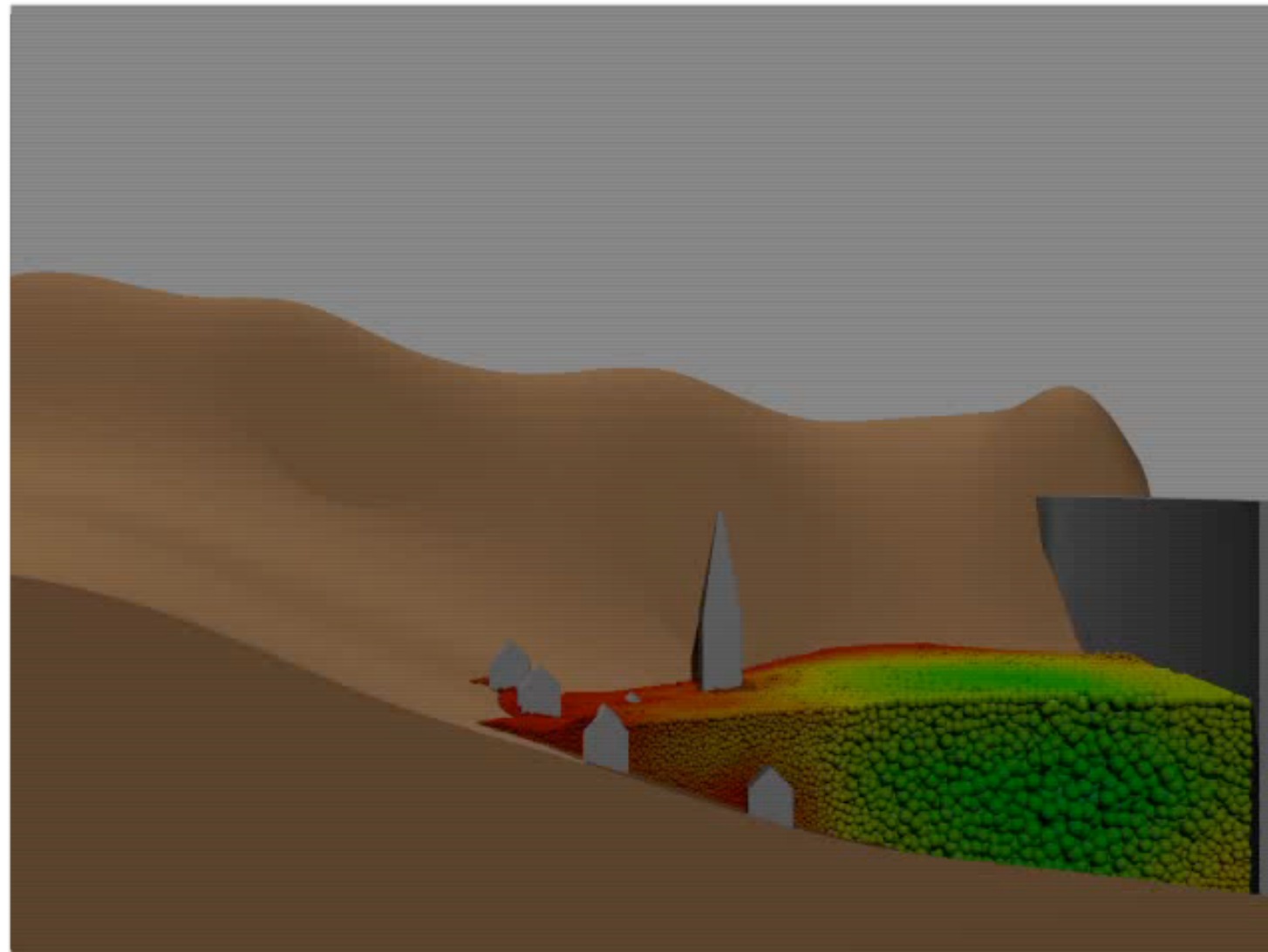


Particle Fluids



Adrien Treuille

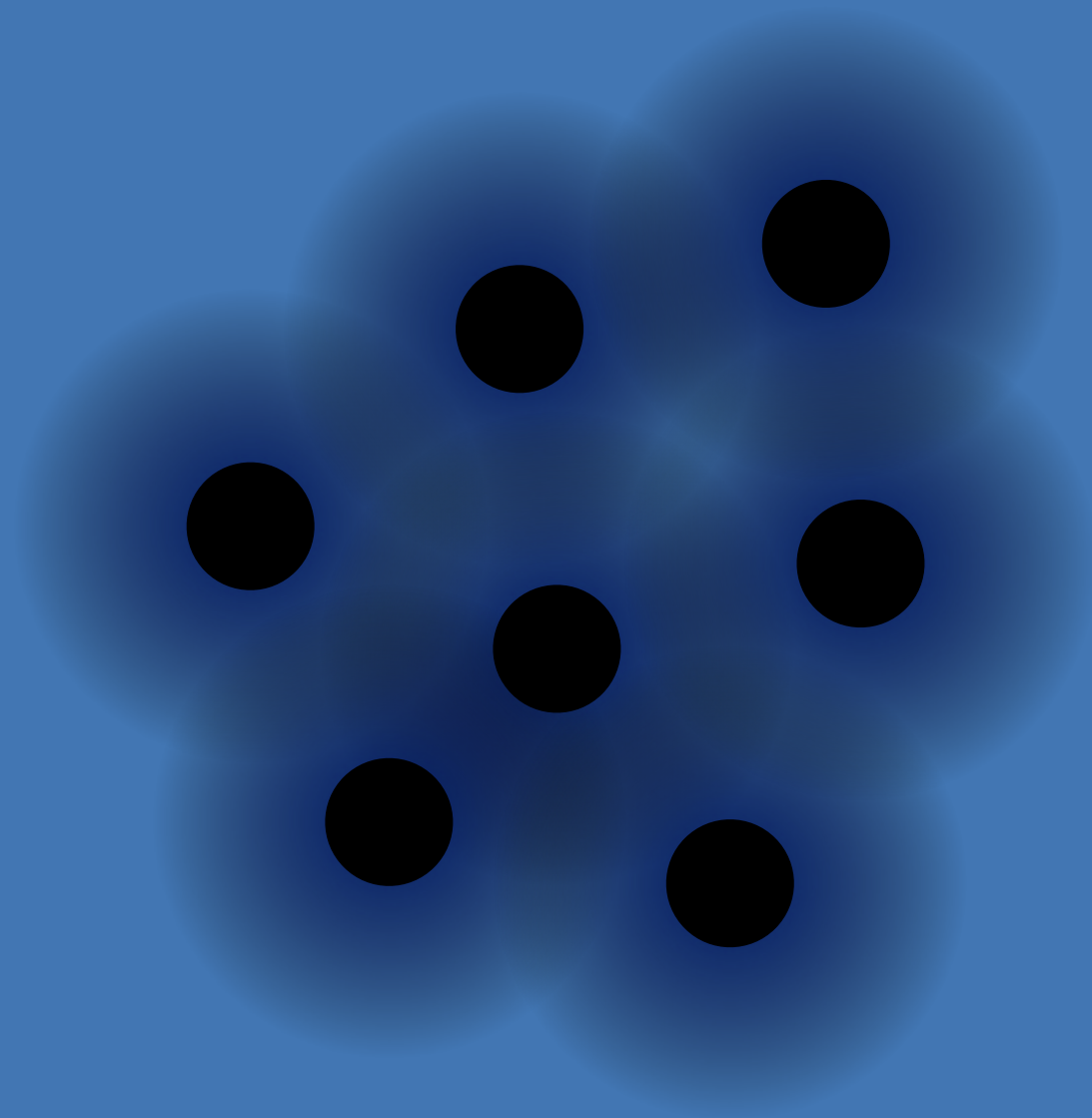
Overview

- Smoothed Particle Hydrodynamics (SPH) Basics
- Fluid Behavior
- The Navier-Stokes Equations
- SPH Simulation
- Rendering
- Results
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Particle Model



Properties

- Position - $\mathbf{x}$
- Velocity - $\mathbf{v}$
- Mass - m
- Density - ρ

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Fluid Behavior



Gravity



Resistance to
Compression



Viscosity

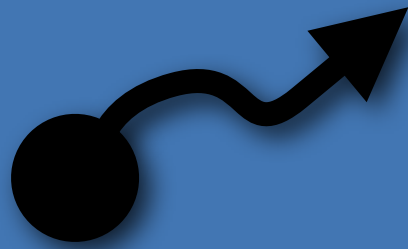
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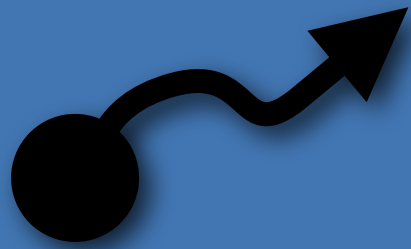
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Fluid Forces



