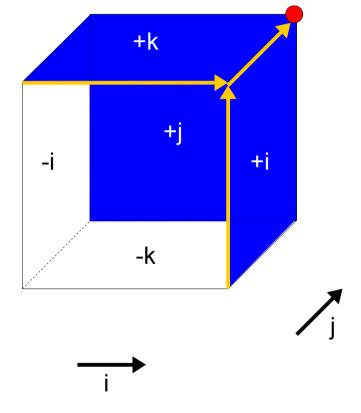
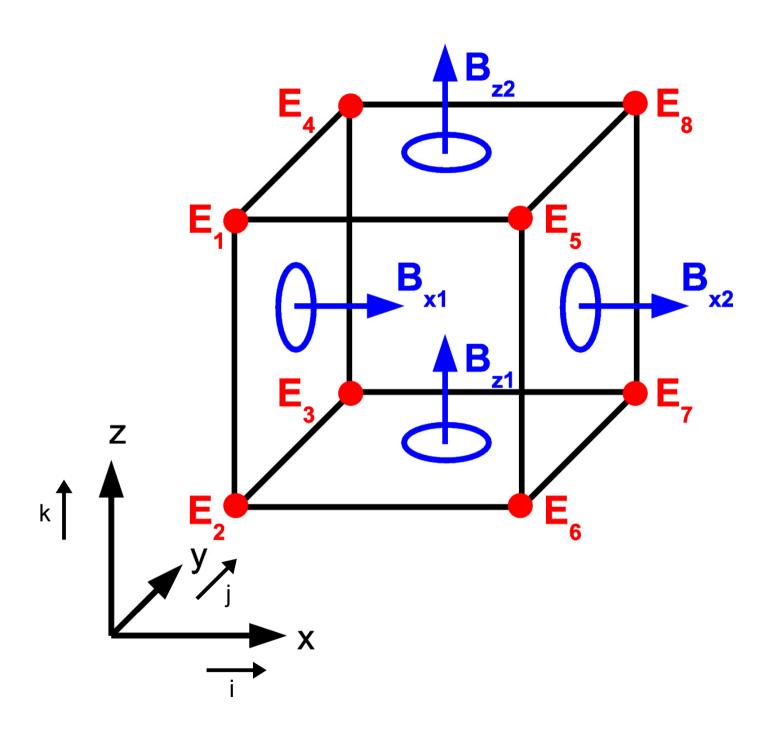
# RHybrid cell indexing

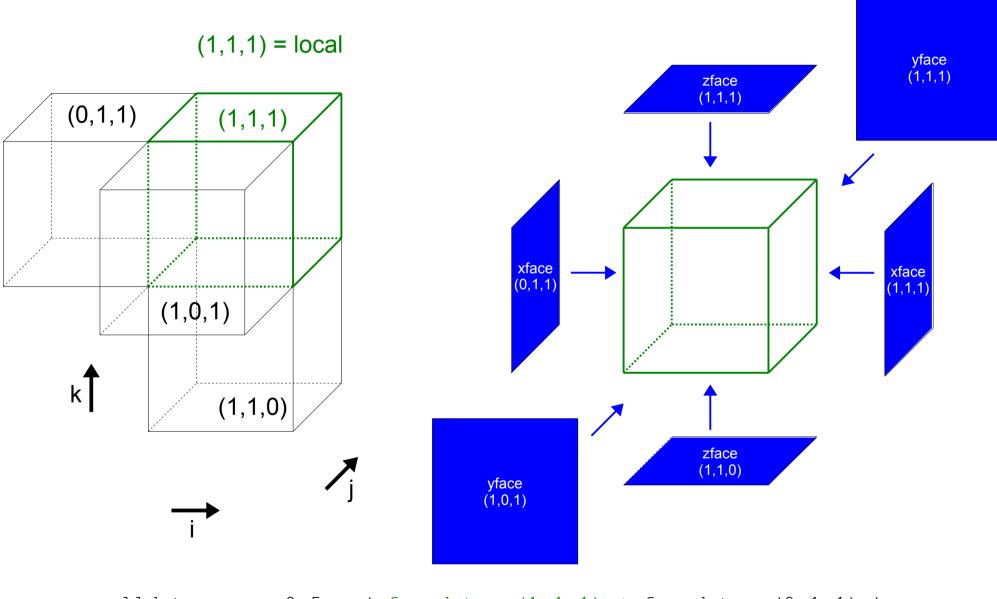
- cell volume average
  - Bx, By, Bz
- upper front corner node (+i,+j,+k)
  - Ex, Ey, Ez
  - Bx, By, Bz
  - Jx, Jy, Jz
- three face surface averages
  - $\Phi x = dA \times Bx$  (+i face)
  - $\Phi x = dA \times By (+j face)$
  - $\Phi z = dA \times Bz$  (+k face)
- edges
  - Jx, Jy, Jz







