Description of the geometry
Description of the voxel structure

YAML

Description of the quasi-static problem
Description of the solver num. tolerance

YAML

mesher - Create the geometry

Voxelization of the geometry
- Using 3D STL files
- Using 2D vector shapes (layer stack)
- Using PNG files (layer stack)
- Using GERBER files (layer stack)
- Using voxel index vectors

Resolve conflicts between domains

Refine and/or resample the voxels

Compute the connected components

Check the domain connections

solver - Solve the PEEC problem

Compute the incidence matrices

Compute the Green functions analytically

Assemble the circulant tensors

Assemble the FFT matrix operators

Assemble the sparse preconditioner

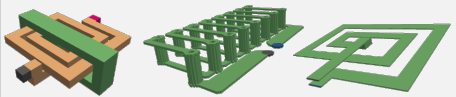
Create a dense operator for the eq. sys.

Check the condition of the eq. sys..

Solve the eq. sys. with an iterative solver

Post-process the solution (field, power, etc.)

viewer - Visualize the voxelized geometry



plotter - Visualize the problem solution