

Erratum: GPU-accelerated simulations of turbulence: Review of current applications and future perspectives [Phys. Rev. Fluids 11, 034905 (2026)]

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In the original version of this paper, Table III was inadvertently incomplete. In particular, one relevant flow solver was omitted due to an oversight during manuscript preparation. The corrected version of Table III, shown below, now includes the missing solver, OpenSBLI—an explicit high-order finite-difference code operating on structured curvilinear meshes—together with its key characteristics and references.

TABLE III. List of open-source GPU-ready codes for DNS of single-phase compressible flows.

Code	Method	Notes
COREFL	Finite difference	Reactive flows and curvilinear coordinates
CUBENS	High-order finite difference	Nonideal fluids
Flash-X	Finite difference	Level-set and adaptive mesh
GALÆXI	Discontinuous Galerkin	Unstructured meshes
HTR	Finite difference	Hypersonic aerothermodynamics
HyPAR	Finite difference	Unified framework for systems of PDEs
JAX-FLUIDS	Finite volume	Diffuse interface and immersed boundary
NALU	Finite volume	Unstructured grid
OpenCFD-SCU	Finite difference	Curvilinear coordinates
OpenSBLI [1–3]	Finite difference	Modular support for different equations
Parthenon-Hydro	Finite volume	Adaptive mesh refinement
PyFR	Flux reconstruction	Curved, mixed, and unstructured grids
RHEA	Second-order discretization	IBM and LPT support
SENSEI	Finite volume	Multiblock structured grid
SOD2D	Spectral element	LES support and unstructured grids
STREAmS	Finite difference	Generalized curvilinear coordinate support
URANOS	High-order finite difference	Support for LES and wall-modeled LES
Xcompact3d	High-order finite difference	Support for DNS and LES
ZEFR	Flux reconstruction	Overset grids support

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