# face to cell interpolation

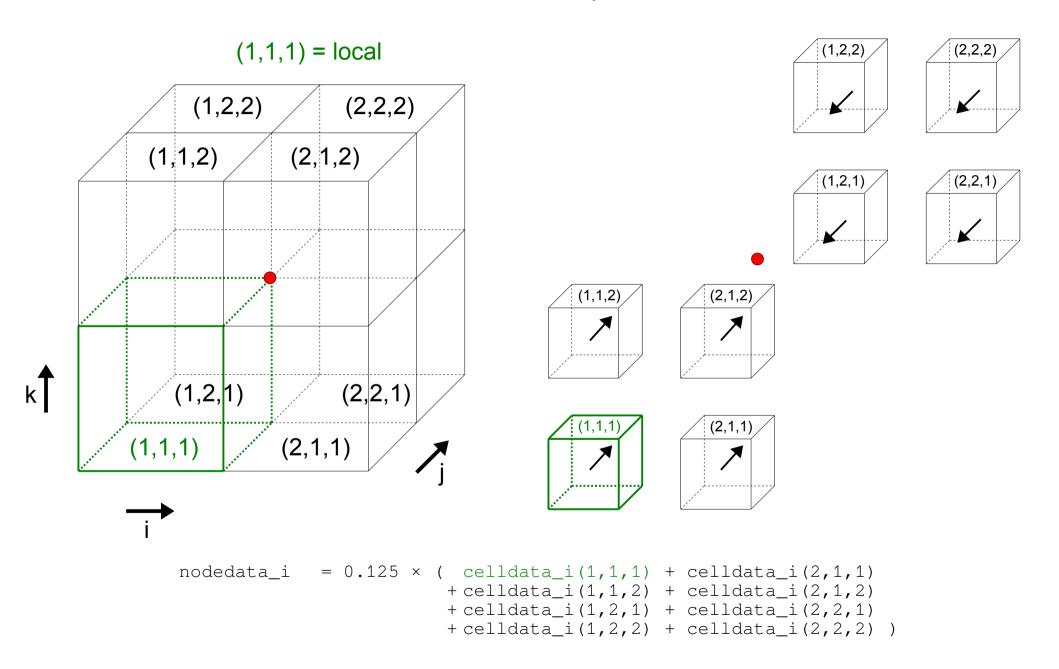


```
celldata_x = 0.5 \times (facedata_x(1,1,1) + facedata_x(0,1,1))

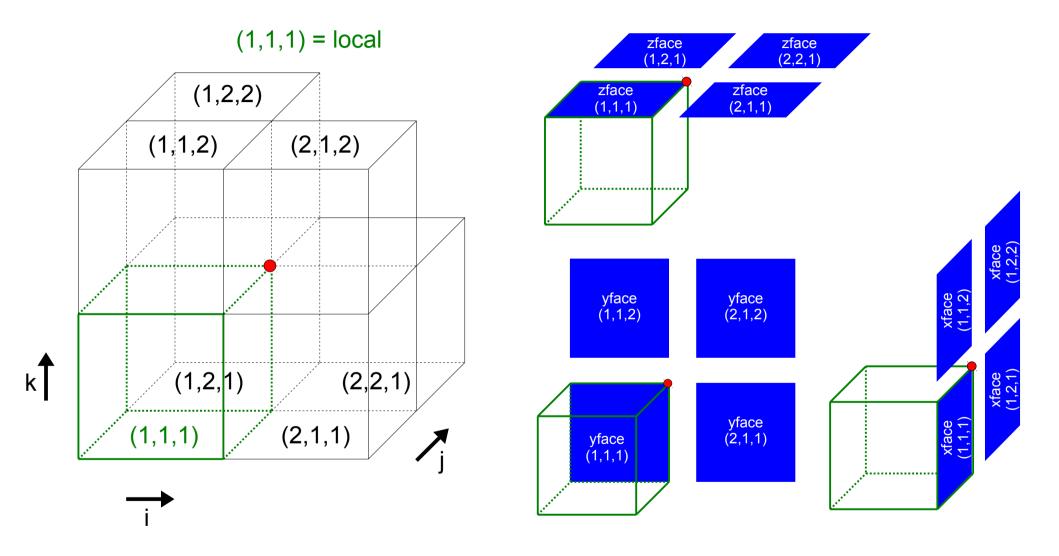
celldata_y = 0.5 \times (facedata_y(1,1,1) + facedata_y(1,0,1))

celldata_z = 0.5 \times (facedata_z(1,1,1) + facedata_z(1,1,0))
```