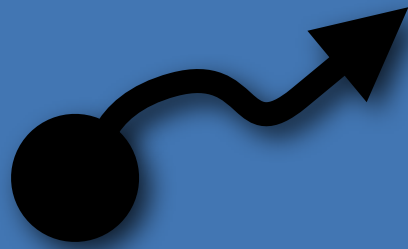
$$m\dot{\mathbf{v}} = \mathbf{f}$$

Fluid Forces

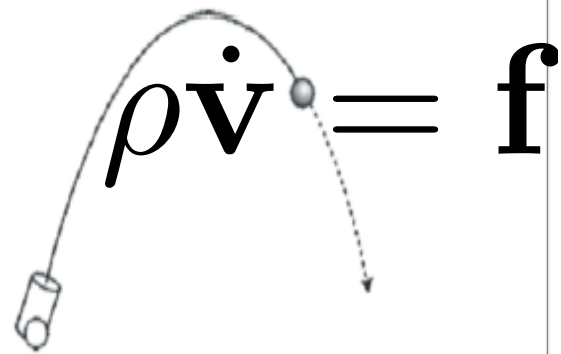


$$\rho \dot{\mathbf{v}} = \mathbf{f}$$

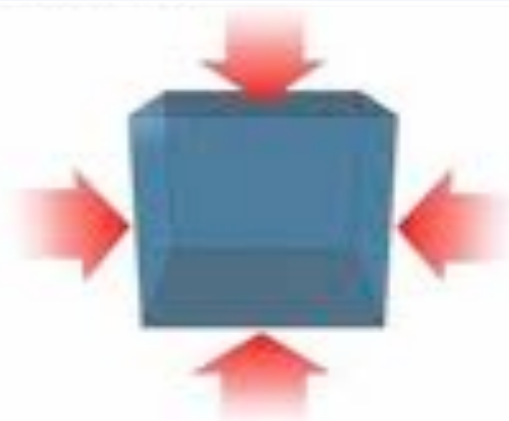
Fluid Forces



$$\rho \dot{\mathbf{v}} = \mathbf{f}$$



Gravity



Resistance to
Compression



Viscosity

Fluid Forces

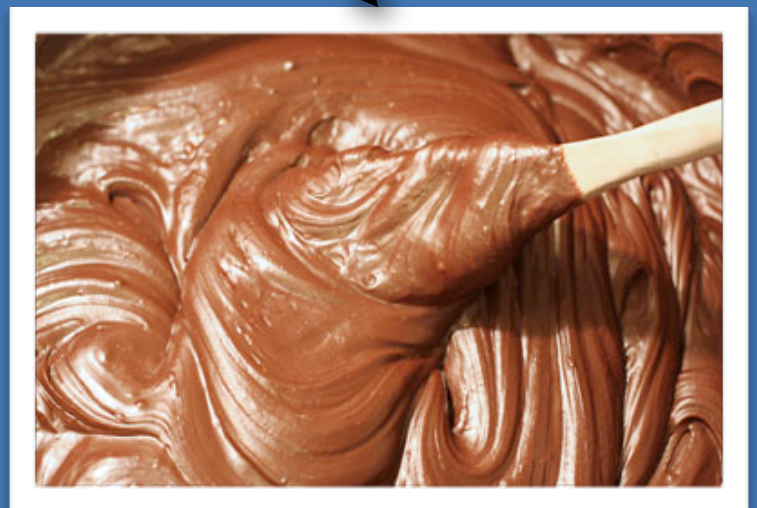
$$\rho \dot{\mathbf{v}} = \mathbf{f}_{\text{gravity}} + \mathbf{f}_{\text{pressure}} + \mathbf{f}_{\text{viscosity}}$$



Gravity



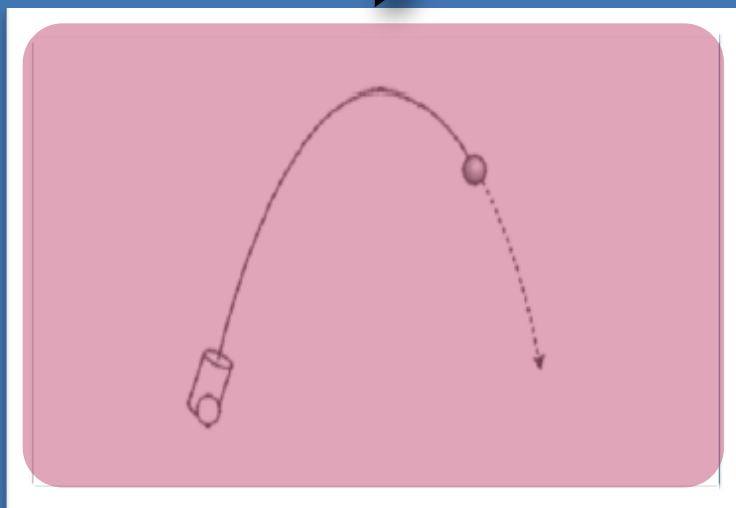
Resistance to
Compression



Viscosity

Fluid Forces

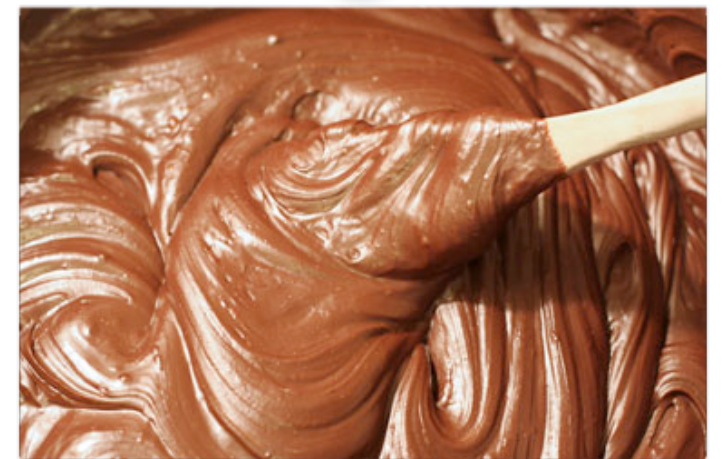
$$\rho \dot{\mathbf{v}} = \mathbf{f}_{\text{gravity}} + \mathbf{f}_{\text{pressure}} + \mathbf{f}_{\text{viscosity}}$$



Gravity



Resistance to
Compression



Viscosity

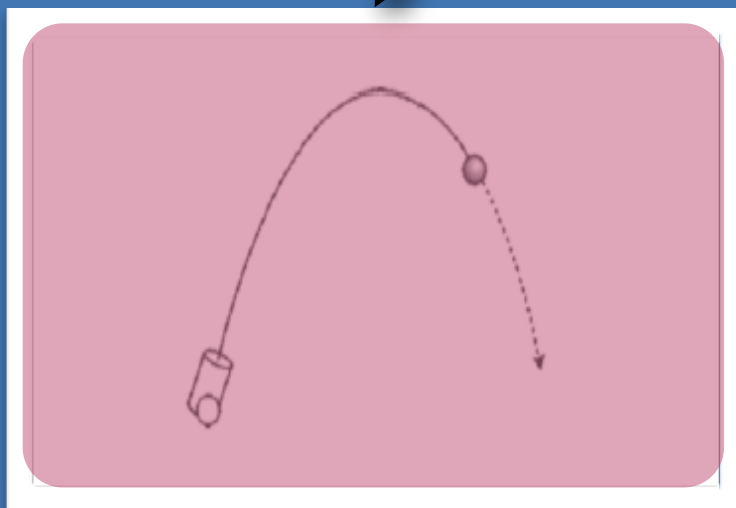
Gravity



$$\mathbf{f}_{\text{gravity}} = \rho \mathbf{g}$$

Fluid Forces

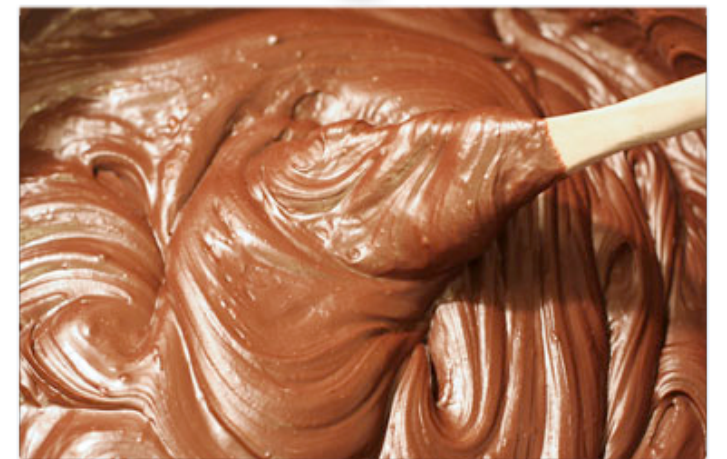
$$\rho \dot{\mathbf{v}} = \mathbf{f}_{\text{gravity}} + \mathbf{f}_{\text{pressure}} + \mathbf{f}_{\text{viscosity}}$$



Gravity



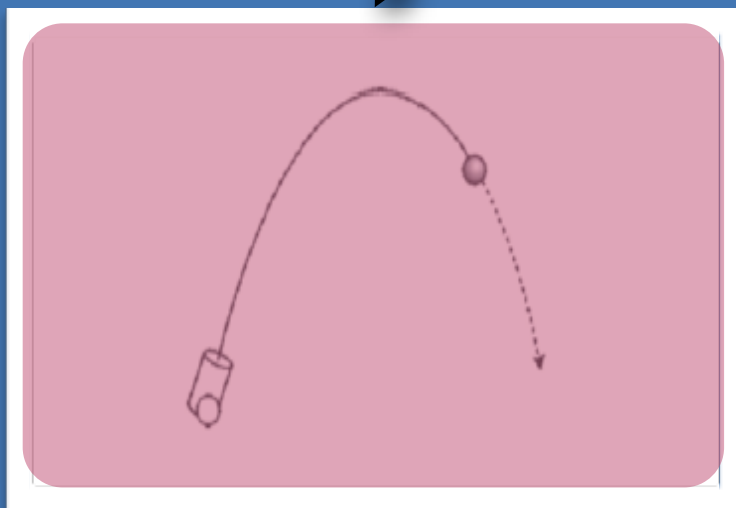
Resistance to
Compression



Viscosity

Fluid Forces

$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} + \mathbf{f}_{\text{pressure}} + \mathbf{f}_{\text{viscosity}}$$



Gravity



Resistance to
Compression



Viscosity

Fluid Forces

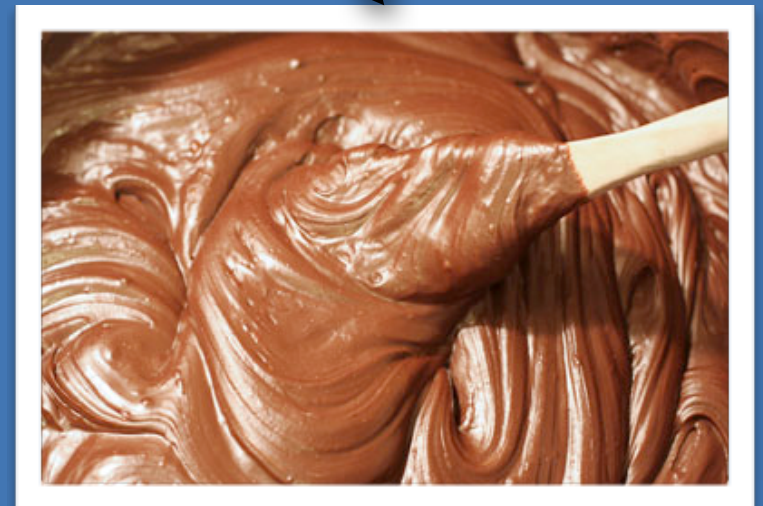
$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} + \mathbf{f}_{\text{pressure}} + \mathbf{f}_{\text{viscosity}}$$



