



















## 4. GRID-BASED NUMERICAL METHODS ... IN A PARALLEL DISTRIBUTED COMPUTING ENVIRONMENT

- Do all that stuff from earlier.....
- But now the grid is broken into pieces in different processes, which may not share memory!
- Need an algorithm to break up the grid efficiently
- Need to copy points from adjacent regions to take derivatives at grid edges (ghost zones)
- Need to communicate and sync these ghost-zone points between processes

# 5. GRID-BASED NUMERICAL METHODS ..... WITH MESH REFINEMENT / PATCHES