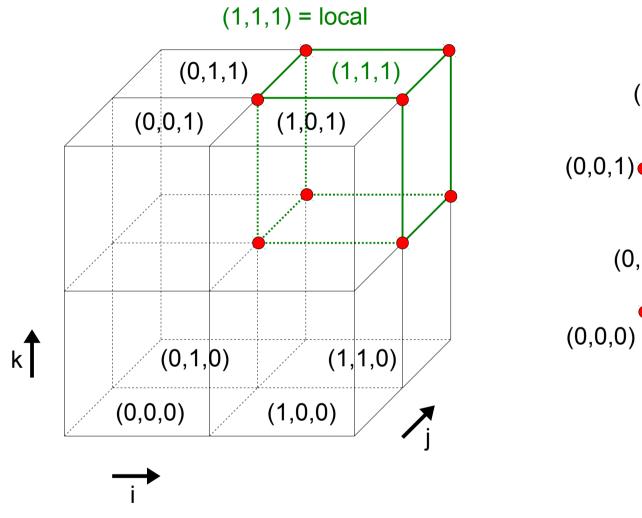
## cell to node interpolation

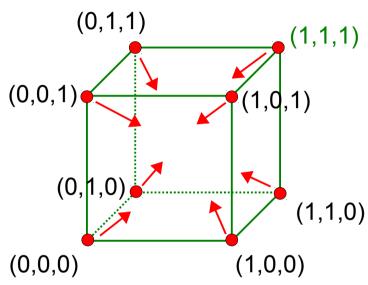


## face to node interpolation

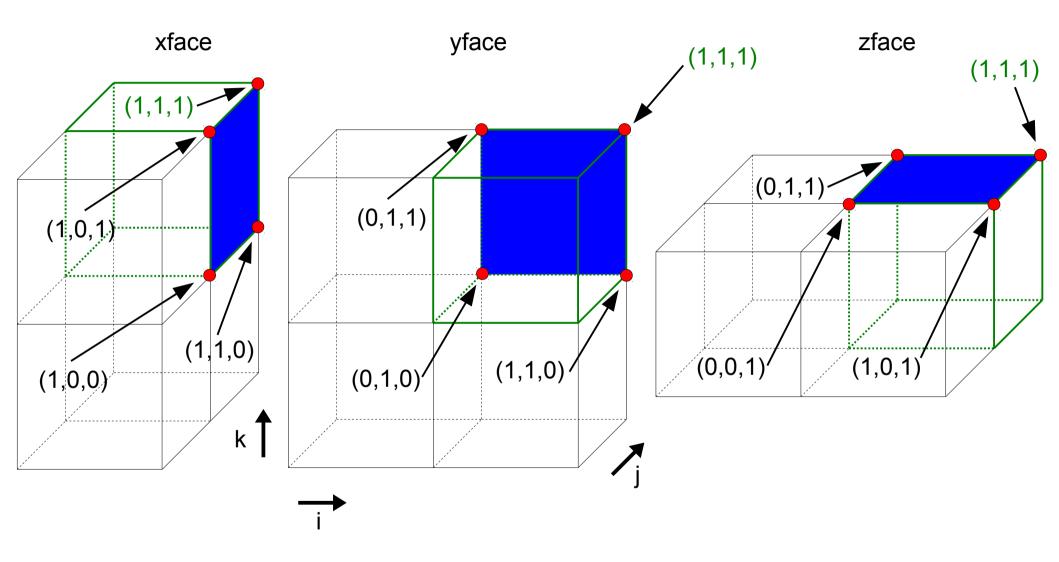


## node to cell interpolation

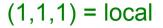


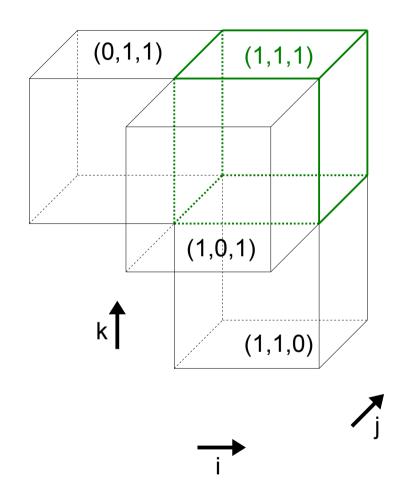


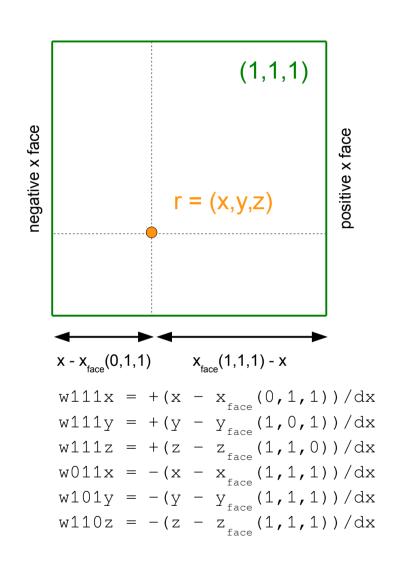
## node to face interpolation



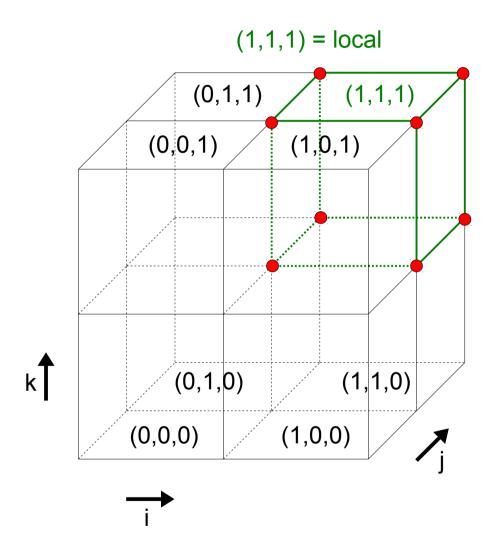
## face to r interpolation

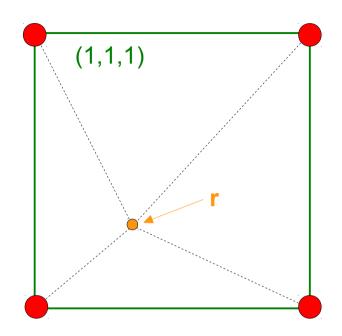






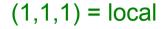
# node to r interpolation

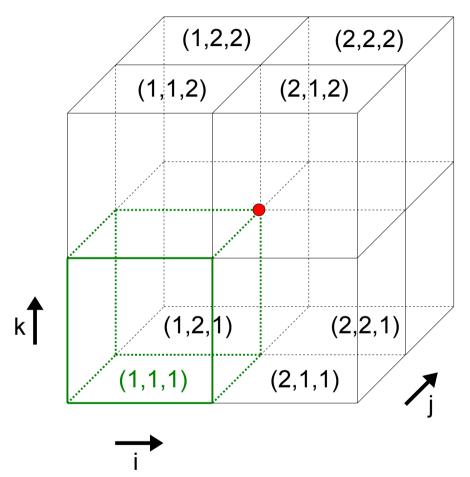


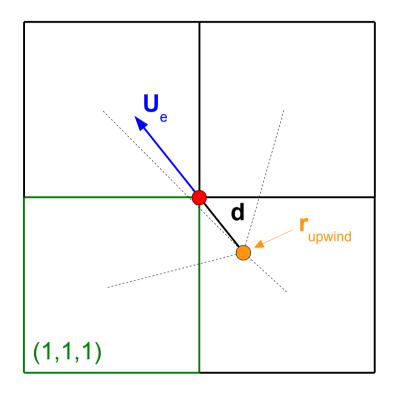


Weight factors:  $w_i = 1/|r_{node_i} - r|$ Sum of weights: wsum = sum\_i(w\_i)

