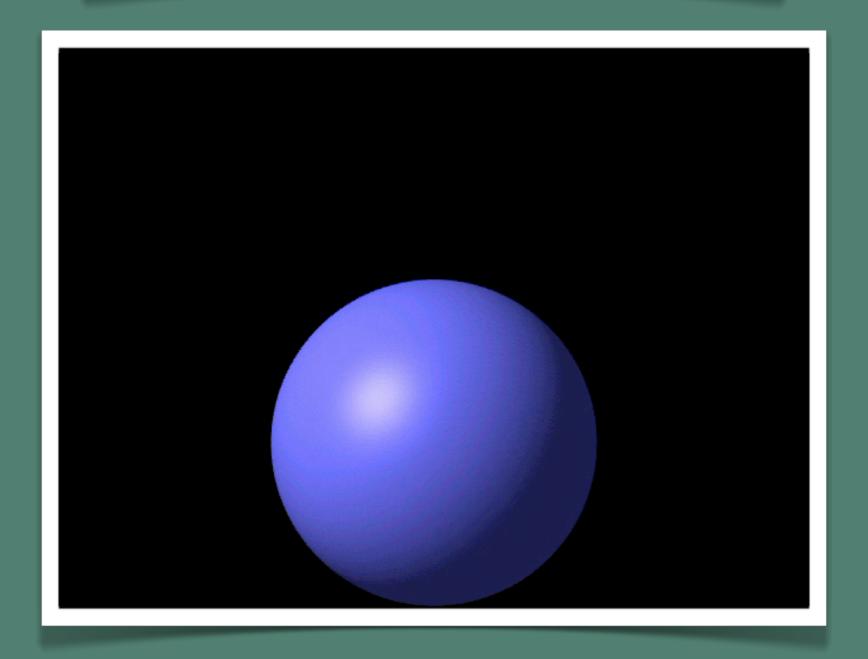
Stable PDE Fluids



Adrien Treuille

- Last Week's Question: Advection
- Fluid Particles (recap)
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- Questions

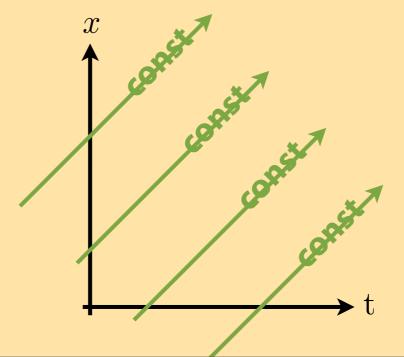
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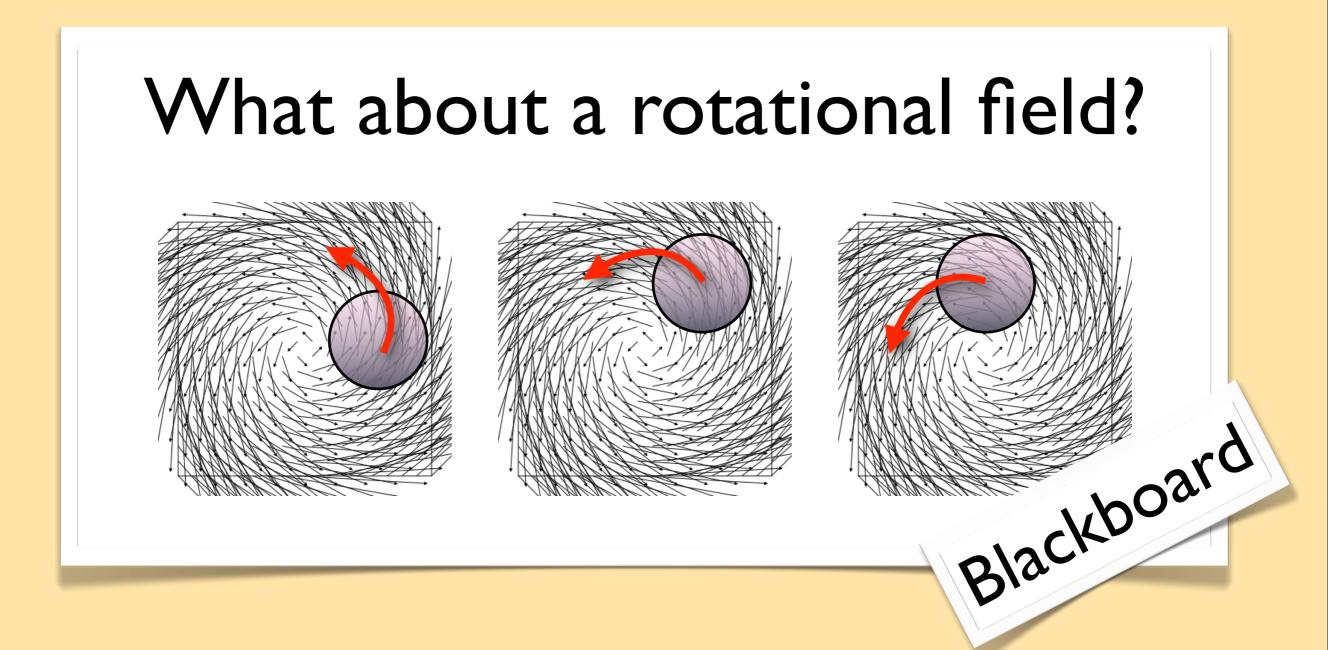
f(x,t) = g(x-t)

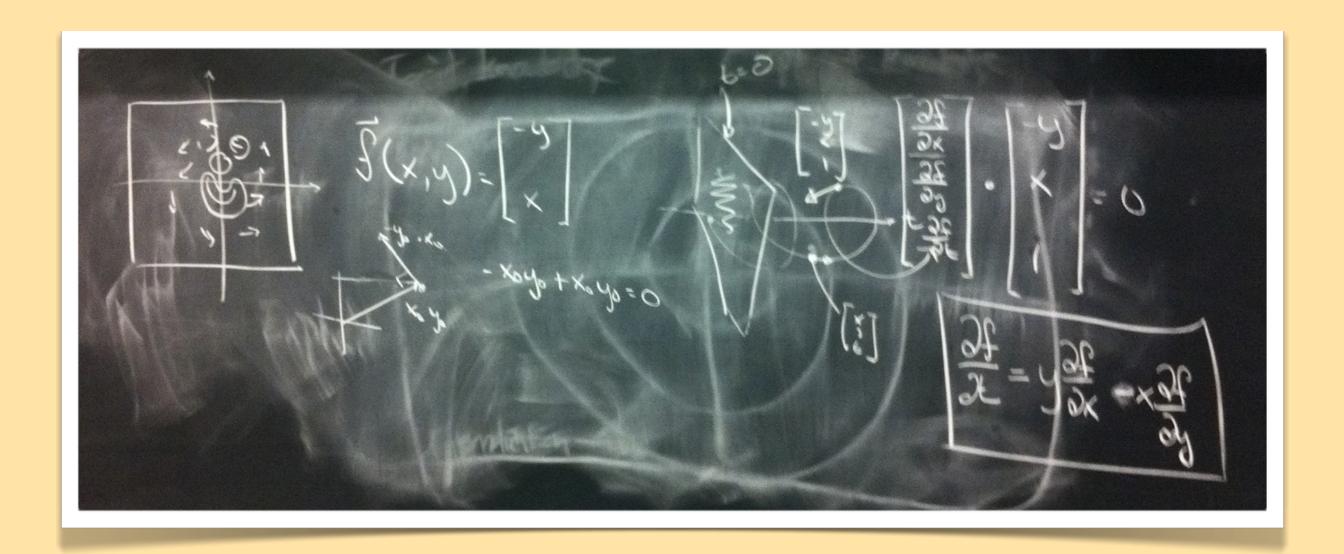
f(x,t) = g(x-t)

Information propagates "to the right"

