all cell centers.
Dimensions: nCells
- xCell - x axis position of all cell centers.
Dimensions: nCells
- yCell - y axis position of all cell centers.
Dimensions: nCells
- zCell - z axis position of all cell centers.
Dimensions: nCells
- indexToCellID - Global cell ID for all cell centers.
Dimensions: nCells
- latEdge - Latitude in radians of all edge locations.
Dimensions: nEdges
- lonEdge - Longitude in radians of all edge locations.
Dimensions: nEdges
- xEdge - x axis position of all edge locations.
Dimensions: nEdges

- yEdge - y axis position of all edge locations.
Dimensions: nEdges
- zEdge - z axis position of all edge locations.
Dimensions: nEdges
- indexToEdgeID - Global edge ID for all edge locations.
Dimensions: nEdges
- latVertex - Latitude in radians of all cell vertices.
Dimensions: nVertices
- lonVertex - Longitude in radians of all cell vertices.
Dimensions: nVertices
- xVertex - x axis position of all cell vertices.
Dimensions: nVertices
- yVertex - y axis position of all cell vertices.
Dimensions: nVertices
- zVertex - z axis position of all cell vertices.
Dimensions: nVertices
- indexToVertexID - Global vertex ID for all cell vertices.
Dimensions: nVertices
- meshDensity - Value of the density function used to generate the mesh at all cell centers.
Dimensions: nCells
- cellsOnEdge - Cell indices that saddle a given edge.
Dimensions: 2 * nEdges
- nEdgesOnCell - Number of edges on a given cell.
Dimensions: maxEdges * nCells
- nEdgesOnEdge - Number of edges on a given edge. Used to reconstruct tangential velocities.
Dimensions: maxEdges2 * nEdges
- edgesOnCell - Edge indices that surround a given cell.
Dimensions: maxEdges * nCells

- edgesOnEdge - Edge indices that are used to reconstruct tangential velocities.
Dimensions: $\text{maxEdges2} * \text{nEdges}$
- weightsOnEdge - Weights used to reconstruct tangential velocities.
Dimensions: $\text{maxEdges2} * \text{nEdges}$
- dvEdge - Distance in meters between the vertices that saddle a given edge.
Dimensions: nEdges
- dcEdge - Distance in meters between the cells that saddle a given edge.
Dimensions: nEdges
- angleEdge - Angle in radians an edge's normal vector makes with the local eastward direction.
Dimensions: nEdges
- areaCell - Area in square meters for a given cell of the primary mesh.
Dimensions: nCells
- areaTriangle - Area in square meters for a given triangle of the dual mesh.
Dimensions: nVertices
- edgeNormalVectors - Cartesian coordinates for the normal vector of a given edge.
Dimensions: $3 * \text{nEdges}$
- edgeTangentVectors - Cartesian coordinates for the tangent vector of a given edge.
Dimensions: $3 * \text{nEdges}$
- localVerticalUnitVectors - Unit surface normal vectors defined at a given cell.
Dimensions: $3 * \text{nCells}$
- cellTangentPlane - The two vectors that define a tangent plane at a given cell.
Dimensions: $3 * 2 * \text{nCells}$
- cellsOnCell - Cell indices that surround a given cell.
Dimensions: $\text{maxEdges} * \text{nCells}$