#### upwind node data



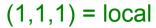


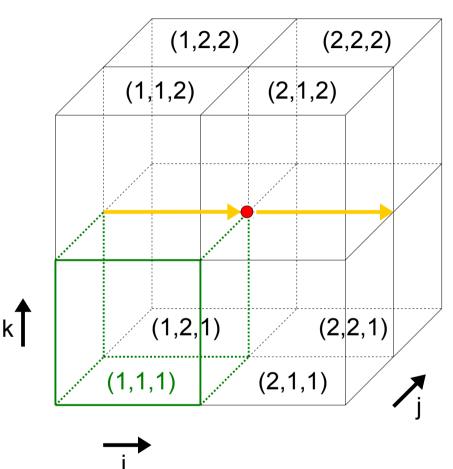


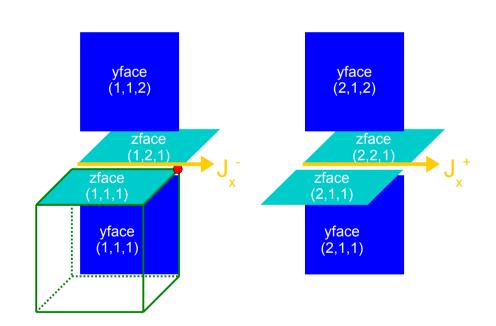
Displacement vector:  $\mathbf{d} = 0.5 \times \mathbf{U}_{e} / |\mathbf{U}_{e}|$ Upwind position:  $\mathbf{r}_{upwind} = \mathbf{r}_{node} - \mathbf{d}$ Weight factors:  $\mathbf{w}_{i} = 1 / |\mathbf{r}_{cell_{i}} - \mathbf{r}_{upwind}|$ Sum of weights: wsum = sum i(w i)

```
Nodedata(1,1,1) \rightarrow nodedata(1,1,1) =  (w(1,1,1) \times celldata(1,1,1) + w(1,1,2) \times celldata(1,1,2) + w(1,2,1) \times celldata(1,2,1) + w(2,1,1) \times celldata(2,1,1) + w(1,2,2) \times celldata(1,2,2) + w(2,2,1) \times celldata(2,2,1) + w(2,1,2) \times celldata(2,2,2) \times c
```