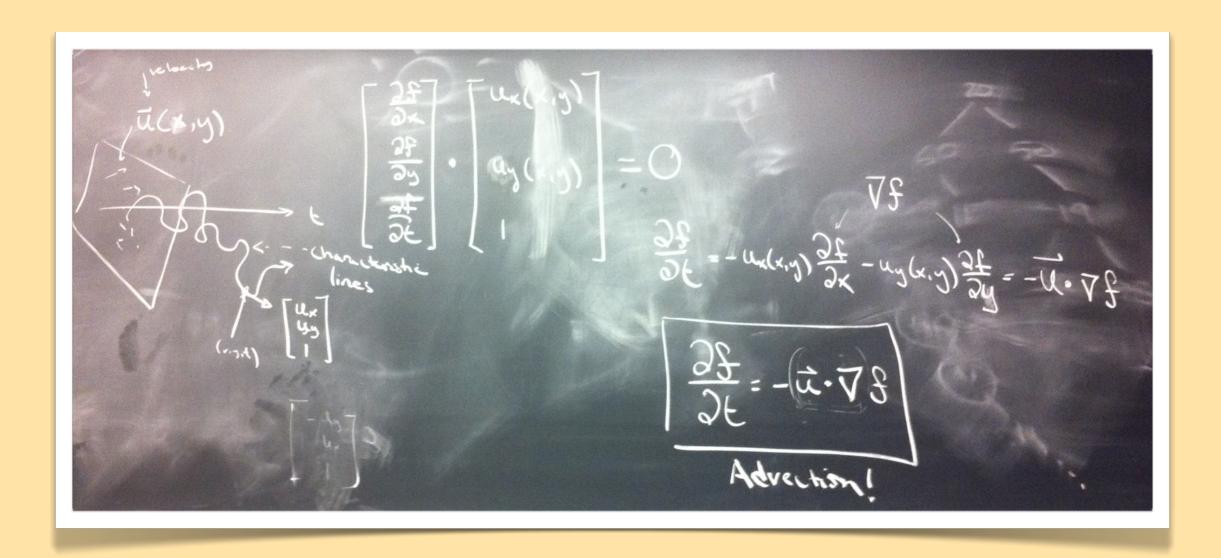
$$f(x, t + \Delta t) = f(x - \Delta t, t)$$







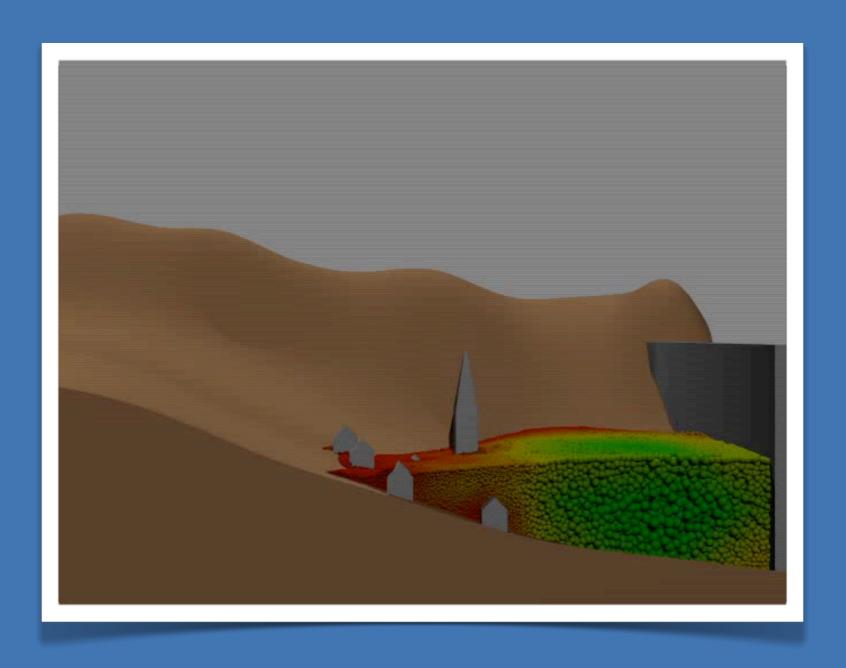
What about a general velocity? Blackboard



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Particle-based Fludis



Fluid Forces

$$ho\dot{\mathbf{v}} = \mathbf{f}_{\mathrm{gravity}} + \mathbf{f}_{\mathrm{pressure}} + \mathbf{f}_{\mathrm{viscosity}}$$