- verticesOnCell - Vertex indices that surround a given cell.
Dimensions: $\text{maxEdges} * \text{nCells}$
- verticesOnEdge - Vertex indices that saddle a given edge.
Dimensions: $2 * \text{nEdges}$
- edgesOnVertex - Edge indices that radiate from a given vertex.
Dimensions: $\text{vertexDegree} * \text{nVertices}$
- cellsOnVertex - Cell indices that radiate from a given vertex.
Dimensions: $\text{vertexDegree} * \text{nVertices}$
- kiteAreasOnVertex - The intersection area of areaTriangle with each cell that radiates from a given vertex.
Dimensions: $\text{vertexDegree} * \text{nVertices}$
- fEdge - Coriolis parameter for a given edge.
Dimensions: nEdges
- fVertex - Coriolis parameter for a given vertex.
Dimensions: nVertices
- fCell - Coriolis parameter for a given cell.
Dimensions: nCells
- derivTwo - Value of the second derivative of the polynomial used for reconstruction of cell center quantities at edges.
Dimensions: $\text{maxEdge2} * 2 * \text{nEdges}$
- coeffs_reconstruct - Coefficients to reconstruct velocity vectors at cells centers.
Dimensions: $3 * \text{maxEdges} * \text{nCells}$
- boundaryEdge - Integer flag defining if an edge has active cells on both sides of it (0) or not (1).
Dimensions: nEdges
- boundaryVertex - Integer flag defining if a vertex has active cells on all sides of it (0) or not (1).
Dimensions: nVertices
- boundaryCell - Integer flag defining if a cell has active cells on all sides of it (0) or not (1).
Dimensions: nCells

- edgeMask - Integer flag defining if an edge is active (1) or not (0).
Dimensions: nEdges
- vertexMask - Integer flag defining if a vertex is active (1) or not (0).
Dimensions: nVertices
- cellMask - Integer flag defining if a cell is active(1) or not (0).
Dimensions: nCells

Chapter 3

General Mesh Requirements

This chapter defines the general requirements for all MPAS meshes. Along with specific requirements for different element types (cell, edge, vertex). These include ordering specifications for one type of element relative to another.

- MPAS meshes must be defined using a right handed coordinate system.
- Spherical grids must be centered at (0,0,0).
- Two arrays that are both relative to the element type must be ordered in the exact same way if possible.

When creating an MPAS mesh, it is recommended to ensure the correct ordering relative to edges, then vertices, then cells. Ordering things in this way simplifies the process.

3.1 Requirements relative to edges

At a given edge, two vectors \vec{u} and \vec{v} are defined as the normal and tangential vectors, respectively. These are defined as:

$$\vec{u} = \text{cellsOnEdge}(2, iEdge) - \text{cellsOnEdge}(1, iEdge) \quad (3.1)$$

$$\vec{v} = \text{verticesOnEdge}(2, iEdge) - \text{verticesOnEdge}(1, iEdge) \quad (3.2)$$

- The surface normal vector must be defined as $\vec{u} \times \vec{v}$.
- Angle edge must be the angle in radians \vec{u} makes with the local eastward direction.

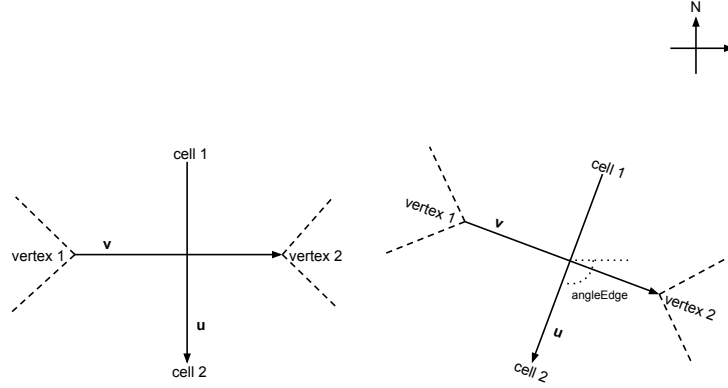


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Figure 3.1: Ordering of elements relative to edges.

- `edgesOnEdge` must run counter-clockwise, beginning with the edges that surround `cellsOnEdge(1, iEdge)` and ending with the edges that surround `cellsOnEdge(2, iEdge)`.
The current edge must be omitted from the list of `edgesOnEdge`, but can be assumed to be both the starting and ending position when checking for counter-clockwise ordering.
- `weightsOnEdge` must be ordered in exactly the same order as `edgesOnEdge`.
i.e. `weightsOnEdge(1, iEdge)` can be assumed to apply to `edgesOnEdge(1, iEdge)`.