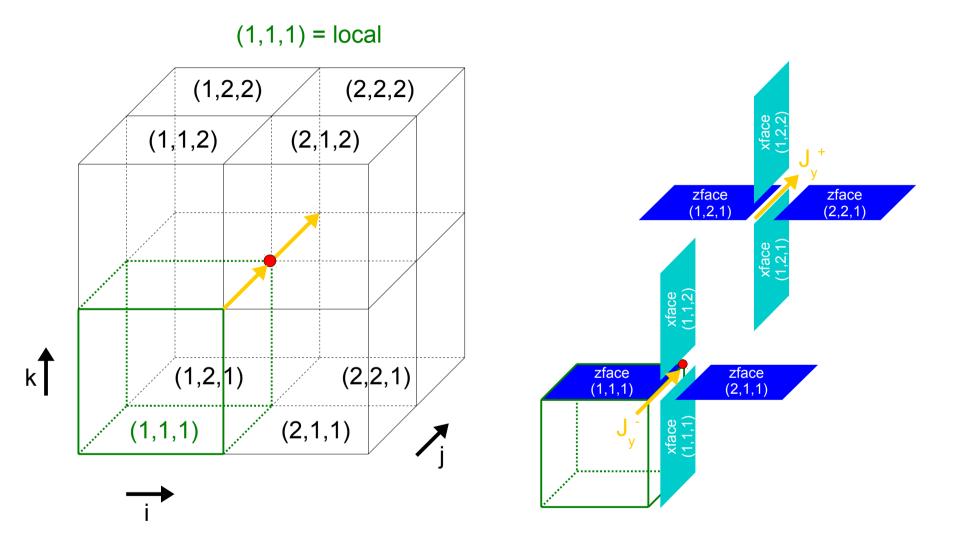
## Calculation of Node Jx



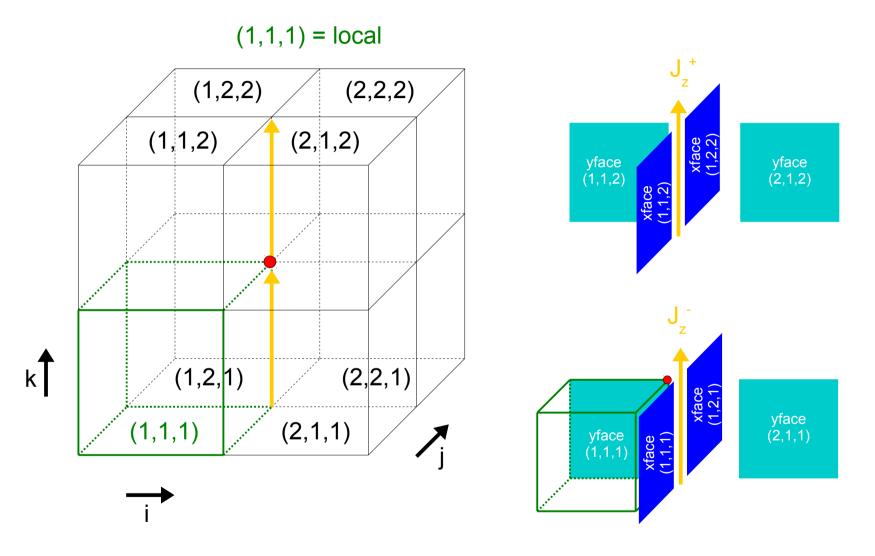




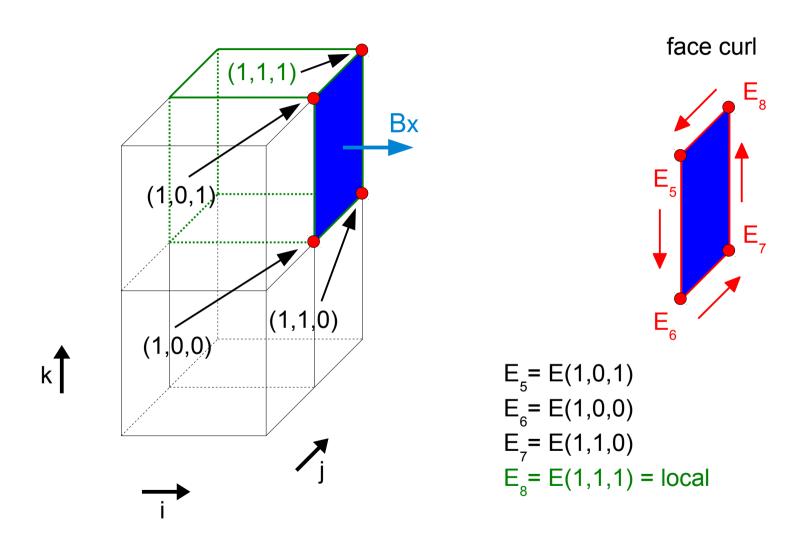
## Calculation of Node Jy



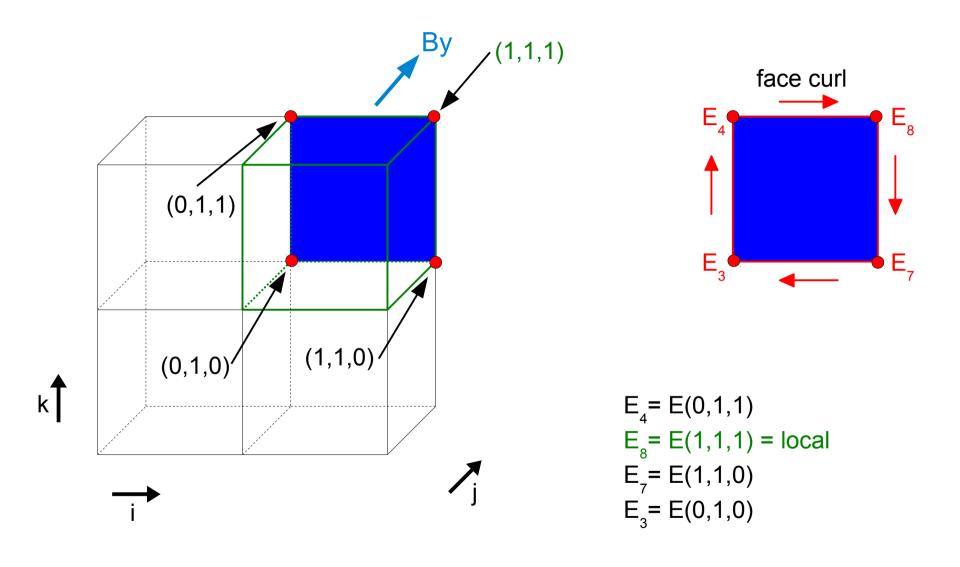
## Calculation of Node Jz



### propagation of B on xface / xface curl

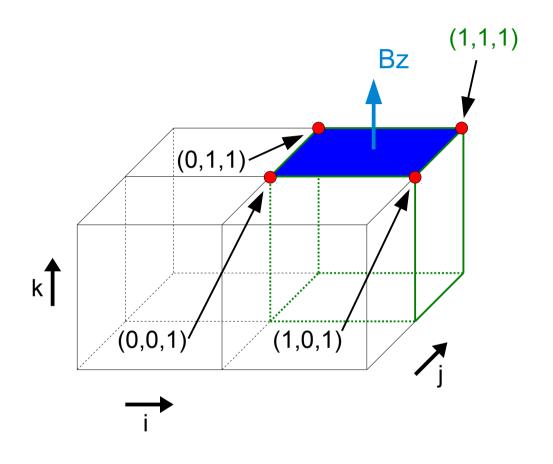


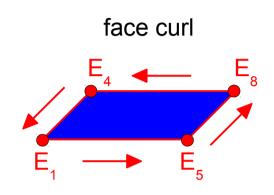