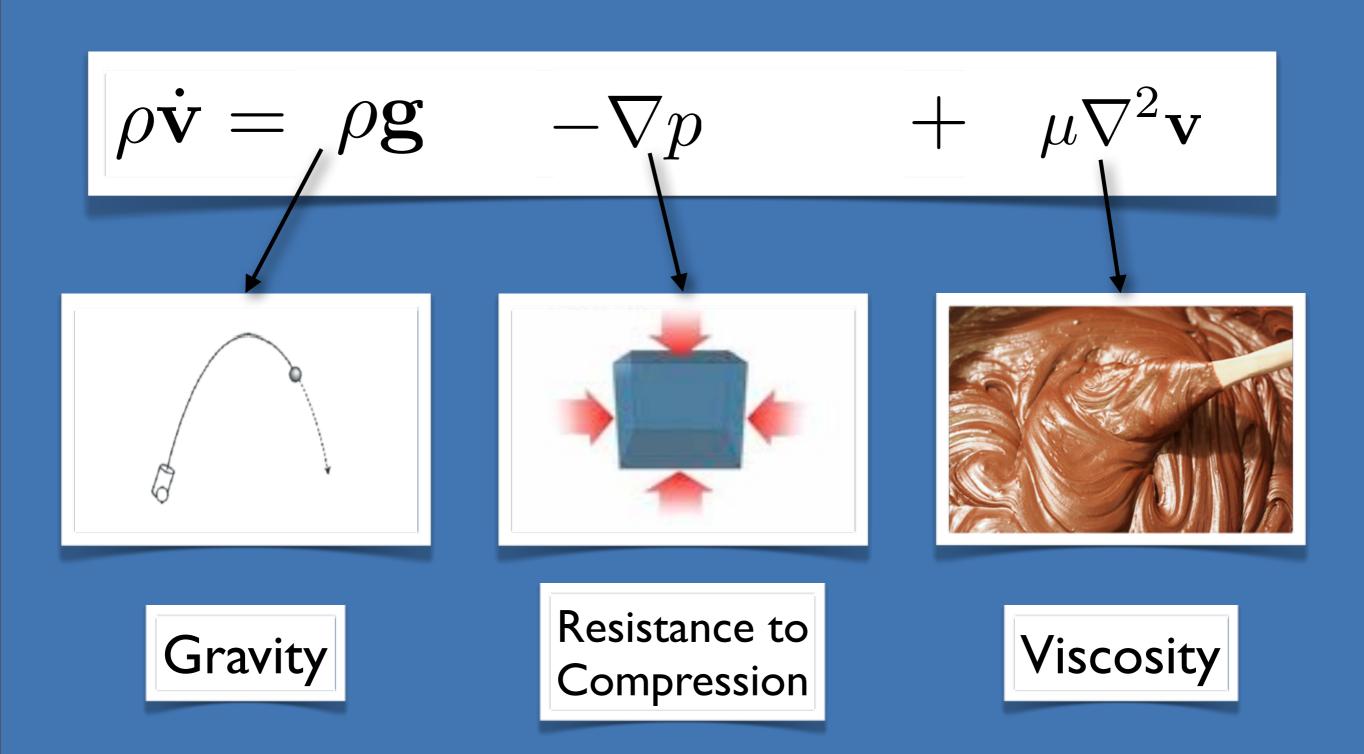
Gravity

Resistance to Compression

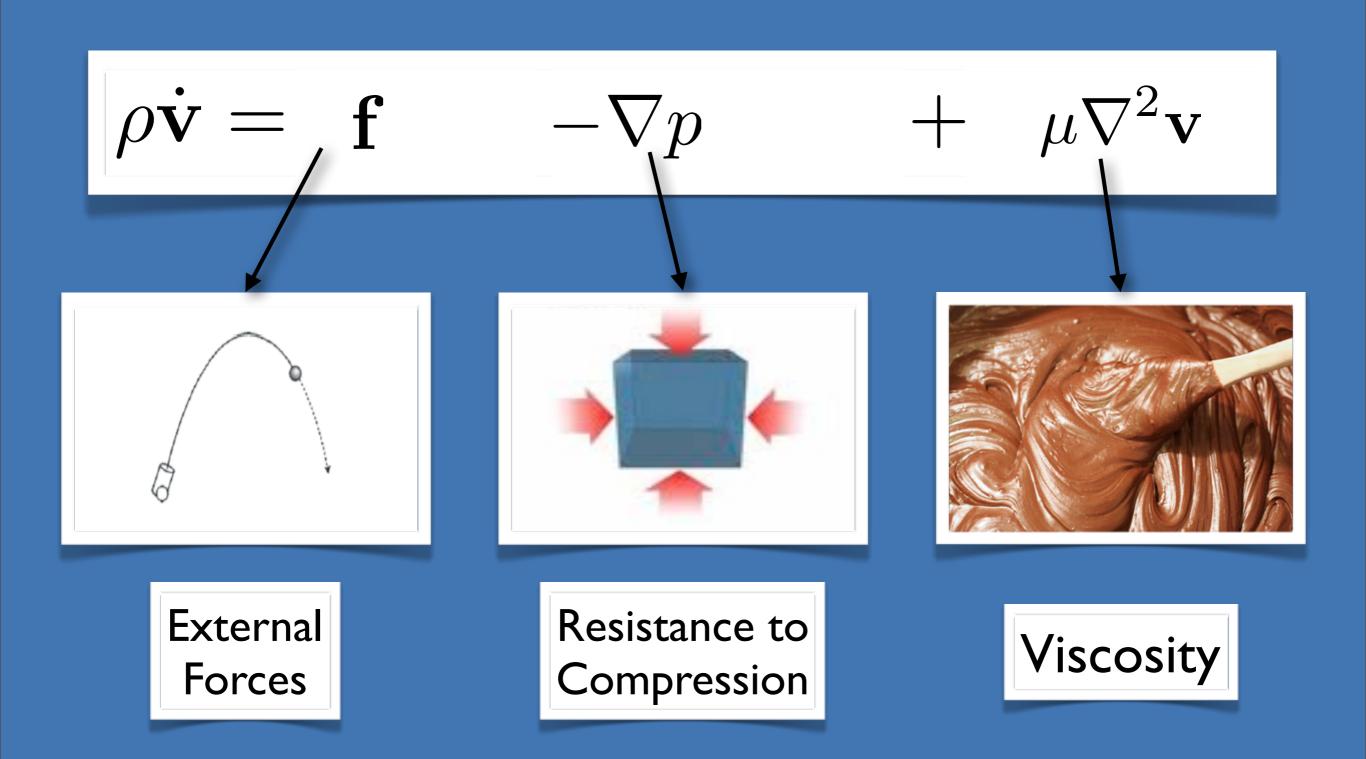
Viscosity

Fluid Forces

f

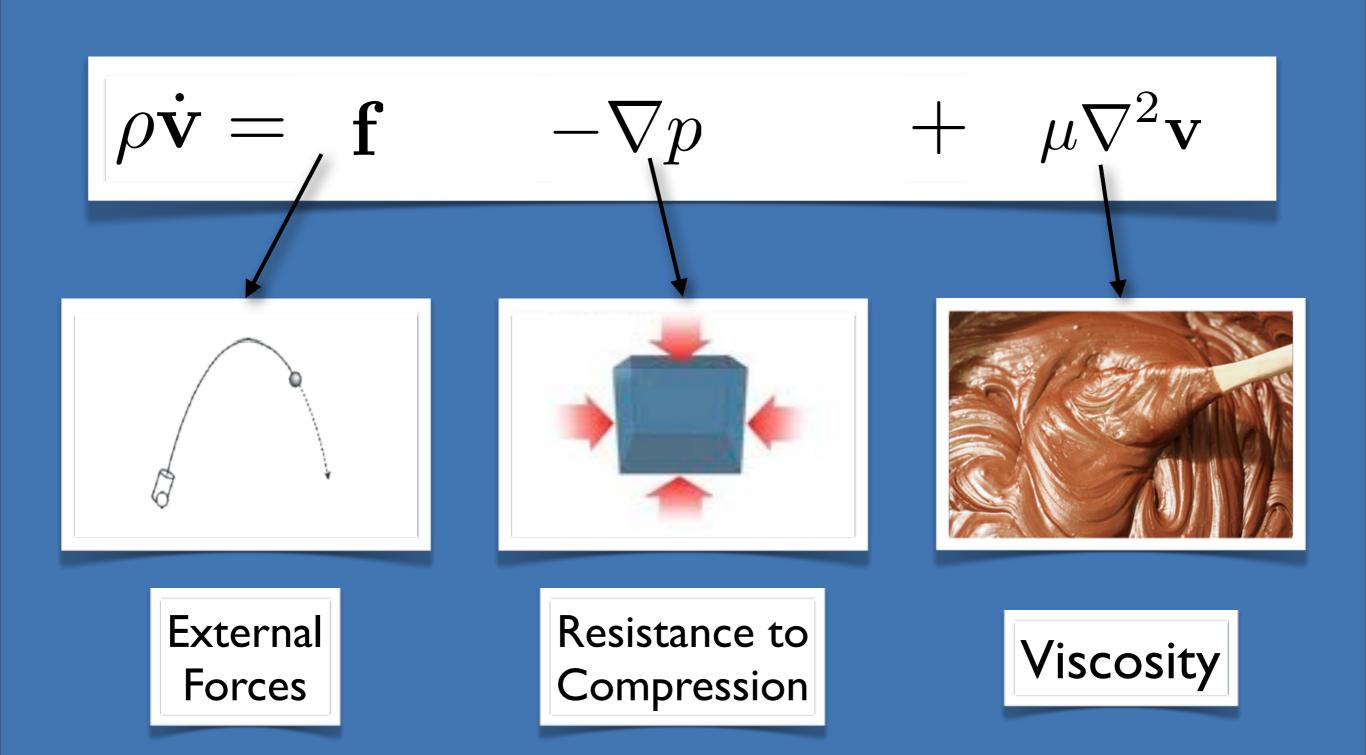


Fluid Forces



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$$\rho \frac{\mathrm{d}\mathbf{u}}{\mathrm{d}t}$$

$$ho \mathbf{\dot{u}}$$

$$\rho \frac{\mathrm{d}\mathbf{u}}{\mathrm{d}t} = \rho \left(\frac{\partial \mathbf{u}}{\mathrm{d}\mathbf{x}} \frac{\mathrm{d}\mathbf{x}}{\mathrm{d}t} + \frac{\partial \mathbf{u}}{\partial t} \right)$$

$$ho \mathbf{\dot{u}}$$

$$\rho \frac{\mathrm{d}\mathbf{u}}{\mathrm{d}t} = \rho \left(\frac{\partial \mathbf{u}}{\mathrm{d}\mathbf{x}} \frac{\mathrm{d}\mathbf{x}}{\mathrm{d}t} + \frac{\partial \mathbf{u}}{\partial t} \right) = \rho \left(\frac{\partial \mathbf{u}}{\mathrm{d}\mathbf{x}} \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right)$$

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$$\rho \frac{\mathrm{d}\mathbf{u}}{\mathrm{d}t} = \rho \left(\frac{\partial \mathbf{u}}{\mathrm{d}\mathbf{x}} \frac{\mathrm{d}\mathbf{x}}{\mathrm{d}t} + \frac{\partial \mathbf{u}}{\partial t} \right) = \rho \left(\frac{\partial \mathbf{u}}{\mathrm{d}\mathbf{x}} \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right)$$

$$= \rho \left(\mathbf{u} \cdot \nabla \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right)$$

$$ho \mathbf{\dot{u}}$$

$$\rho \frac{\mathrm{d}\mathbf{u}}{\mathrm{d}t} = \rho \left(\frac{\partial \mathbf{u}}{\mathrm{d}\mathbf{x}} \frac{\mathrm{d}\mathbf{x}}{\mathrm{d}t} + \frac{\partial \mathbf{u}}{\partial t} \right) = \rho \left(\frac{\partial \mathbf{u}}{\mathrm{d}\mathbf{x}} \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right)$$
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$$\rho \left(\mathbf{u} \cdot \nabla \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right) = -\nabla p + \mu \nabla^2 \mathbf{u} + f$$

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s.t. $\nabla \cdot \mathbf{u} = 0$

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Incompressible
Incompressible
Navier-Stokes
Equations!

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Density

$$\frac{\partial \rho}{\partial t} = -(\mathbf{u} \cdot \nabla)\rho$$

Density

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Density

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Navier Stokes Equations

Density

$$\frac{\partial \rho}{\partial t} = -(\mathbf{u} \cdot \nabla)\rho$$

Velocity

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

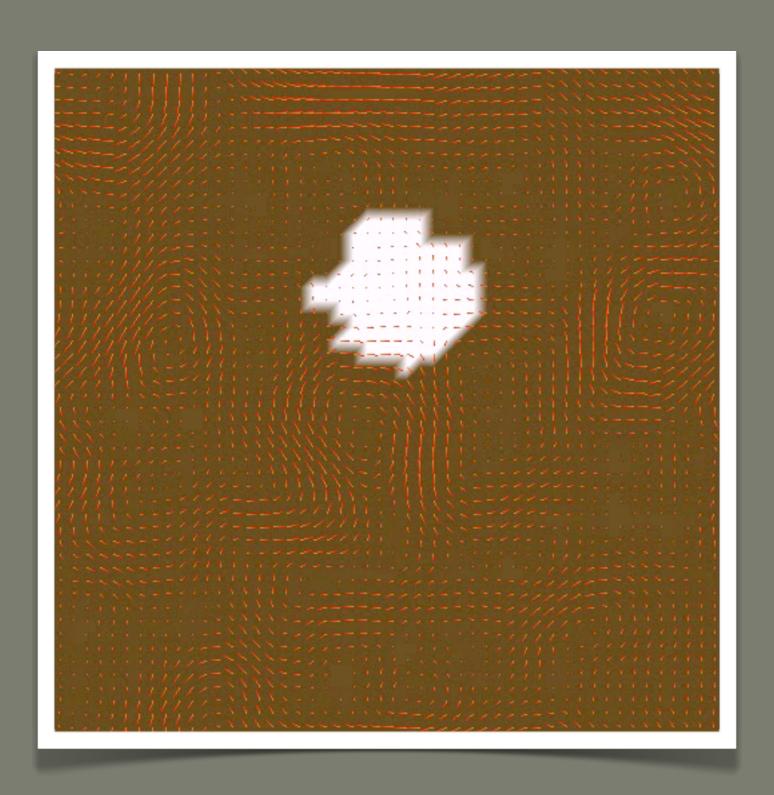
s.t.
$$\nabla \cdot \mathbf{u} = 0$$

Density Advection

$$\frac{\partial \rho}{\partial t} = -(\mathbf{u} \cdot \nabla)\rho$$

Video: Density Advection

Density Advection



Velocity Advection

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2 \mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