Gravity



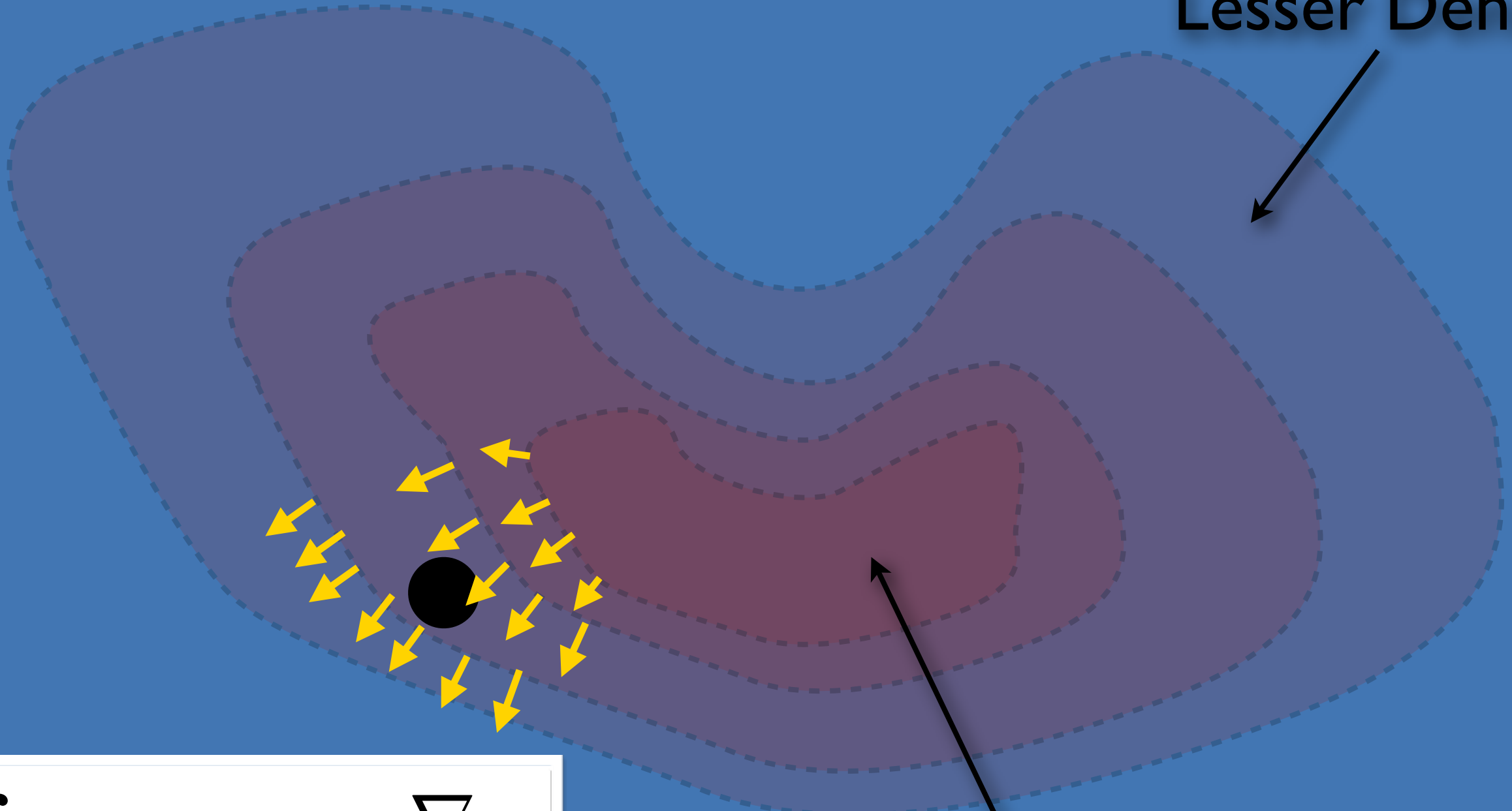
Resistance to
Compression



Viscosity

Pressure

Lesser Density



Greater Density

$$\mathbf{f}_{\text{pressure}} = -\nabla p$$
$$p \propto \rho$$



Fluid Forces

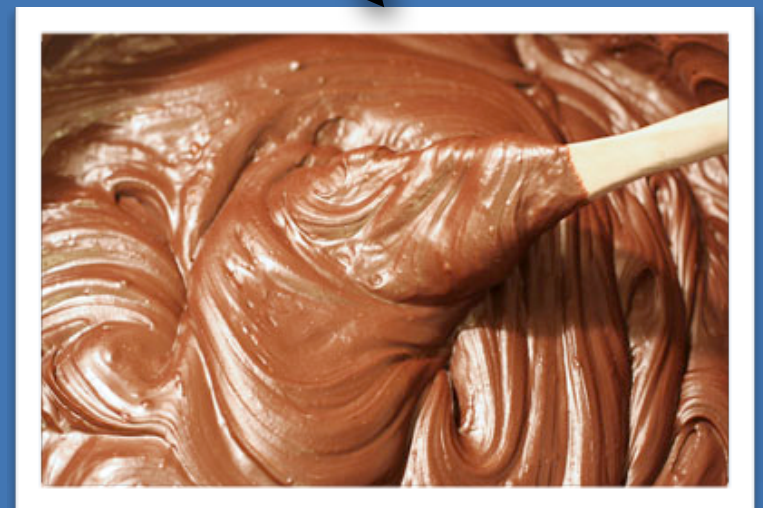
$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} + \mathbf{f}_{\text{pressure}} + \mathbf{f}_{\text{viscosity}}$$



Gravity



Resistance to
Compression



Viscosity

Fluid Forces

$$\rho \dot{\mathbf{v}} = \rho \mathbf{g}$$

$$-\nabla p$$

$$+ \mathbf{f}_{\text{viscosity}}$$



Gravity



Resistance to
Compression



Viscosity

Fluid Forces

$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} \quad -\nabla p \quad + \mathbf{f}_{\text{viscosity}}$$



Gravity



Resistance to
Compression



Viscosity

Fluid Forces

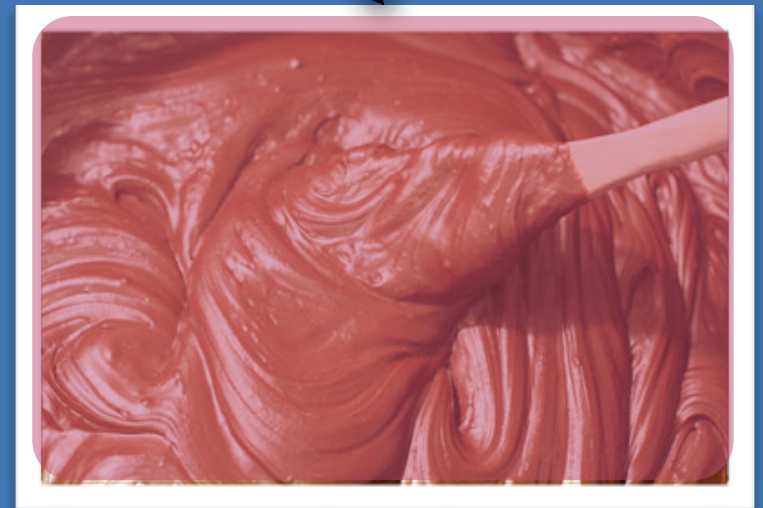
$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} - \nabla p + \mathbf{f}_{\text{viscosity}}$$



Gravity



Resistance to
Compression



Viscosity

Viscosity

- How do we drive the fluid velocity to be like its neighbors?

- Use a spring!

$$f_{\text{viscosity}} \propto \underbrace{v_{\text{neighborhood}} - v}$$

- What is this?

Viscosity

$$\mathbf{v}(x - \Delta x) \longleftrightarrow \mathbf{v}(x) \longleftrightarrow \mathbf{v}(x + \Delta x)$$

$$\mathbf{v}_{\text{neighborhood}}^{(1D)} \approx \frac{1}{2} \mathbf{v}(x - \Delta x) + \frac{1}{2} \mathbf{v}(x + \Delta x)$$

$$\mathbf{v}_{\text{neighborhood}}^{(2D)} \approx \frac{1}{4} \mathbf{v}(x - \Delta x) + \frac{1}{4} \mathbf{v}(x + \Delta x) + \frac{1}{4} \mathbf{v}(x - \Delta y) + \frac{1}{4} \mathbf{v}(x + \Delta y)$$

$$\mathbf{f}_{\text{viscosity}} \propto \underbrace{\mathbf{v}_{\text{neighborhood}} - \mathbf{v}}$$

• What is this?