## propagation of B on yface / yface curl



$$\frac{\partial (\int d\textbf{A}_{y} \cdot \textbf{B})}{\partial t} = -\int d\textbf{A}_{y} \cdot (\nabla \times \textbf{E}) \\ = 0.5 \times dx \times (-E_{4x} - E_{8x} + E_{8z} + E_{7z} + E_{7x} + E_{3x} - E_{3z} - E_{4z}) \\ = (\nabla \times \textbf{B})_{y} / \mu_{0} \\ = -0.5 \times dx \times (-B_{4x} - B_{8x} + B_{8z} + B_{7z} + B_{7x} + B_{3x} - B_{3z} - B_{4z})$$

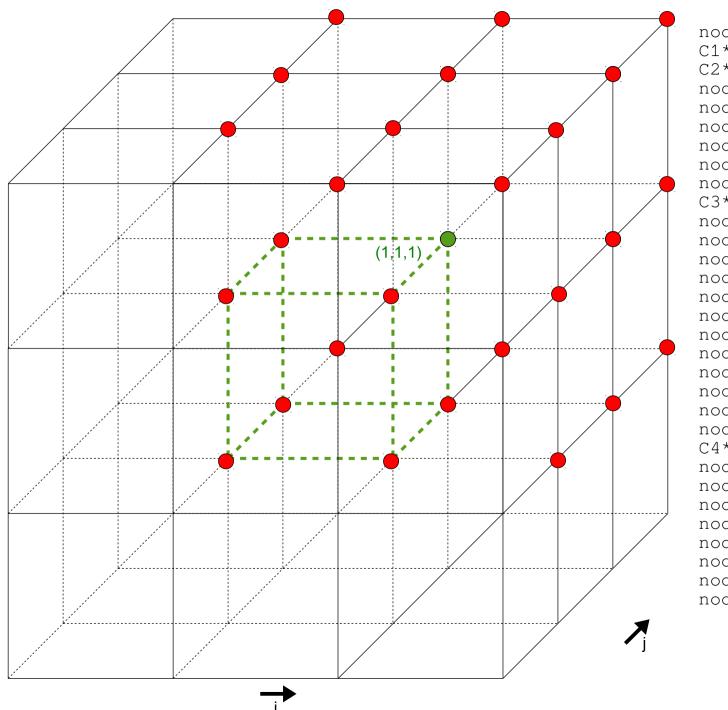
### propagation of B on zface / zface curl