Video: Velocity Advection

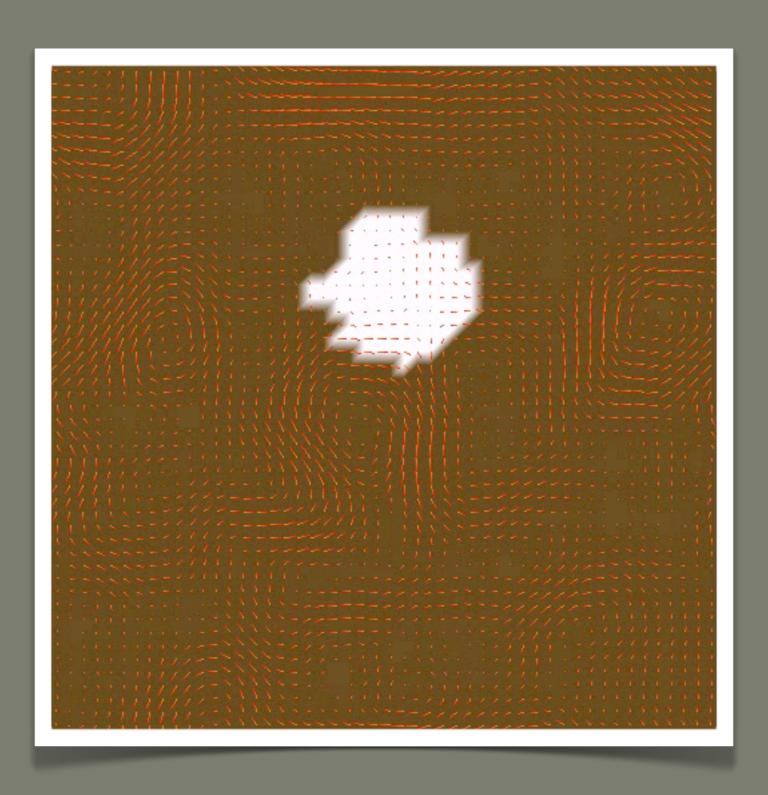
Velocity Advection

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

Video: Velocity Advection

Density and Velocity Advection



$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2 \mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

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s.t.
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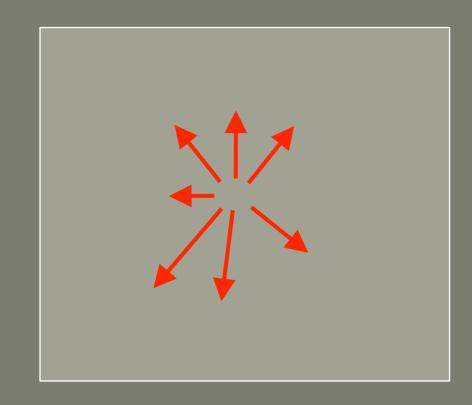
(divergence)

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2 \mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

(divergence)

Div > 0

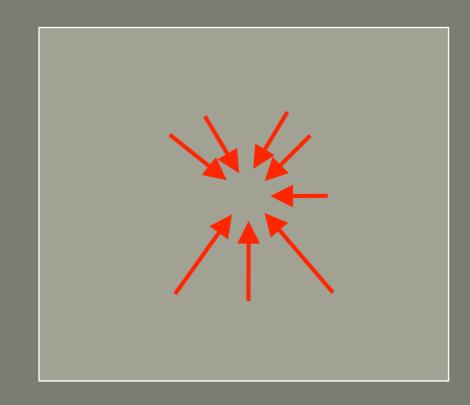


$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2 \mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

(divergence)

Div < 0



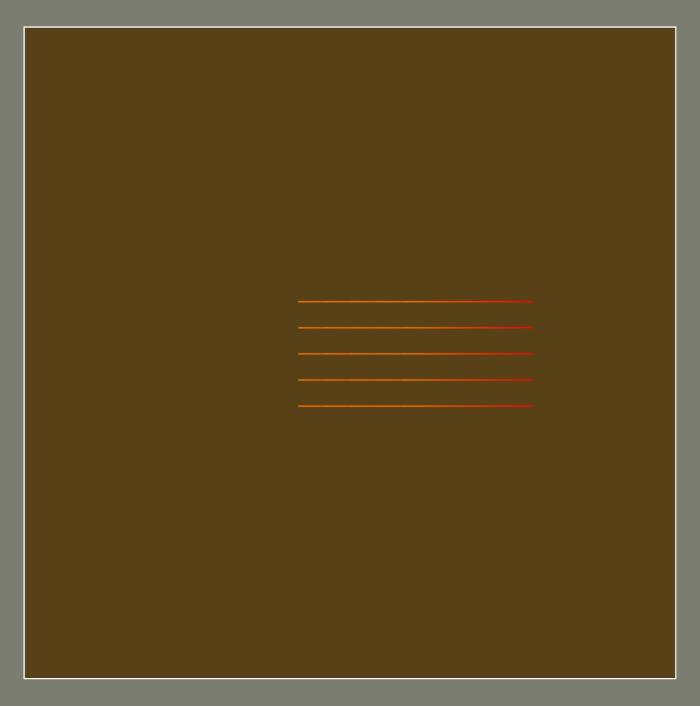
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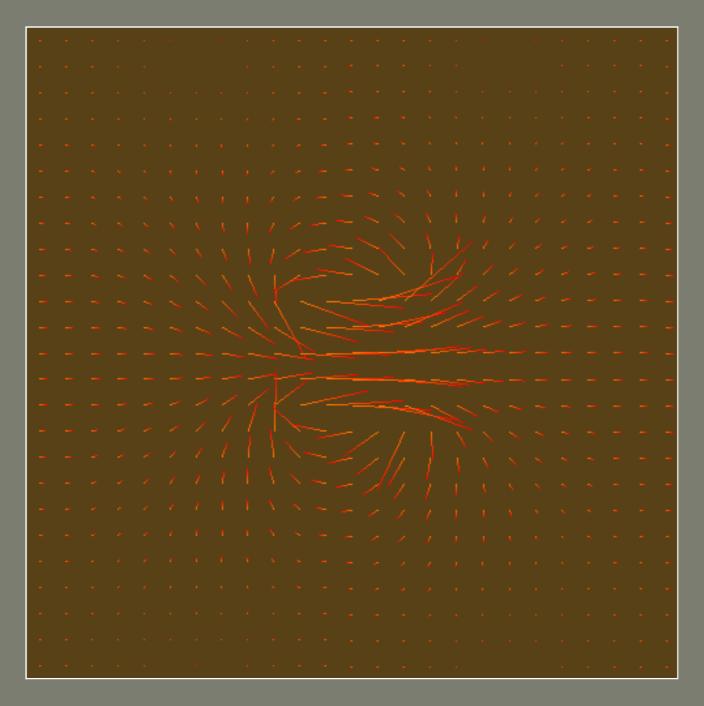
(divergence)

$$Div = 0$$





 $Div \neq 0$



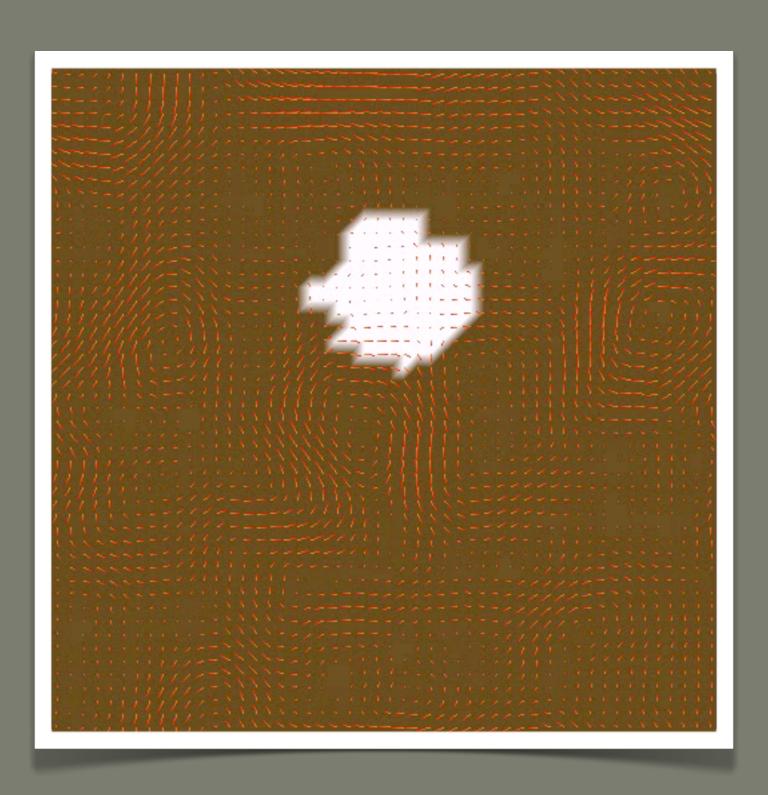
Div = 0

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2 \mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