Viscosity

By Substitution...

$$f_{\text{viscosity}} \propto \frac{1}{2} \mathbf{v}(x - \Delta x) + \frac{1}{2} \mathbf{v}(x + \Delta x) - \mathbf{v}$$

$$f_{\text{viscosity}} \propto \mathbf{v}(x - \Delta x) + \mathbf{v}(x + \Delta x) - 2\mathbf{v}$$

Taking Limits...

$$f_{\text{viscosity}} = \mu \nabla^2 \mathbf{v}$$

Fluid Forces

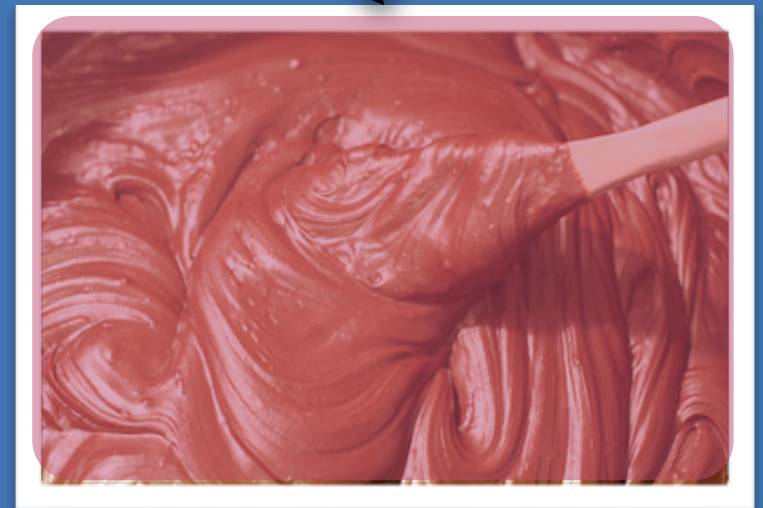
$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} - \nabla p + \mathbf{f}_{\text{viscosity}}$$



Gravity



Resistance to
Compression



Viscosity

Fluid Forces

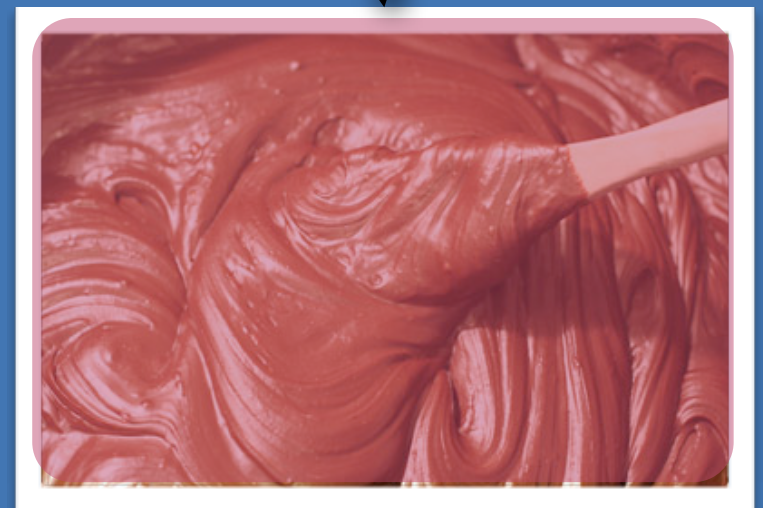
$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} - \nabla p + \mu \nabla^2 \mathbf{v}$$



Gravity



Resistance to
Compression



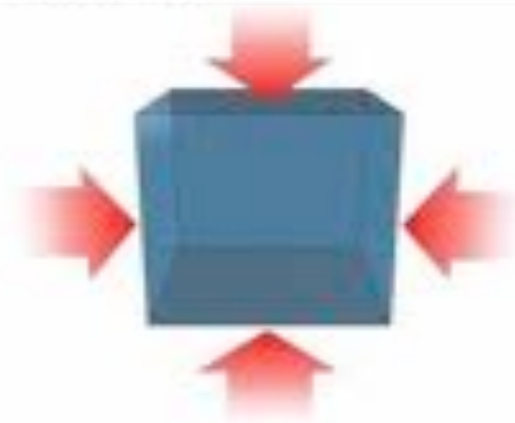
Viscosity

Navier-Stokes

$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} - \nabla p + \mu \nabla^2 \mathbf{v}$$



Gravity

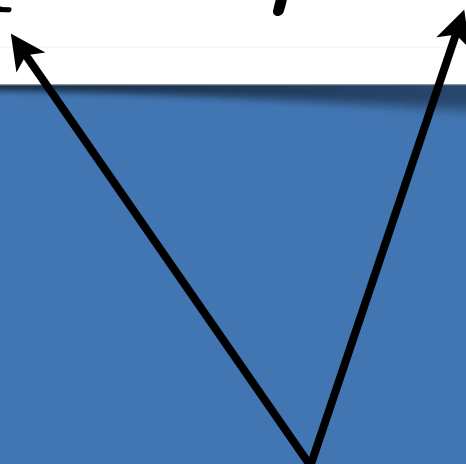


Resistance to
Compression



Viscosity

Navier-Stokes

$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} - \nabla p + \mu \nabla^2 \mathbf{v}$$


**How do we evaluate
these quantities using
a particle system?**

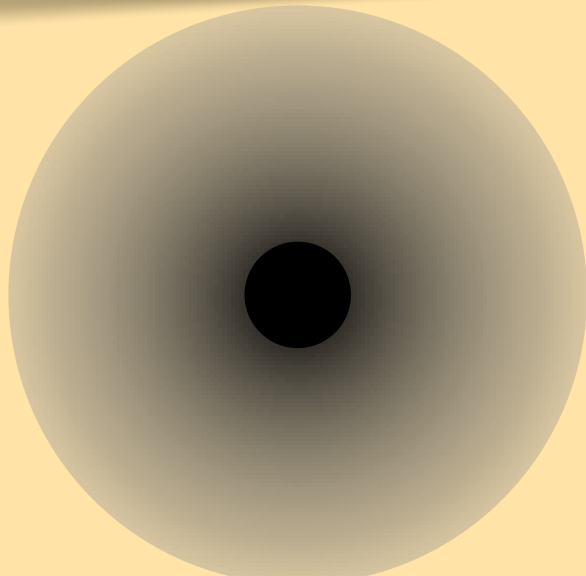
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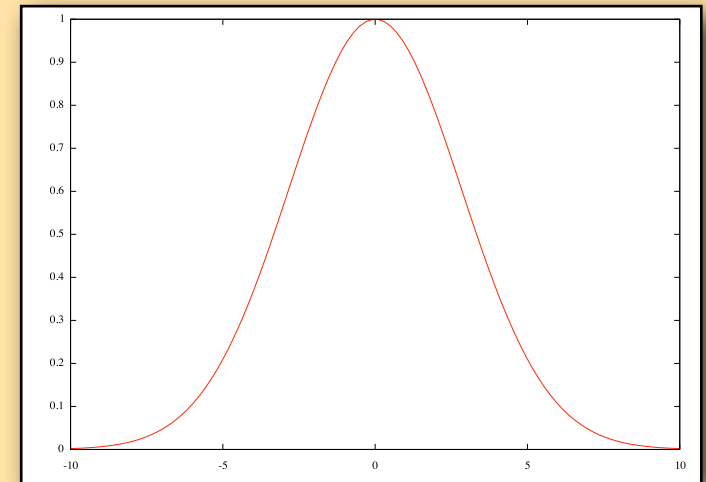
Kernel Functions



$$W(\mathbf{r})$$

or

$$W(\mathbf{r}, h)$$



- Properties:

- Symmetric:

$$W(\mathbf{x}) = W(-\mathbf{x})$$

- Finite Support:

$$W(\mathbf{x}) = 0 \quad \forall ||x|| > h$$

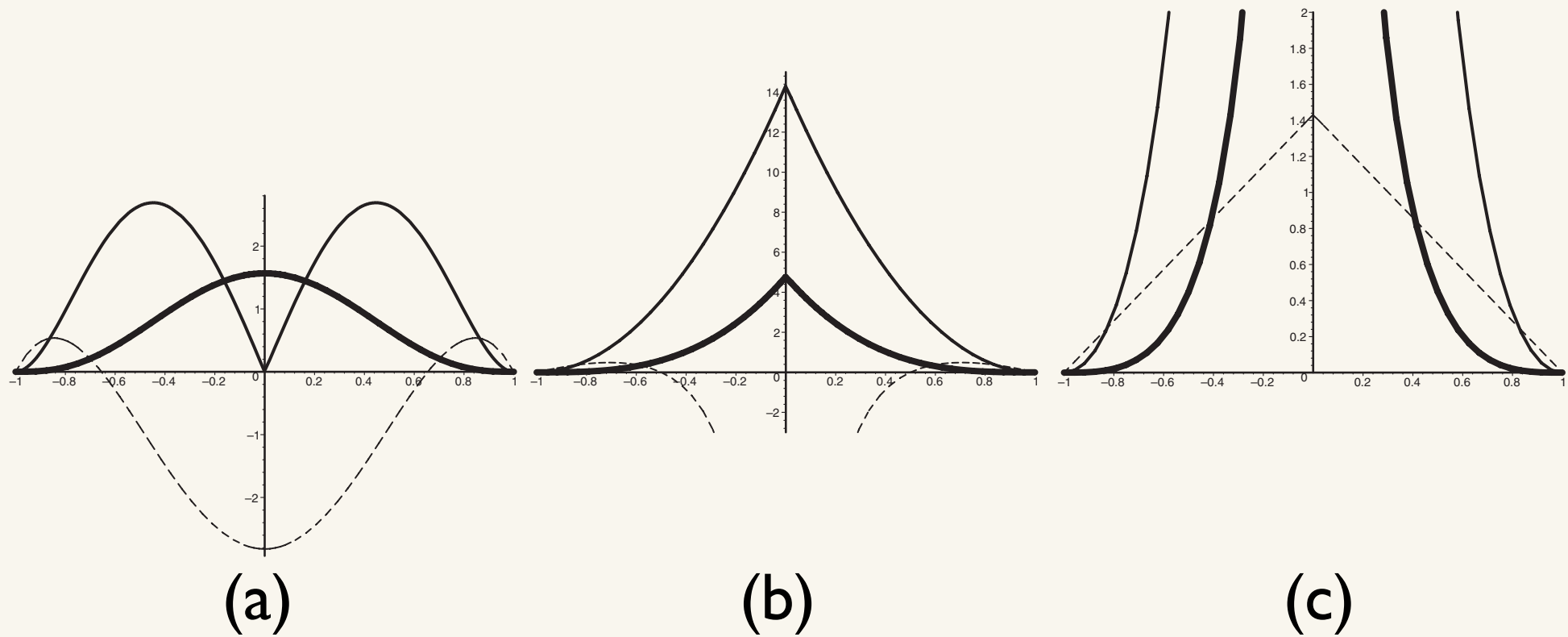
- Flat at center:

$$\nabla W(0) = 0$$

- Normalized:

$$\int W(\mathbf{x}) d\mathbf{x} = 1$$

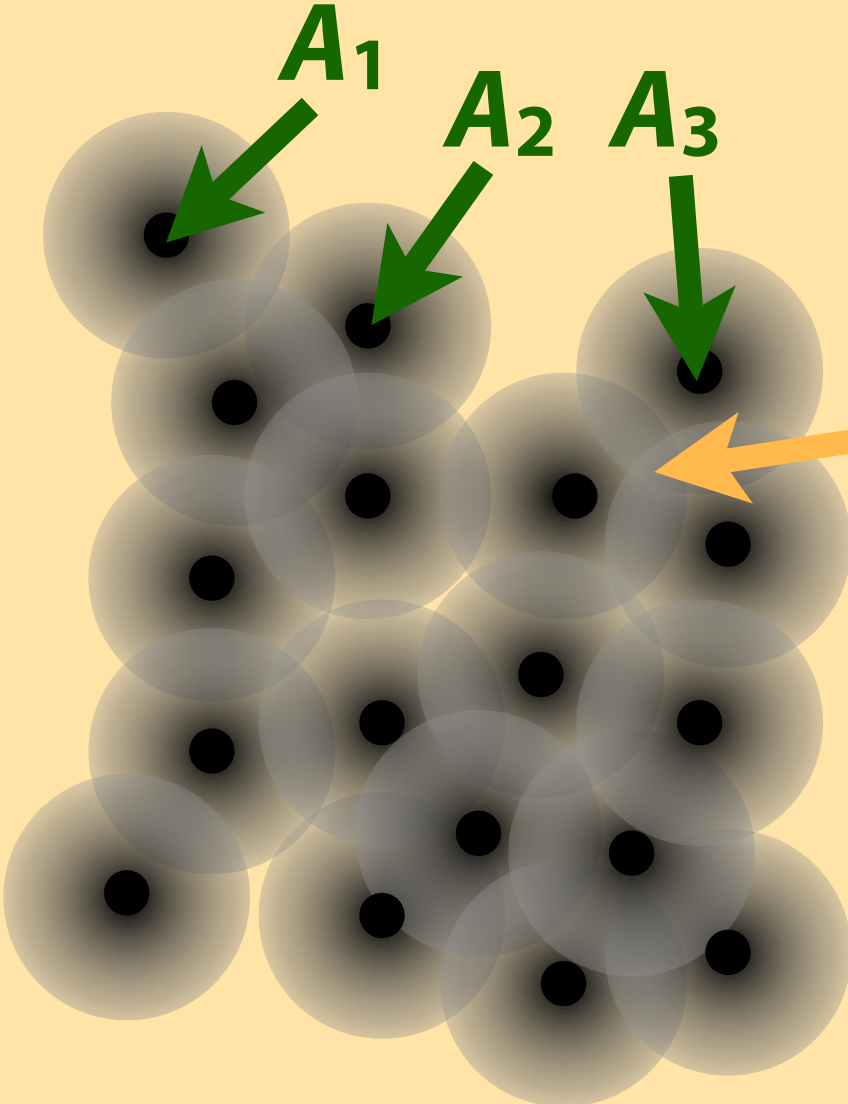
Kernel



— Kernel
— Gradient Length
- - - Laplacian

Interpolation

For a physical quantity A:



The diagram shows a cluster of particles, each represented by a black dot with a surrounding gray shaded region. Three green arrows labeled A_1 , A_2 , and A_3 point to the first three particles. An orange arrow points from the text $A_S(\mathbf{r})$ in the formula to the shaded region of a particle in the cluster.

$$A_S(\mathbf{r}) = \sum_j \overset{\text{mass}}{m_j} \frac{\overset{\text{quantity}}{A_j}}{\overset{\text{density}}{\rho_j}} \overset{\text{kernel}}{W}(\overset{\text{position}}{\mathbf{r} - \mathbf{r}_j}, \overset{\text{kernel width}}{h}),$$

Example, density:

$$\rho_S(\mathbf{r}) = \sum_j m_j \frac{\rho_j}{\rho_j} W(\mathbf{r} - \mathbf{r}_j, h)$$

What About

Function:

$$A_S(\mathbf{r}) = \sum_j m_j \frac{A_j}{\rho_j} W(\mathbf{r} - \mathbf{r}_j, h),$$

Gradient:

$$\nabla A_S(\mathbf{r}) = \sum_j m_j \frac{A_j}{\rho_j} \nabla W(\mathbf{r} - \mathbf{r}_j, h)$$

Laplacian:

$$\nabla^2 A_S(\mathbf{r}) = \sum_j m_j \frac{A_j}{\rho_j} \nabla^2 W(\mathbf{r} - \mathbf{r}_j, h).$$

**But we're going to
play tricks. ;-)**

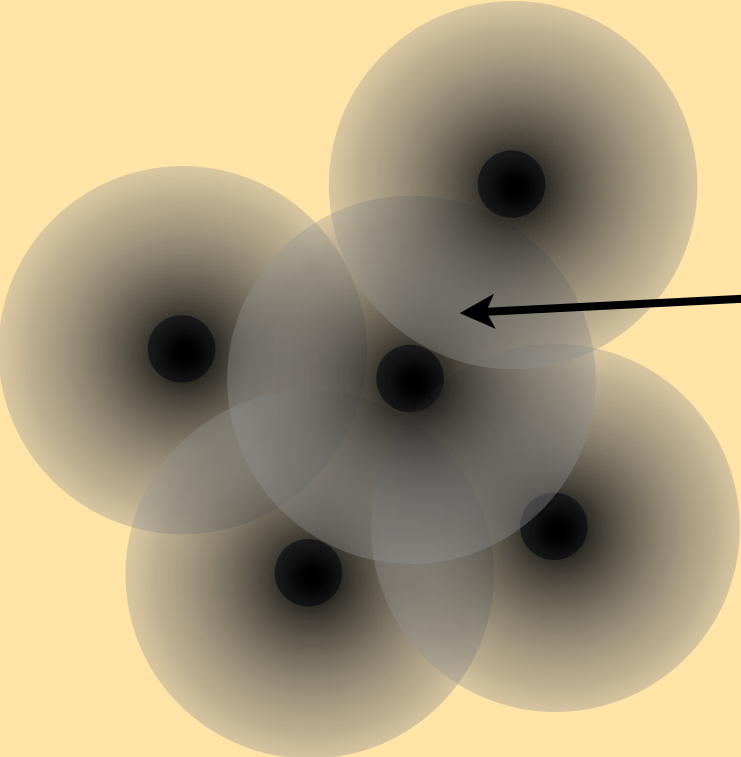
Pressure

For One Particle:

$$p_j = \kappa(\rho_j - \bar{\rho})$$

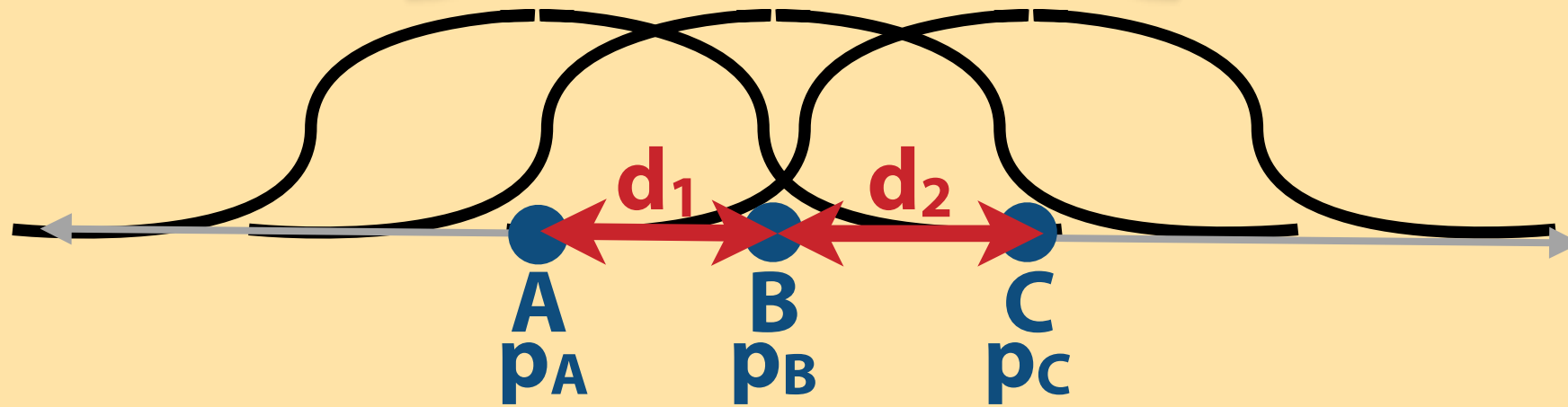
$$\text{pressure force} = -\nabla p(\mathbf{r})$$

Spatial Pressure Evaluation:


$$\nabla p(\mathbf{r}) = \sum_j m_j \frac{p_j}{\rho_j} \nabla W(\mathbf{r} - \mathbf{r}_j, h)$$

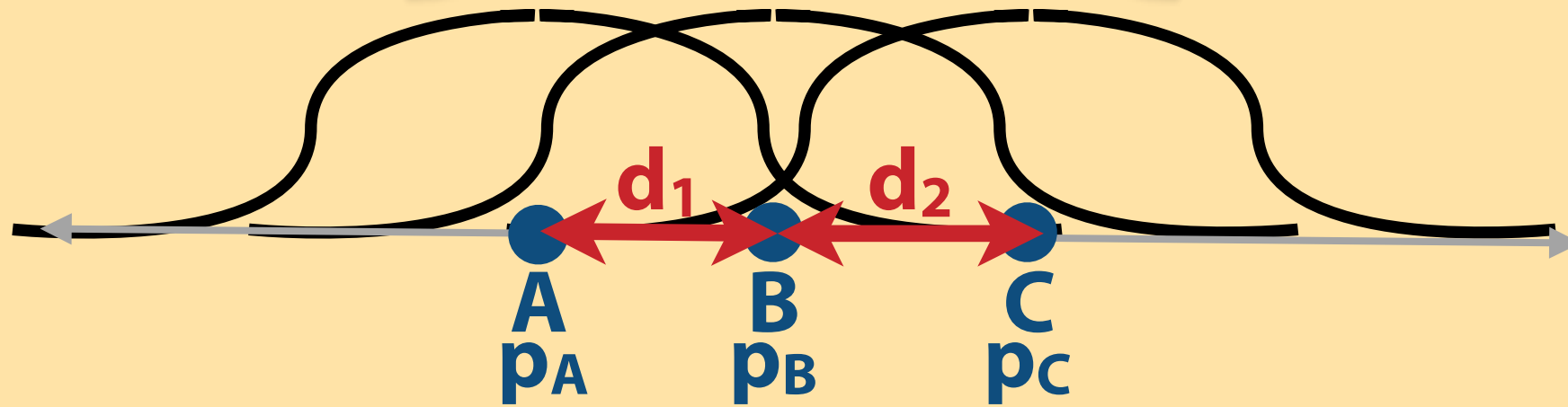
But wait... is this symmetric?