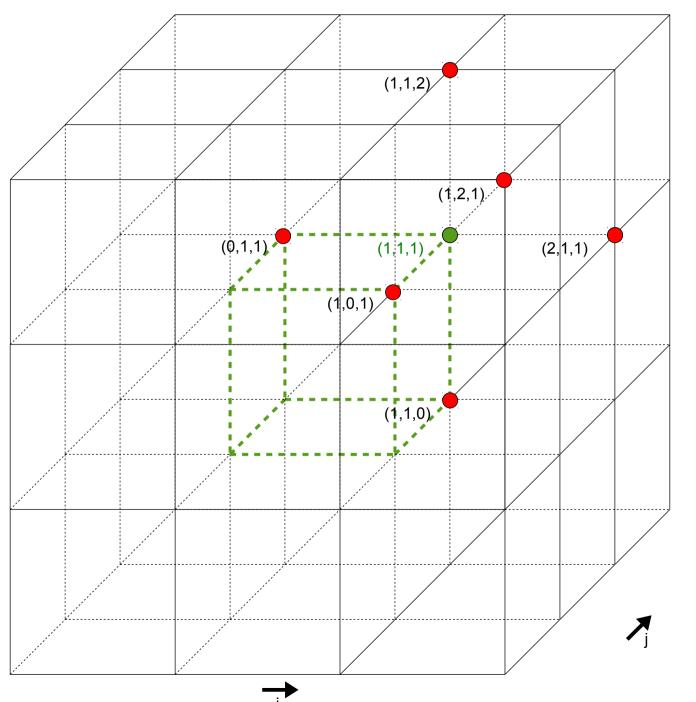
$$E_{1} = E(0,0,1)$$
  
 $E_{5} = E(1,0,1)$   
 $E_{8} = E(1,1,1) = local$   
 $E_{4} = E(0,1,1)$ 

### node2node average



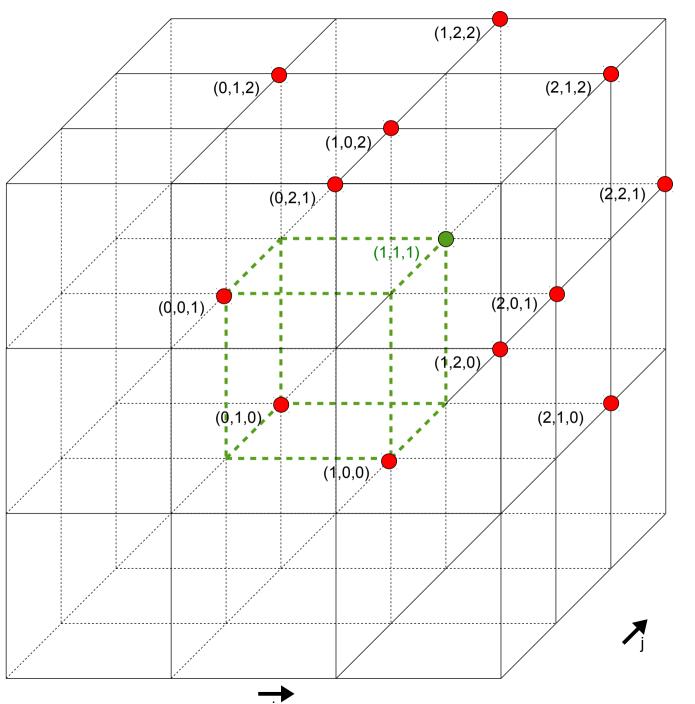
```
nodedata(1,1,1) =
C1*nodedata(1,1,1) +
C2*[ # direct neighbors
nodedata(1,1,0) +
nodedata(0,1,1) +
nodedata(1,2,1) +
nodedata(2,1,1) +
nodedata(1,0,1) +
nodedata(1,1,2) +
C3*[ # diagonal sqrt(2)
nodedata(0,1,0) +
nodedata(1,0,0) +
nodedata(1,2,0) +
nodedata(2,1,0) +
nodedata(0,0,1) +
nodedata(0,2,1) +
nodedata(2,2,1) +
nodedata(2,0,1) +
nodedata(0,1,2) +
nodedata(1,2,2) +
nodedata(2,1,2) +
nodedata(1,0,2)] +
C4*[ # diagonal sqrt(3)
nodedata(0,0,2) +
nodedata(0,2,2) +
nodedata(2,0,2) +
nodedata(2,2,2) +
nodedata(0,0,0) +
nodedata(0,2,0) +
nodedata(2,0,0) +
nodedata(2,2,0)]
```

