

# TAS Grid Data Structure

```
IMPLICIT REAL*8(A-H, O-Z)
READ(*) N_P_F, N_EL_F, N_ED_F, IDUMMY, N_BD_F, IDUMMY, DUMMY, &
        IDUMMY, IDUMMY, IDUMMY, IDUMMY, IDUMMY, IDUMMY, IDUMMY, &
        IDUMMY, IDUMMY, IDUMMY, N_PRISM, N_PYR, N_RECT
READ(*) ((DS_ND(N,I), N=1,3), I=1,N_P_F)           :x,y,z coordinates
READ(*) ((IDS_EL(N,I), N=1,6),I=1,N_EL_F)
READ(*) ((IDS_ED(N,I),N=1,2),I=1,N_ED_F)
READ(*) ((IDS_BD(N,I),N=1,4),I=1,N_BD_F)
READ(*) ((JPRISM(N,I),N=1,9),I=1,N_PRISM)
READ(*) ((IPYR(N,I),N=1,5),I=1,N_PYR)
READ(*) ((JPYR(N,I),N=1,8),I=1,N_PYR)
READ(*) ((IDS_RECT(N,I),N=1,5),I=1,N_RECT)
```

N\_P\_F: total number of nodes

N\_EL\_F: total number of tetrahedra

N\_ED\_F: total number of edges

N\_BD\_F: total number of boundary triangles

N\_PRISM: total number of prisms

N\_PYR: total number of pyramids

N\_RECT: total number of boundary rectangles

# Tetrahedra Data Structure

IDS\_EL(n,i) n=1,6: Edge1-6 are edges that construct a tetra, i

## Rule

ie1-ie4, ie2-ie5, ie3-ie6 are skew lines with each other

in01=ids\_ed(in1\_ed,ie1)

in02=ids\_ed(in2\_ed,ie1)

in03=ids\_ed(in1\_ed,ie4)

in04=ids\_ed(in2\_ed,ie4)

in11=ids\_ed(in1\_ed,ie2)

in12=ids\_ed(in2\_ed,ie2)

in13=ids\_ed(in1\_ed,ie5)

in14=ids\_ed(in2\_ed,ie5)

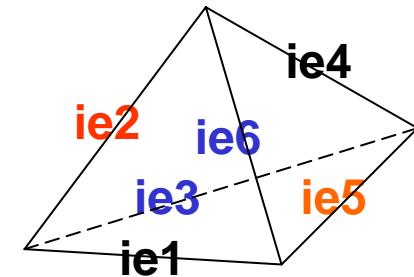
in21=ids\_ed(in1\_ed,ie3)

in22=ids\_ed(in2\_ed,ie3)

in23=ids\_ed(in1\_ed,ie6)

in24=ids\_ed(in2\_ed,ie6)

in01-04, in11-14, in21-24 are nodes that construct a tetrahedron, i



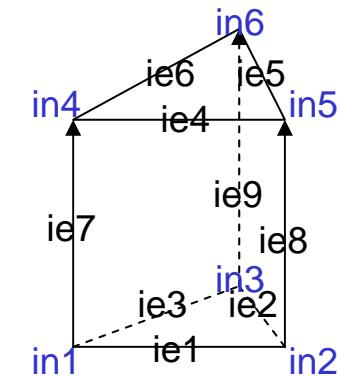
# Prism Data Structure

JPRISM(n,i) n=1,9: Edge1-9 are edges that construct a prism, i

## Rule

```
in1=ids_ed(in1_ed,ie7)
in2=ids_ed(in1_ed,ie8)
in3=ids_ed(in1_ed,ie9)
in4=ids_ed(in2_ed,ie7)
in5=ids_ed(in2_ed,ie8)
in6=ids_ed(in2_ed,ie9)
```

in1-6 are nodes that construct a prism, i



# Pyramid Data Structure

IPYR(n,i) n=1,5: Node1-5 are nodes that construct a pyramid, i

JPYR(n,i) n=1,8: Edge1-8 are edges that construct a pyramid, i

## Rule

ie1, ie2, ie3, ie4:edges that construct a lower rectangle

ie5, ie6, ie7, ie8:edges that construct four side triangles

in1, in2, in3, in4:nodes that construct a lower rectangle