Video: Velocity Advection and Projection

Advection + Projection



Diffusion

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

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s.t.
$$\nabla \cdot \mathbf{u} = 0$$

Gravity

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

- Gravity
- Heat

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

- Gravity
- Heat
- Surface Tension

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

s.t.
$$\nabla \cdot \mathbf{u} = 0$$

- Gravity
- Heat
- Surface Tension
- User-Created Forces (stirring coffee)

Physics Recap

Physics Recap

Physical quantities represented as fields.

Physics Recap

- Physical quantities represented as fields.
- PDE describes the dynamics.
 - –explains what we see in here...



Much \$\$\$ for analytic solution!

Overview

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• Recall we're dealing with *fields*:

$$\rho:\Omega \to [0,1]$$
 (density)

$$\mathbf{u}:\Omega \to \mathbf{R}^3$$
 (velocity)

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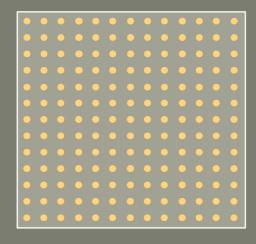
Simulation Representation

• Recall we're dealing with *fields*:

$$\rho:\Omega \to [0,1]$$
 (density)

$$u:\Omega\to R^3$$
 (velocity)

Grid Representation



- Each grid cell represents integral over underlying quantities
- Derivatives Easy to Implement

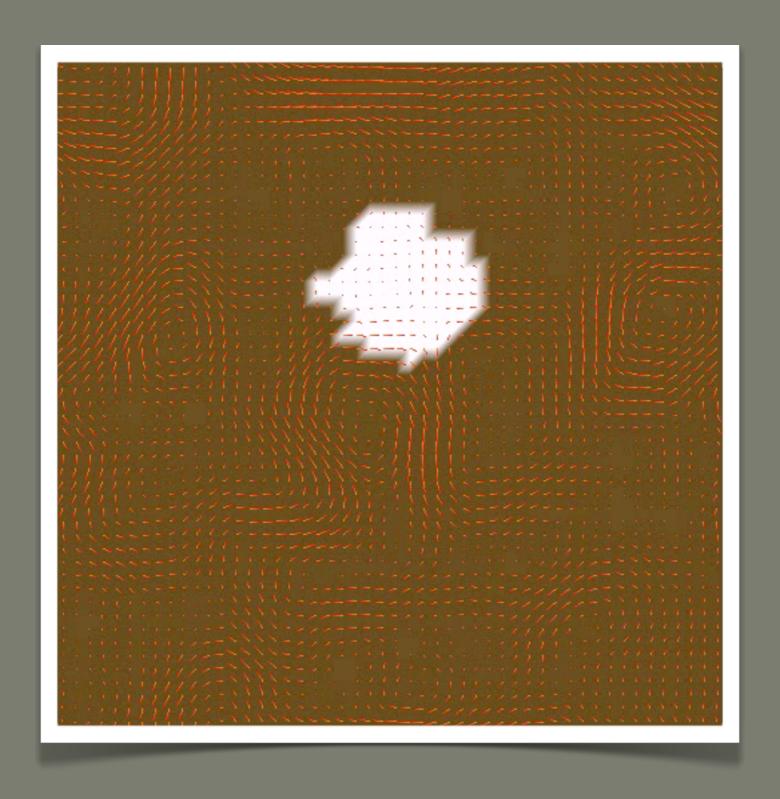
Explicit Integration

Very simple method to "implement" physics

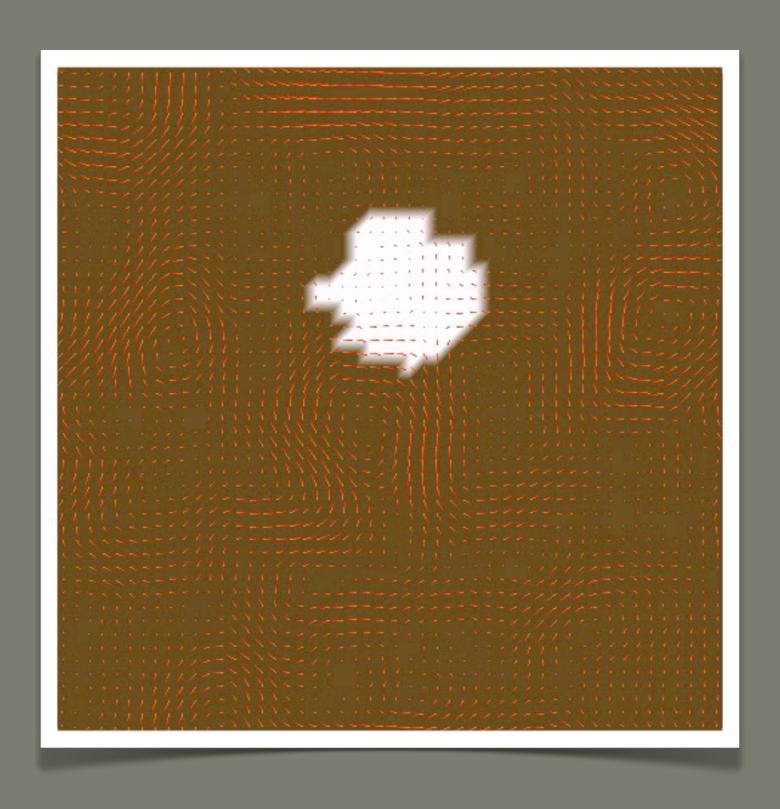
$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2 \mathbf{u} + \mathbf{f}$$

$$x(t + \Delta t) \approx x(t) + (\Delta t) f(x(t))$$

Explicit Integration



Stable Fluids



Suppose we had a system:

$$\frac{\partial x}{\partial t} = f(x) = g(t) + h(t)$$

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• ...and we define a simulation S_f .

$$S_f(x, \Delta t) : x(t) \mapsto x(t + \Delta t)$$

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• ...and we define a simulation S_f .

$$S_f(x, \Delta t) : x(t) \mapsto x(t + \Delta t)$$

• Then we *could* define:

$$S_f(x, \Delta t) = S_g(x, \Delta t) \circ S_h(x, \Delta t)$$

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$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

Advect

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2 \mathbf{u} + \mathbf{f}$$

Advect - Project

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{r}\nabla p + s\nabla^2\mathbf{u} + \mathbf{f}$$