Pressure



$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

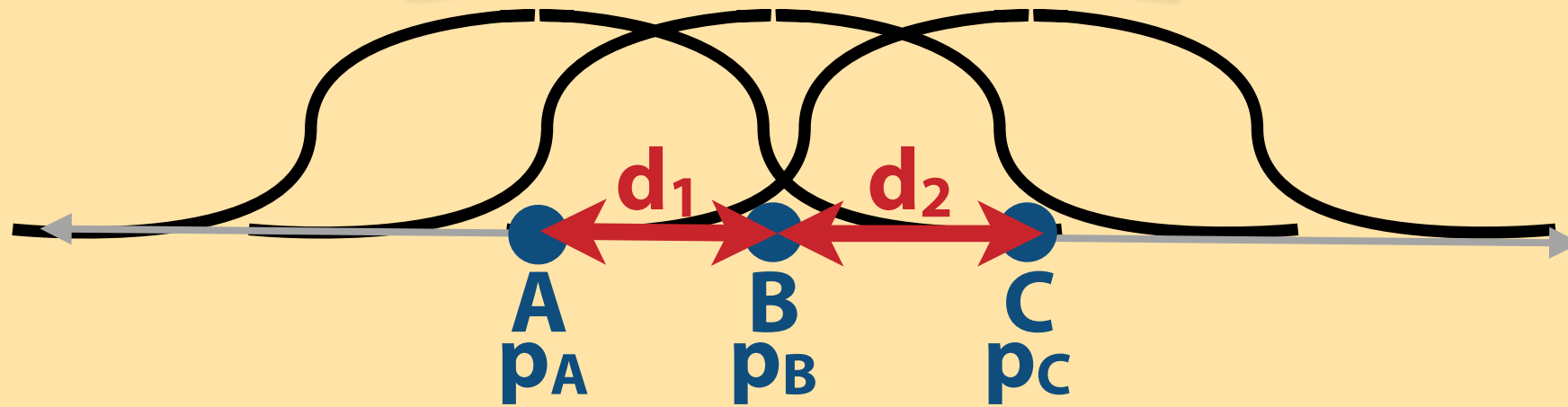
Pressure



$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

$\mathbf{f}_A =$

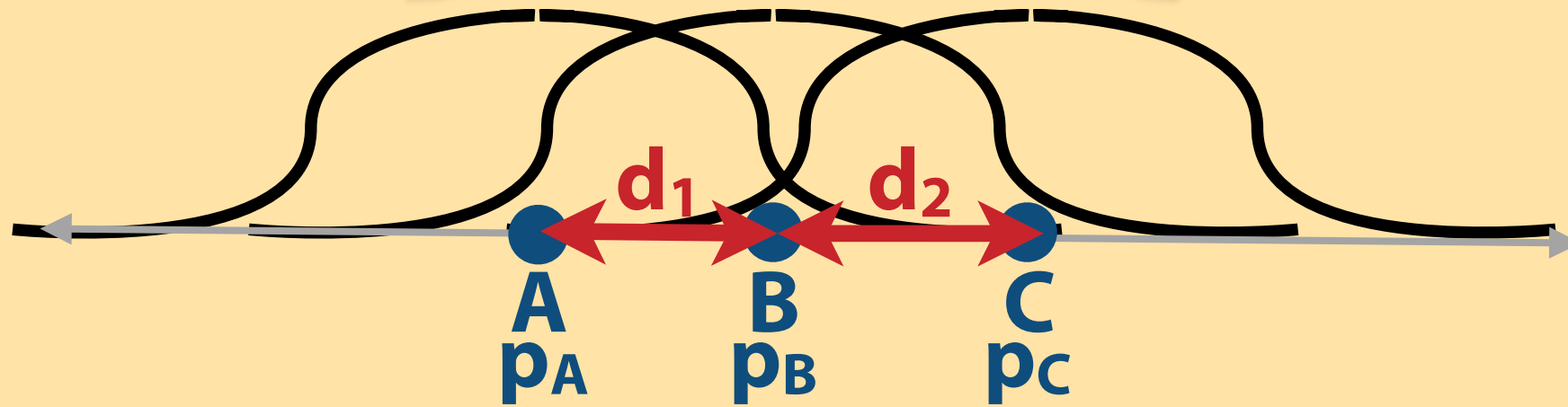
Pressure



$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

$$\mathbf{f}_A = -\mathbf{p}_A \nabla W(\mathbf{0})$$

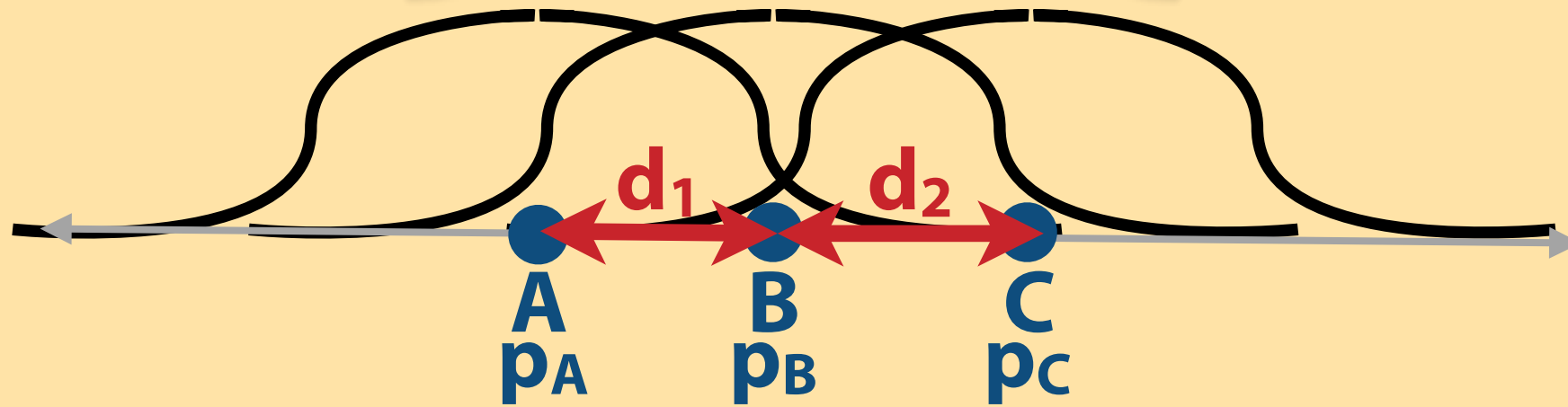
Pressure



$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

$$\mathbf{f}_A = -\mathbf{p}_A \nabla W(\mathbf{0}) - \mathbf{p}_B \nabla W(-\mathbf{d}_1)$$

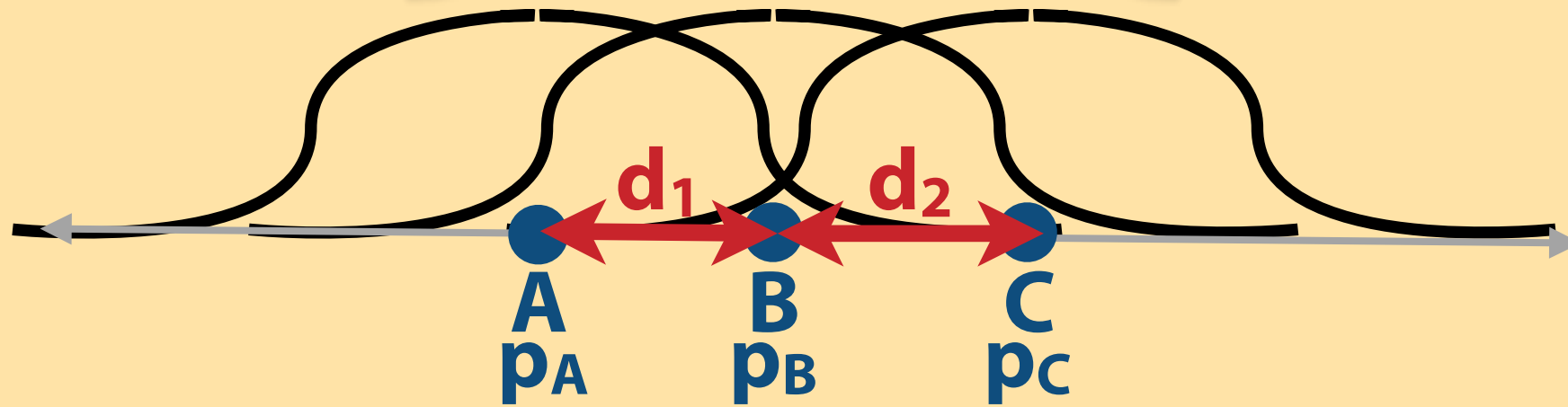
Pressure



$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

$$\mathbf{f}_A = -\mathbf{p}_A \nabla W(\mathbf{0}) - \mathbf{p}_B \nabla W(-\mathbf{d}_1) - \mathbf{p}_C \nabla W(-\mathbf{d}_1 - \mathbf{d}_2)$$