3.2 Requirements relative to vertices

- Cells and Edges must run counter-clockwise around a given vertex.
- Edges must lead cells as they move around a vertex.
i.e. The vector defined by

$$(\text{cellsOnVertex}(n, iVertex) - iVertex) \times (\text{edgesOnVertex}(n, iVertex) - iVertex)$$
must be surface normal, for all values of n .

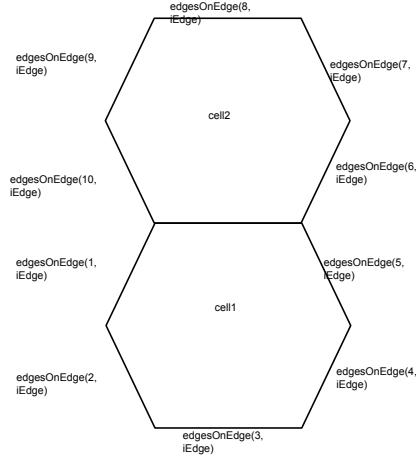


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Figure 3.2: Ordering of edges relative to edges.

- $\text{kiteAreasOnVertex}(n, i\text{Vertex})$ is the intersection area of $\text{areaTriangle}(i\text{Vertex})$ with $\text{areaCell}(\text{cellsOnVertex}(n, i\text{Vertex}))$ for all values of n .

3.3 Requirements relative to cells

- Cells, Edges, and Vertices all run counter-clockwise around a cell.
- The edge defined at $\text{edgesOnCell}(n, i\text{Cell})$ must be on the edge between $i\text{Cell}$ and $\text{cellsOnCell}(n, i\text{Cell})$ for all values of n .
- $\text{verticesOnCell}(n, i\text{Cell})$ leads both $\text{edgesOnCell}(n, i\text{Cell})$ and $\text{cellsOnCell}(n, i\text{Cell})$ for all values of n .
i.e. The vector defined by

$$(\text{edgesOnCell}(n, i\text{Cell}) - i\text{Cell}) \times (\text{verticesOnCell}(n, i\text{Cell}) - i\text{Cell})$$
must be surface normal for all values of n , or the substitution of cellsOnCell for edgesOnCell .

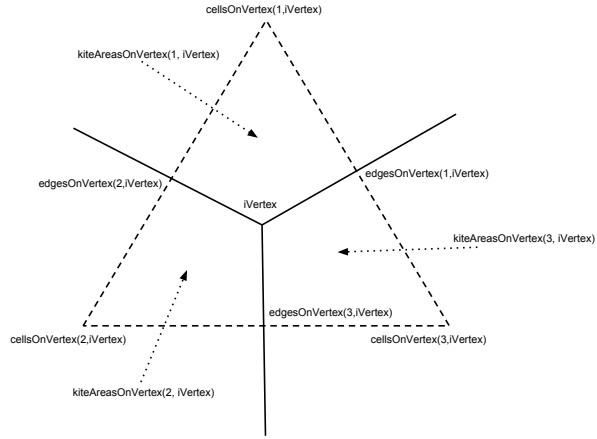


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Figure 3.3: Ordering of elements relative to vertices.

$CC(n) = \text{cellsOnCell}(n, iCell)$
 $VC(n) = \text{verticesOnCell}(n, iCell)$
 $EC(n) = \text{edgesOnCell}(n, iCell)$

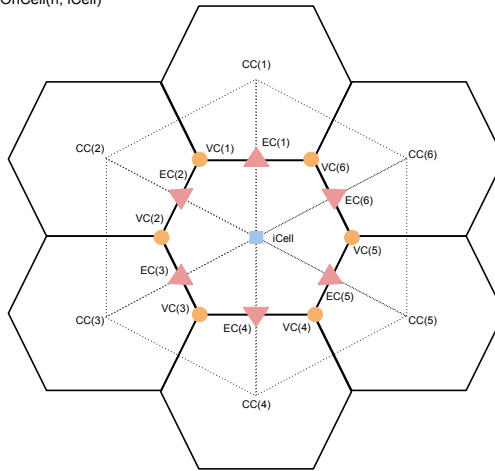


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Figure 3.4: Ordering of elements relative to cells.