Advect

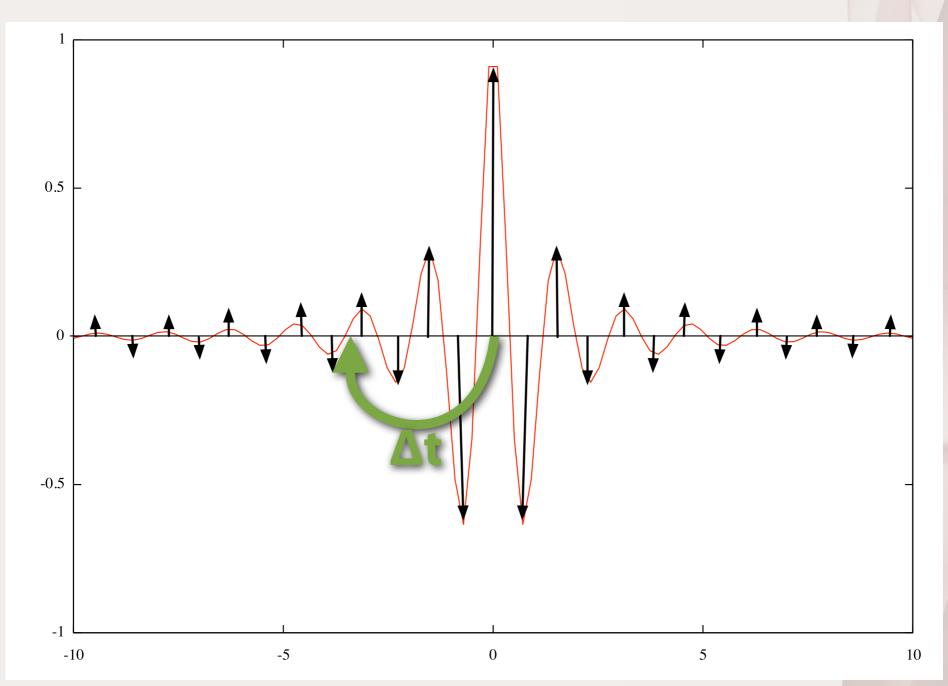
Project

Diffuse

Add Forces

Semi-Lagrangian

$$f(x, t + \Delta t) = f(x - \Delta t, t)$$

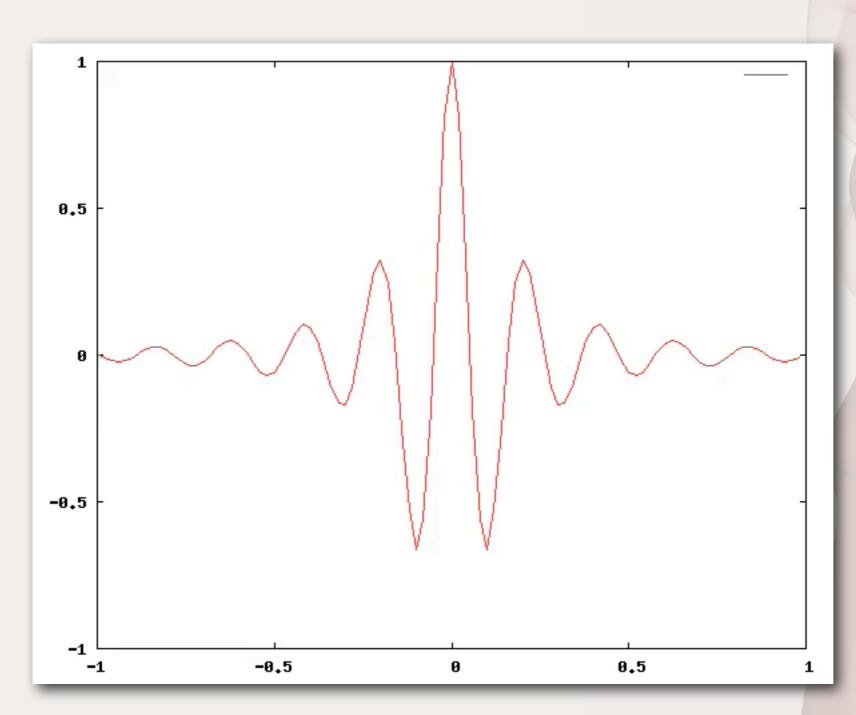


SL Advection

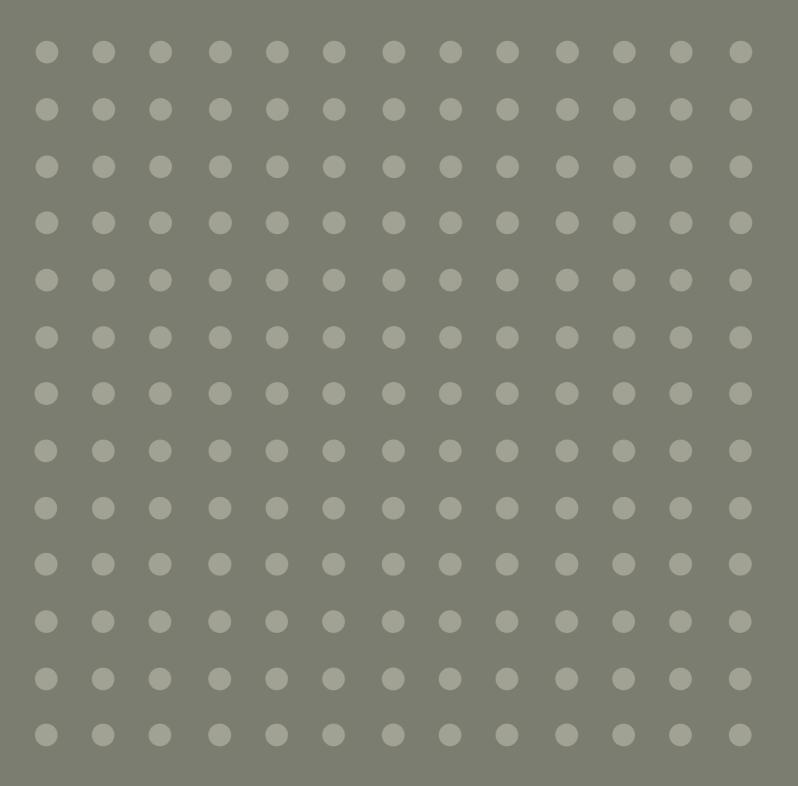
$$f(x, t + \Delta t) = f(x - \Delta t, t)$$

SL Advection

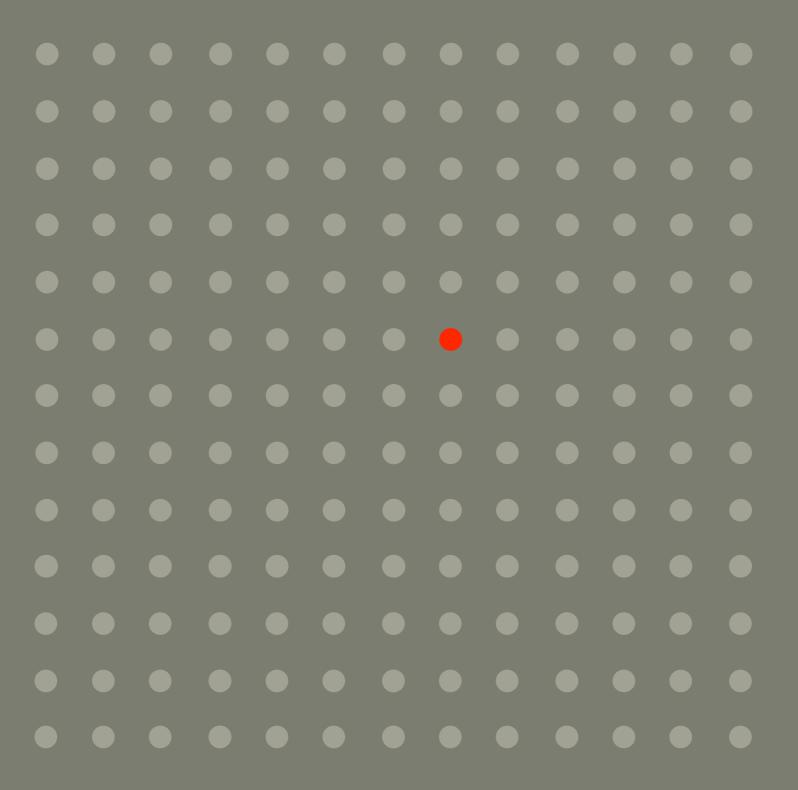
$$f(x, t + \Delta t) = f(x - \Delta t, t)$$