Pressure



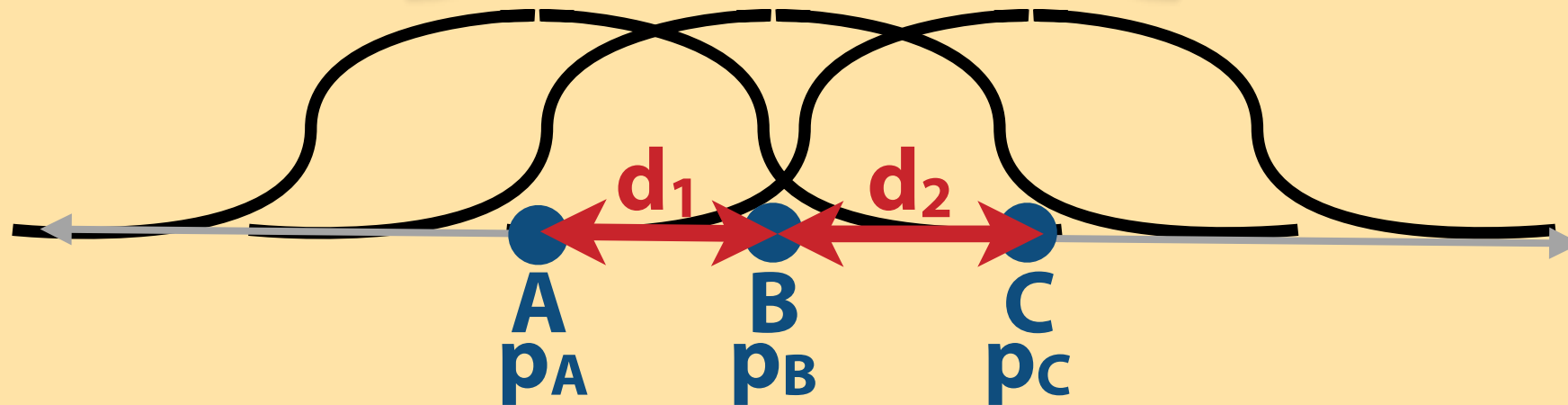
$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

$$\mathbf{f}_A = -\mathbf{p}_A \nabla W(\mathbf{0}) - \mathbf{p}_B \nabla W(-\mathbf{d}_1) - \mathbf{p}_C \nabla W(-\mathbf{d}_1 - \mathbf{d}_2)$$

$$\mathbf{f}_B = -\mathbf{p}_A \nabla W(\mathbf{d}_1) - \mathbf{p}_B \nabla W(\mathbf{0}) - \mathbf{p}_C \nabla W(-\mathbf{d}_2)$$

$$\mathbf{f}_C = -\mathbf{p}_A \nabla W(\mathbf{d}_1 + \mathbf{d}_2) - \mathbf{p}_B \nabla W(\mathbf{d}_2) - \mathbf{p}_C \nabla W(\mathbf{0})$$

Pressure



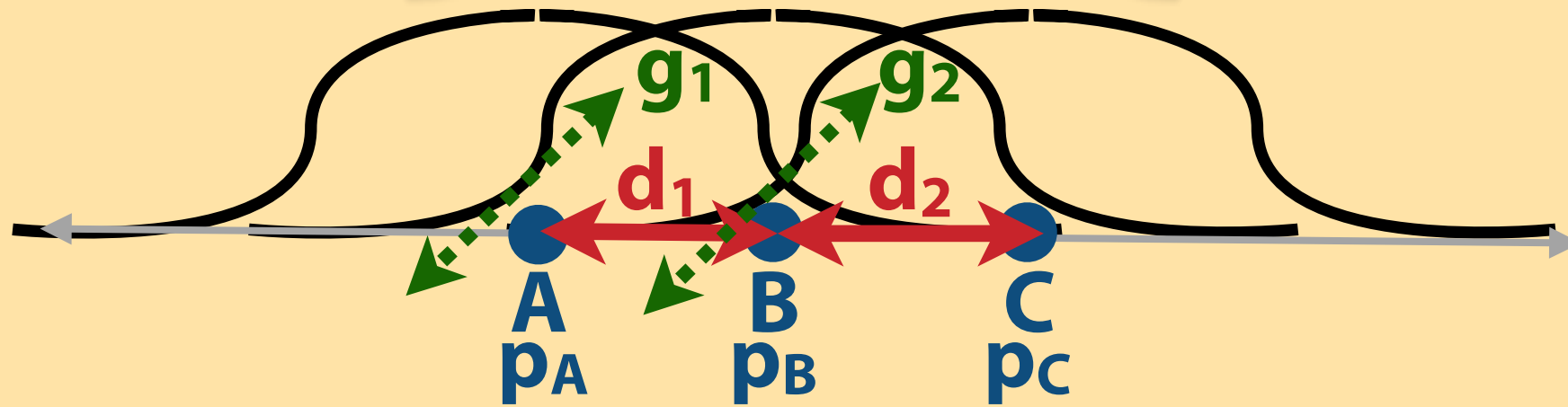
$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

~~$$\mathbf{f}_A = -p_A \nabla W(0) - p_B \nabla W(-d_1) - p_C \nabla W(-d_1-d_2)$$

$$\mathbf{f}_B = -p_A \nabla W(d_1) - p_B \nabla W(0) - p_C \nabla W(-d_2)$$

$$\mathbf{f}_C = -p_A \nabla W(d_1+d_2) - p_B \nabla W(d_2) - p_C \nabla W(0)$$~~

Pressure



$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

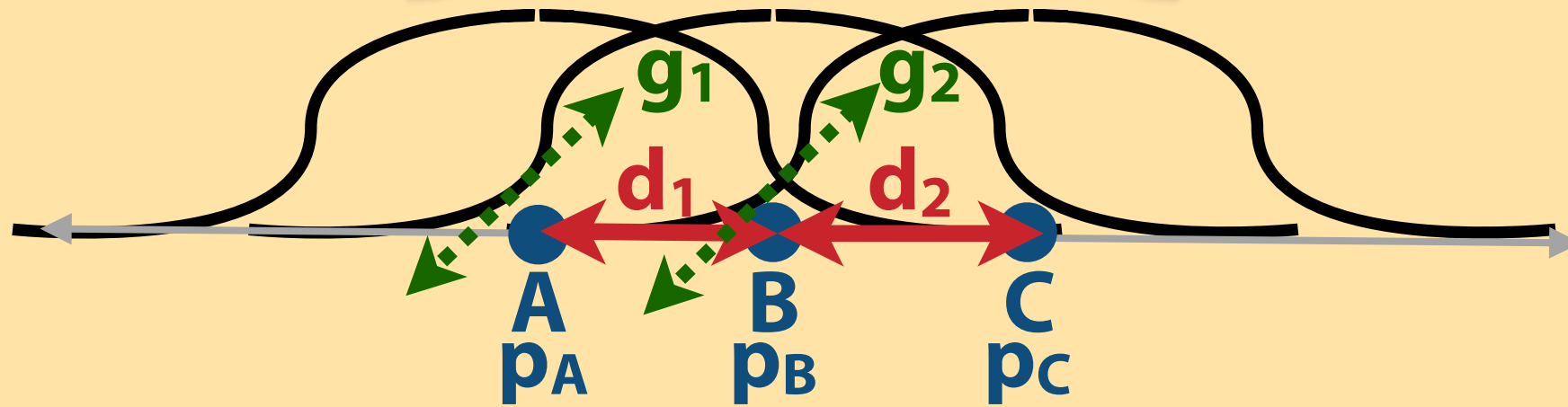
~~$$\mathbf{f}_A = -p_A \nabla W(0) - p_B \nabla W(-d_1) - p_C \nabla W(-d_1 - d_2)$$~~

~~$$\mathbf{f}_B = -p_A \nabla W(d_1) - p_B \nabla W(0) - p_C \nabla W(-d_2)$$~~

~~$$\mathbf{f}_C = -p_A \nabla W(d_1 + d_2) - p_B \nabla W(d_2) - p_C \nabla W(0)$$~~

$$\mathbf{g}_1 = -\nabla W(-d_1) \quad \mathbf{g}_2 = -\nabla W(-d_2)$$

Pressure



$$-\nabla p(\mathbf{r}) = \sum_j p_j \nabla W(\mathbf{r} - \mathbf{r}_j)$$

$$\mathbf{f}_A = \mathbf{p}_B \mathbf{g}_1$$

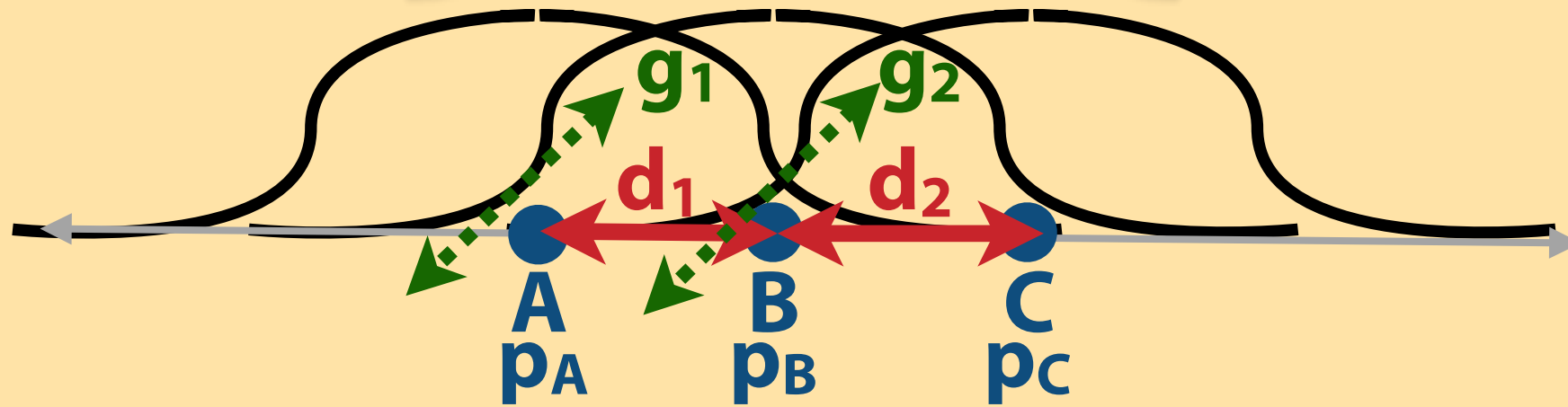
$$\mathbf{f}_B = -\mathbf{p}_A \mathbf{g}_1 + \mathbf{p}_C \mathbf{g}_2$$

$$\mathbf{f}_C = -\mathbf{p}_B \mathbf{g}_2$$

} $\neq 0$

$$\mathbf{g}_1 = -\nabla W(-\mathbf{d}_1) \quad \mathbf{g}_2 = -\nabla W(-\mathbf{d}_2)$$

Pressure



$$-\nabla p(\mathbf{r}_i) = \sum_j \frac{p_i + p_j}{2} \nabla W(\mathbf{r}_i - \mathbf{r}_j)$$

$$\left. \begin{aligned} \mathbf{f}_A &= \frac{1}{2}(\mathbf{p}_A + \mathbf{p}_B)\mathbf{g}_1 \\ \mathbf{f}_B &= -\frac{1}{2}(\mathbf{p}_A + \mathbf{p}_B)\mathbf{g}_1 + \frac{1}{2}(\mathbf{p}_B + \mathbf{p}_C)\mathbf{g}_2 \\ \mathbf{f}_C &= -\frac{1}{2}(\mathbf{p}_B + \mathbf{p}_C)\mathbf{g}_2 \end{aligned} \right\} = 0$$

$$\mathbf{g}_1 = -\nabla W(-\mathbf{d}_1) \quad \mathbf{g}_2 = -\nabla W(-\mathbf{d}_2)$$

Pressure

$$\mathbf{f}_i^{\text{viscosity}} = \mu \nabla^2 \mathbf{v}(\mathbf{r}_a) = \mu \sum_j m_j \frac{\mathbf{v}_j}{\rho_j} \nabla^2 W(\mathbf{r}_i - \mathbf{r}_j, h).$$

Symmetrization:

$$\mathbf{f}_i^{\text{viscosity}} = \mu \sum_j m_j \frac{\mathbf{v}_j - \mathbf{v}_i}{\rho_j} \nabla^2 W(\mathbf{r}_i - \mathbf{r}_j, h).$$


Spring that pulls the particle towards the velocity of it's neighbors.