## node2node average: six direct neighbor nodes



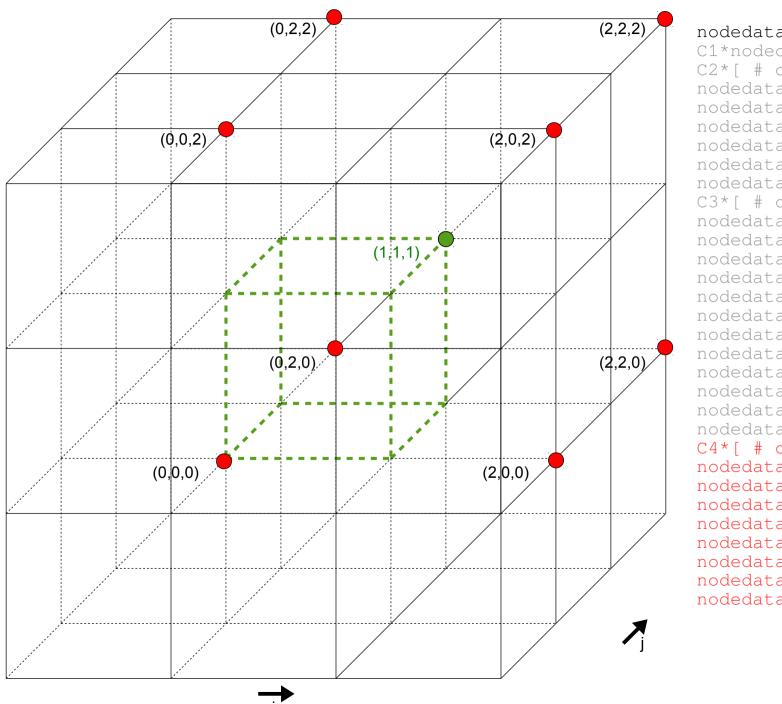
```
nodedata(1,1,1) =
C1*nodedata(1,1,1) +
C2*[ # direct neighbors
nodedata(1,1,0) +
nodedata(0,1,1) +
nodedata(1,2,1) +
nodedata(2,1,1) +
nodedata(1,0,1) +
nodedata(1,1,2) +
C3*[ # diagonal sqrt(2)
nodedata(0,1,0) +
nodedata(1,0,0) +
nodedata(1,2,0) +
nodedata(2,1,0) +
nodedata(0,0,1) +
nodedata(0,2,1) +
nodedata(2,2,1) +
nodedata(2,0,1) +
nodedata(0,1,2) +
nodedata(1,2,2) +
nodedata(2,1,2) +
nodedata(1,0,2) +
C4*[ # diagonal sqrt(3)
nodedata(0,0,2) +
nodedata(0,2,2) +
nodedata(2,0,2) +
nodedata(2,2,2) +
nodedata(0,0,0) +
nodedata(0,2,0) +
nodedata(2,0,0) +
nodedata(2,2,0)]
```

## node2node average: twelwe sqrt(2) diagonal neighbor nodes



```
nodedata(1,1,1) =
C1*nodedata(1,1,1) +
C2*[ # direct neighbors
nodedata(1,1,0) +
nodedata(0,1,1) +
nodedata(1,2,1) +
nodedata(2,1,1) +
nodedata(1,0,1) +
nodedata(1,1,2) +
C3*[ # diagonal sqrt(2)
nodedata(0,1,0) +
nodedata(1,0,0) +
nodedata(1,2,0) +
nodedata(2,1,0) +
nodedata(0,0,1) +
nodedata(0,2,1) +
nodedata(2,2,1) +
nodedata(2,0,1) +
nodedata(0,1,2) +
nodedata(1,2,2) +
nodedata(2,1,2) +
nodedata(1,0,2) +
C4*[ # diagonal sqrt(3)
nodedata(0,0,2) +
nodedata(0,2,2) +
nodedata(2,0,2) +
nodedata(2,2,2) +
nodedata(0,0,0) +
nodedata(0,2,0) +
nodedata(2,0,0) +
nodedata(2,2,0)]
```

## node2node average: eight sqrt(3) diagonal neighbor nodes



```
nodedata(1,1,1) =
C1*nodedata(1,1,1) +
C2*[ # direct neighbors
nodedata(1,1,0) +
nodedata(0,1,1) +
nodedata(1,2,1) +
nodedata(2,1,1) +
nodedata(1,0,1) +
nodedata(1,1,2) +
C3*[ # diagonal sqrt(2)
nodedata(0,1,0) +
nodedata(1,0,0) +
nodedata(1,2,0) +
nodedata(2,1,0) +
nodedata(0,0,1) +
nodedata(0,2,1) +
nodedata(2,2,1) +
nodedata(2,0,1) +
nodedata(0,1,2) +
nodedata(1,2,2) +
nodedata(2,1,2) +
nodedata(1,0,2) +
C4*[ # diagonal sqrt(3)
nodedata(0,0,2) +
nodedata(0,2,2) +
nodedata(2,0,2) +
nodedata(2,2,2) +
nodedata(0,0,0) +
nodedata(0,2,0) +
nodedata(2,0,0) +
nodedata(2,2,0)]
```