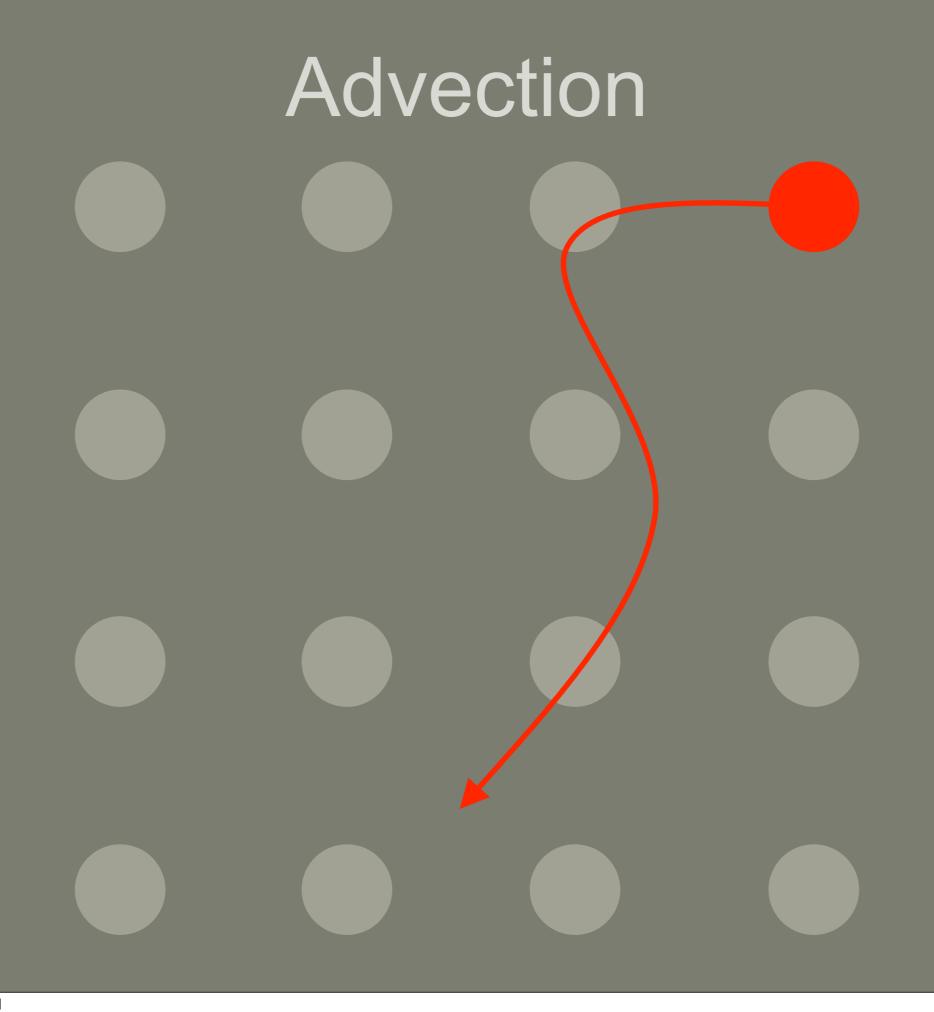
Advection

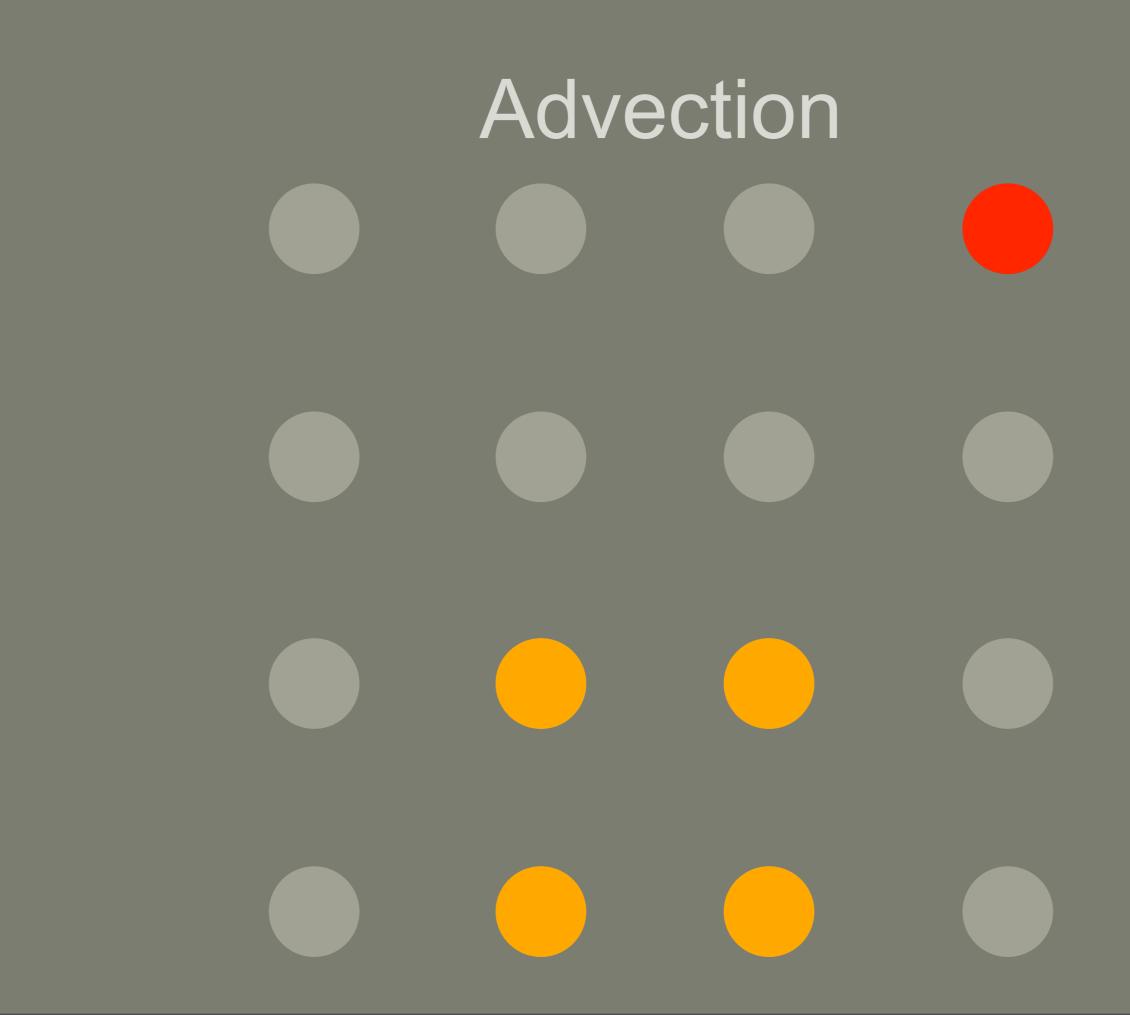


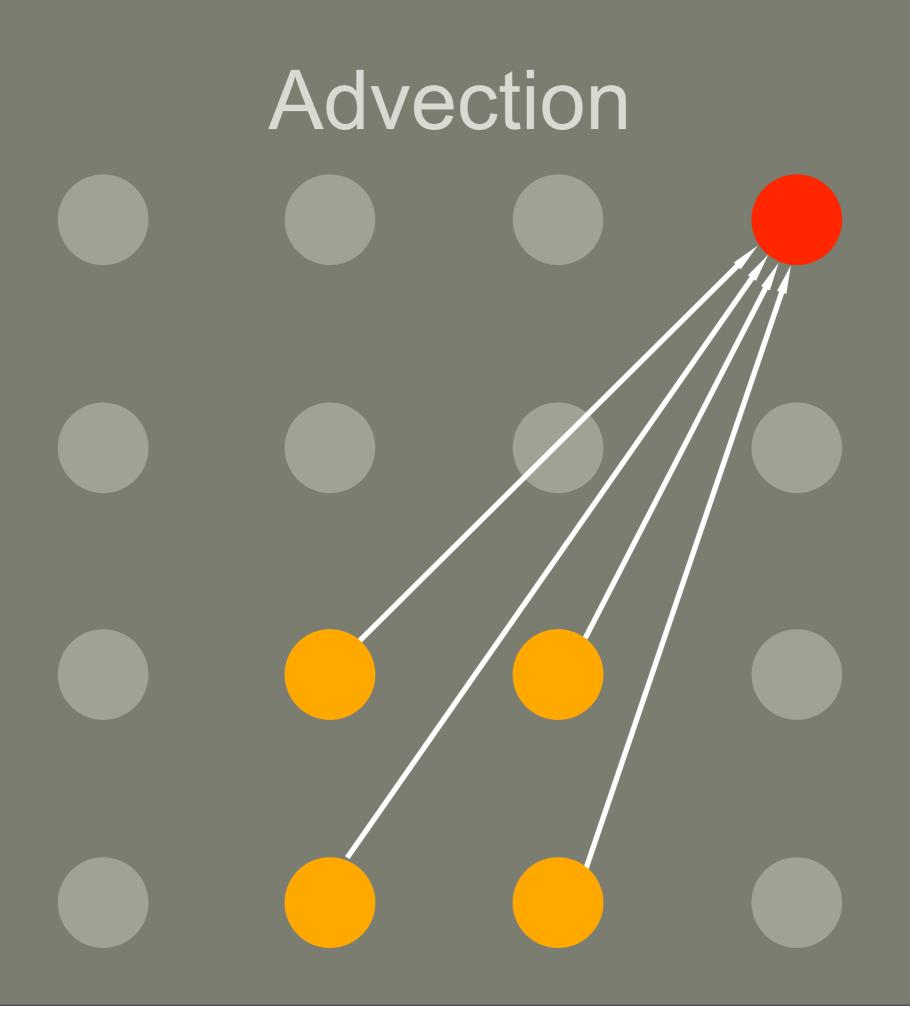
Advection



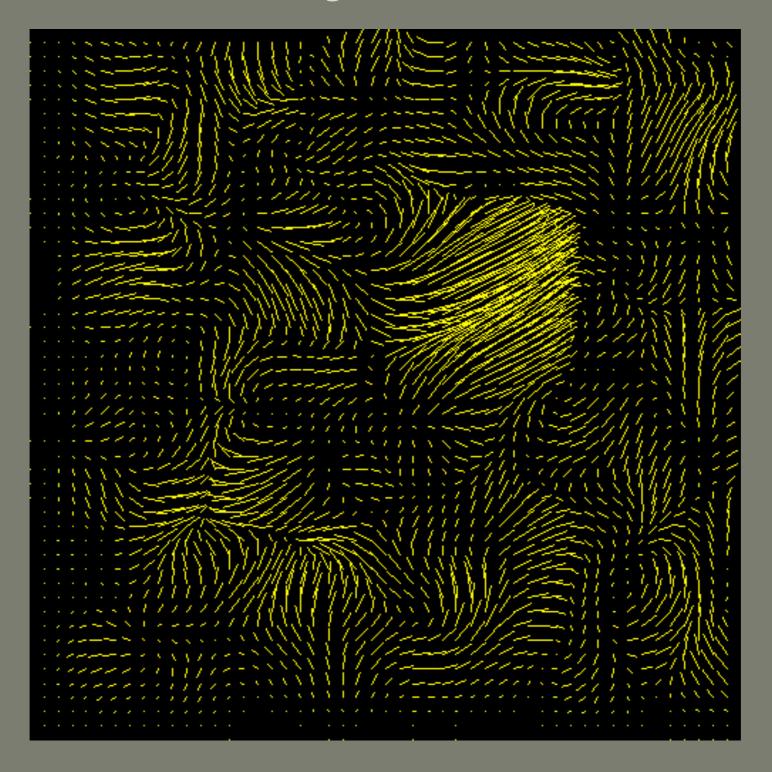
Advection



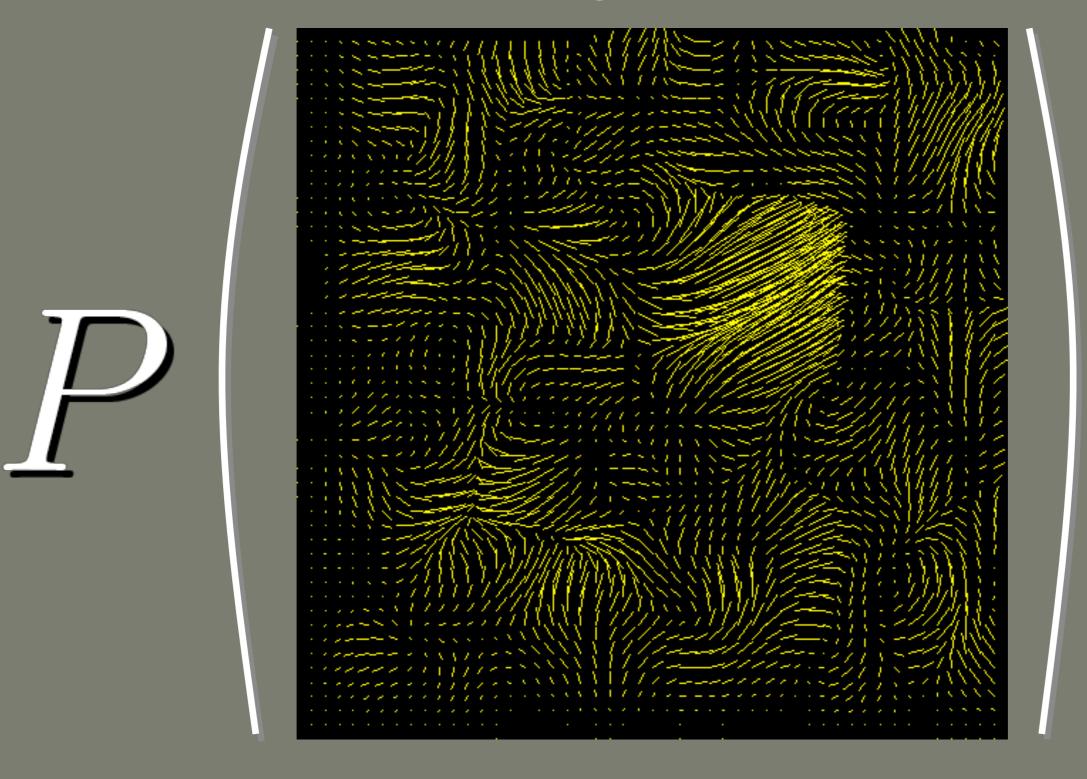




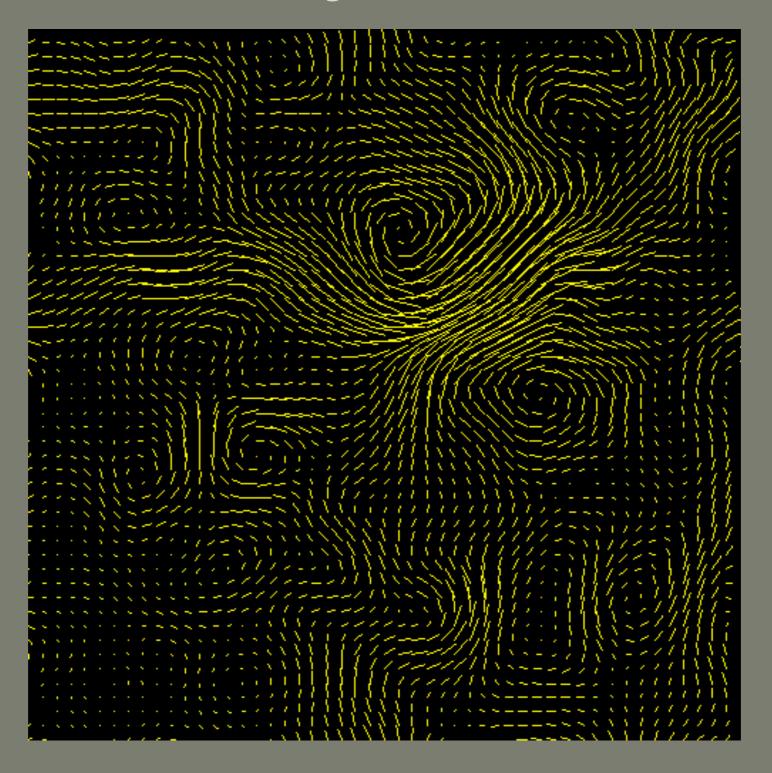
Projection



Projection



Projection



Diffusion

Diffusion

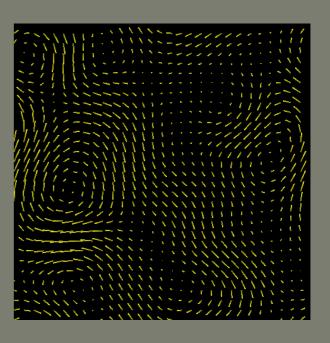
Solved implicitly (like projection)

Diffusion

- Solved implicitly (like projection)
- I don't have a picture of this.

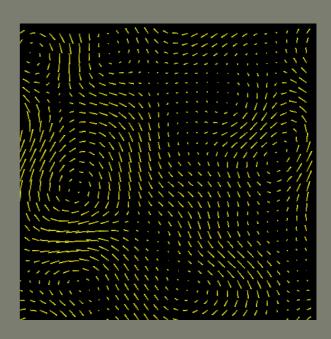
Add Forces (e.g. heat)



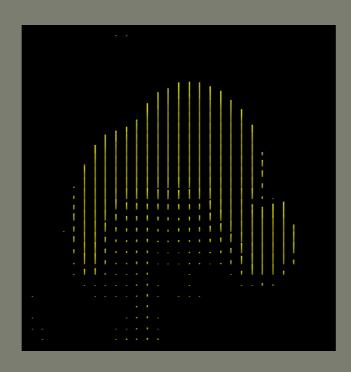


Add Forces (e.g. heat)



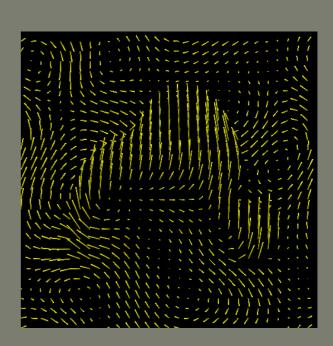






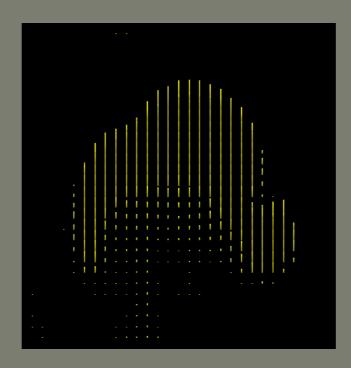
Add Forces (e.g. heat)











Decided Upon grid-based represenation.

- Decided Upon *grid-based* represenation.
- Explicit Methods will not work.

- Decided Upon grid-based represenation.
- Explicit Methods will not work.
- Stable Fluids solves all our problems...

- Decided Upon grid-based represenation.
- Explicit Methods will not work.
- Stable Fluids solves all our problems...
 - -...maybe.

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Questions

- Which phenomena does PDE method capture better? Why?
- Which phenomena does SPH capture better? Why?
- In the PDE implementation, how could we handle boundaries?
- How could we handle free surfaces?