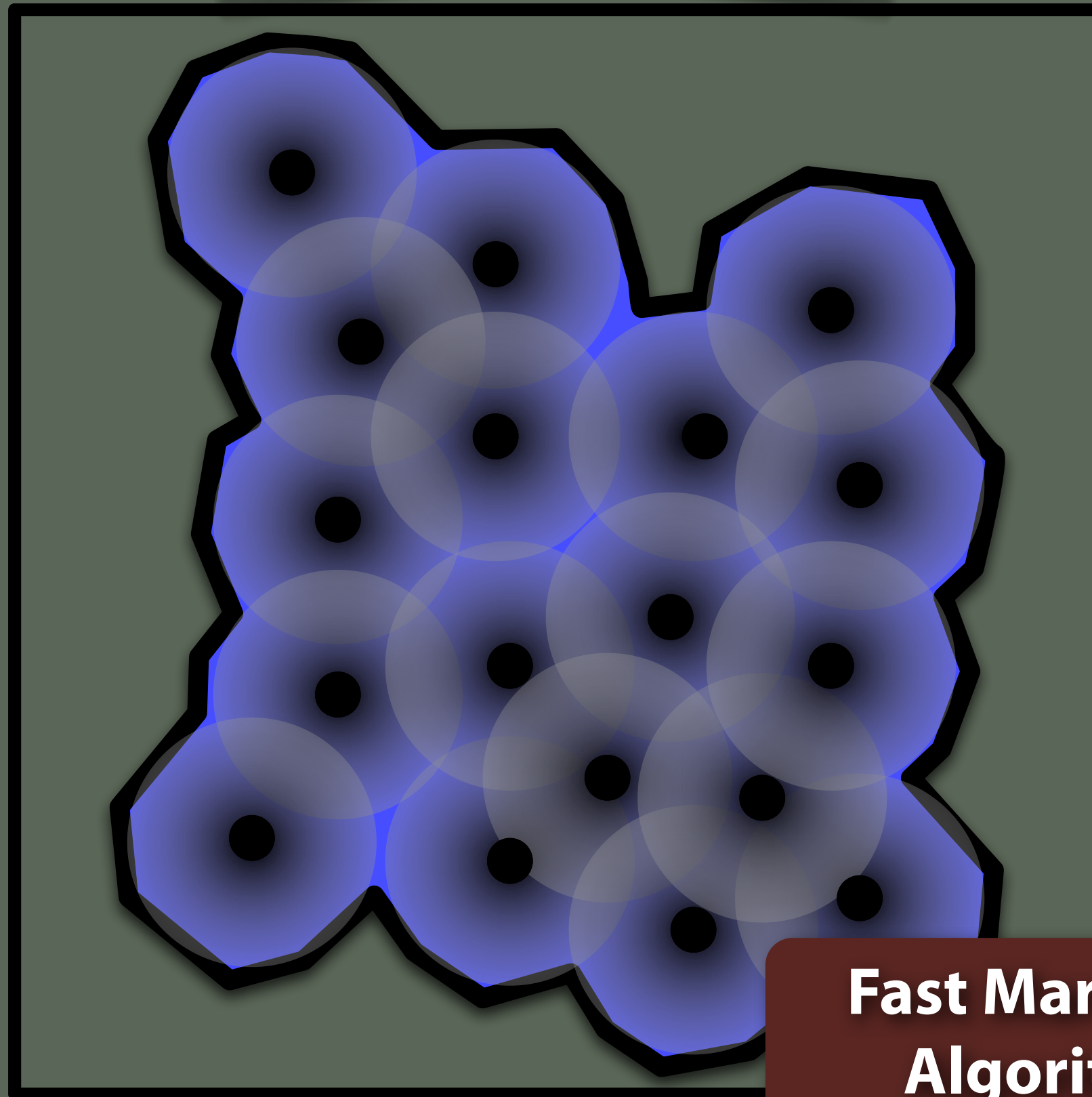
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Rendering



**Fast Marching
Algorithm**

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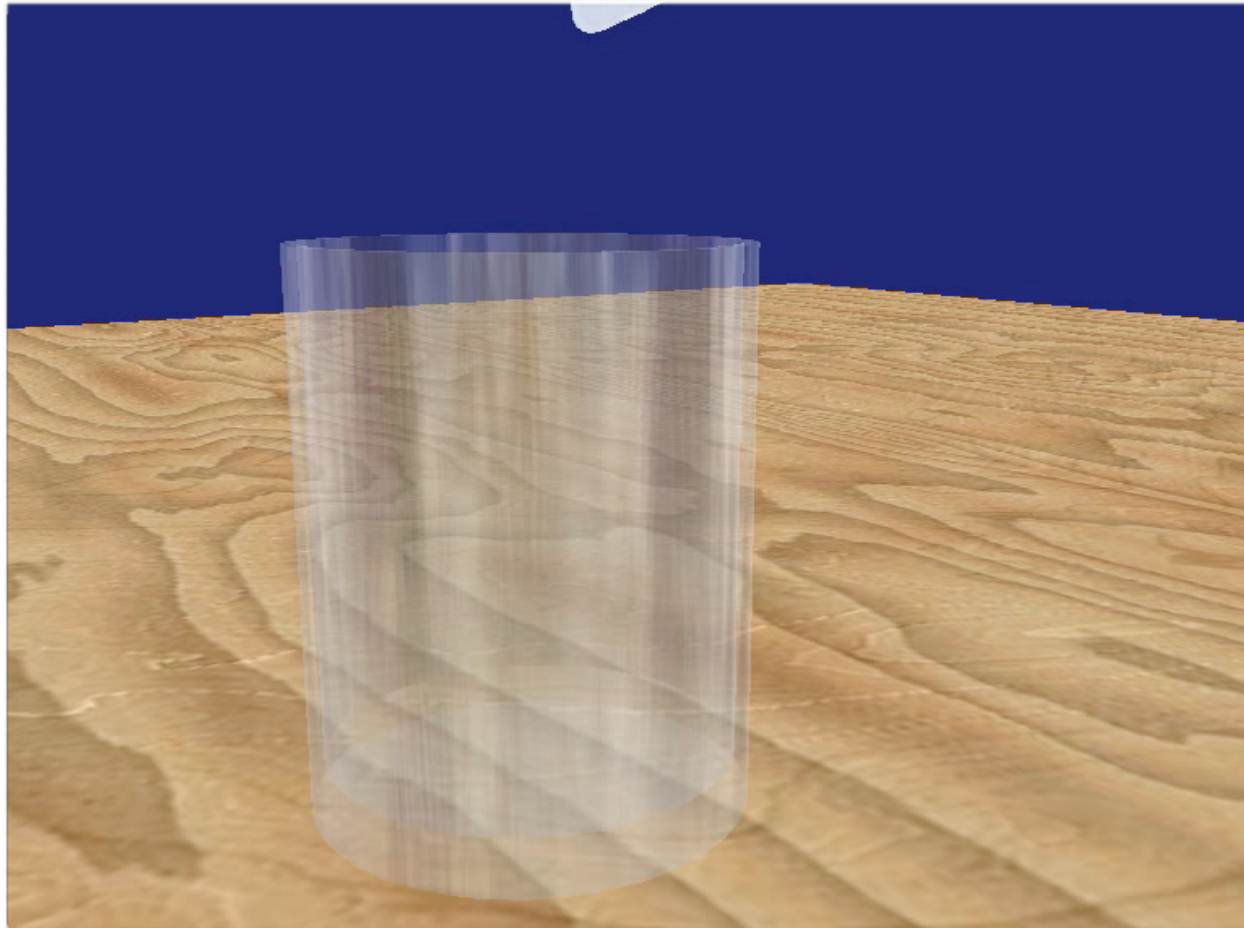
Example

Predictive–Corrective Incompressible SPH

Barbara Solenthaler, Renato Pajarola
University of Zurich



Comparison



SPH



Grid-based

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Questions

- Which phenomena does the grid-based method capture better? Why?
- Which phenomena does SPH capture better? Why?
- Which do neither capture? (How could we?)
- How could we turn our SPH simulator into a grid-based simulator?

- SPH simulation

- seems to represent turbulent flows a little better (g3)
 - small groups of particles (g2)
 - “rough” flows (g2)
 - sprays, splashes (g1) (g4)
- better for splashing (g2)
- better for water (g2)
- flow is kind of bumpy
 - does not settle to an attractive rest state (g1)

- grid-based simulation

- seems to be much smoother (g3)
- fewer “damping” artifacts (g3)
 - the surface seems to “settle down” more slowly (g3)
- the grid based method “looses less detail” (g3)
- worse for splashing (g2)
- good for “smoother fluids” (g2) (g1) (g4)
 - **easier to render** (?) (g4)
- allow for larger timesteps (g2)
- must be confined to a boundary (g2)

- neither

- bubbles (g2) (g1)

- possible

- **how could we combine the two?! (g1) (g4)**
 - use grid based methods to get a continuous surface, but use SPH to get small particles, etc.